

CSYBA Finch League Rules
Finch: 1st-2nd Grade
Updated 4/2/2024

General Rules

1. **CSYBA Finch League is primarily for kids that are in the 1st or 2nd grade. During Fall Ball, it is for kids just entering 1st or 2nd grade. For purposes of determining school grade, September 1st is used as a cut-off date. During the Spring, no Finch player should turn 9 years old before September 1st unless given league approval.**
2. Base Distance: 60 feet.
3. Pitcher's Mound: 40 feet.
4. Pitcher's Circle: 10 foot diameter.
5. Home team supplies 2 new game balls to the umpire prior to the start of the game.
6. Only USA Certified Bats are permitted, with barrel size between 2 1/4" and 2 5/8".
7. A team will need at least 6-players to play a game. There are no substitutes or borrowed players at the Finch level.
8. Game Length: 6 innings. No new inning may begin after 1-hour 45-minutes has elapsed
9. During a regular season game, a maximum of 5-runs may be scored in an inning. During playoff games, a maximum of 5-runs may be scored in an inning, with the only exception being the 6th inning, of which a team may score an unlimited number of runs. If during regular season play, a team is losing by more than 5 runs in its final at bat, the team is unable to catch up. However, they should still be able to given the opportunity to bat and may score up to 5-runs.
10. There is no slaughter rule.
11. Any game with 4-innings played, (or 3 ½ innings if the home team is ahead), is considered a completed game. If a game is suspended/canceled due to inclement weather prior to becoming a completed game, it should resume from the point of suspension.
12. Bunting is not permitted. If a player takes a full swing and the ball only travels a few feet into fair territory, it is a live ball and the batter may run to first.
13. If a ball is hit into fair territory within the infield, the batter may advance only to first base. All other runners may only advance one base. No bases are awarded for overthrows and no runners may advance more than one base, even if the ball goes out of play.
14. If a ball is hit into fair territory and reaches the outfield grass, then runners may advance beyond one base. Runners can continue to run at their discretion. Play is stopped when the ball is returned to the Pitcher's Circle and a player has control of it. Any runners who are 2/3 the way or more to the next base, are awarded that base. If a runner is less than 2/3 to the next base when the ball is controlled in the pitchers circle, they must return to the previous base. If a ball is hit to the outfield and the ball is subsequently thrown out of play, or if it is throw into the infield and then back out to the outfield grass, it is considered a dead ball. Players are awarded the base they are going to, plus one base.
15. If a batter throws a bat, a warning is given. If a batter throws a bat a second time, he will be called out.
16. All games will be a hybrid of Coach-Pitch and Kit-Pitch. Coach-Pitch will be for innings 3, 4, and 6. Kid-Pitch will be for innings 1, 2, and 5.

17. Coach Pitch – A coach can throw up to 6 pitches maximum, if batter does not strike out or put the ball in play first. There are no walks. Batters can be called out on strikes by the umpire or by swinging and missing, as normal. After six pitches are thrown, the batter is out, unless the last pitch in the at bat is a foul ball, at which point the batter would be thrown another pitch.
18. Kid Pitch – An umpire will call balls and strikes from either behind the pitchers mound or from behind home plate. A pitcher can strikeout a batter. There are no walks when a kid is pitching. If a kid pitches and throws 4-balls, the coach will come out to pitch. The batter's strike count remains where it was during kid pitch. A coach can throw 3 additional pitches. If the last pitch of an at-bat is a foul ball, the coach may throw an additional pitch. Batters will have strikes called on them while coach pitches. A batter can strike out by swinging and missing or by a called strike from umpire, as normal.
19. During Kid-Pitch, if a batter is hit by a pitch, batter will remain in batters box, and that player's coach will finish pitching to the batter. Strike count will be enforced where it was left at. If a pitcher hits 3-batters in a game, he will have to be removed from the pitching position. If during Coach-Pitch, a batter is hit by the pitch, no base is awarded.
20. There is a limit of 1-inning per pitcher, per game for Kid-Pitch. 1 pitch constitutes a full inning pitched.
21. A team may field 10-players in the field. If a team has 10-players, four of them must be positioned in the outfield.
22. If a team has more than 10-players, additional players will need to sit out each inning. No player may sit out consecutive innings. No player may sit out twice, before every other player on the team has sat out at least once. No player may play the same position more than 3 times during a game.
23. Both the winning and losing team should report the game using the CSYBA form within 72-hours of the game. Game results and standings will be tabulated on the CSYBA website and used for playoff seeding for both Spring and Fall Ball.