

BOYS AA LEAGUE BASEBALL

WASHINGTON COUNTY YOUTHBALL LEAGUE

PURPOSE / GOALS:

1. Allow the players to have fun and experience the great game of baseball.
2. Receive instruction in the sport
3. Experience the benefits of competition.

This program is not run for the benefit of the coaches or parents of the players. The rules stated below are intended to achieve the purposes listed above. Should a situation arise not specifically covered in these rules, or the league specific rules, resolution of the situation should be made keeping the stated goals in mind.

RAINOUT POLICY:

1. Prior to the start of the earliest game, the home team will determine if the field conditions are playable. A message must be posted on the league website and all league coordinators must be contacted. Team coaches are responsible for contacting individual players.

Check the following websites for weather related updates:

Richfield: <http://www.rybsawi.org>
Hartford: Hartford Parks & Recreation Facebook Page
Slinger: <http://www.vi.slinger.wi.gov>
Erin: www.erinbaseball.com
Jackson: www.jayba-wi.com

League Coordinators:

Richfield	Jodi Baus	jodib@rybsawi.org
Hartford	Randy Wojtasiak	randyw@ci.hartford.wi.us
Slinger	Tony Dobson	TDobson@vi.slinger.wi.gov
Erin	Kevin Kerrigan	fran.kerrigan@gmail.com
Jackson	Aaron Wollman	jayba.chairman@gmail.com

If a rainout occurs throughout the season, it is the responsibility of the home team coordinator to schedule a make-up time and location.

What if a game has already started and is called due to weather?

Games called due to weather will be considered a complete game if 3.5 innings are complete and the home team is leading or the end result of 4 full innings if the visiting team was ahead at the 3.5 inning mark. If a game is suspended after one full inning is played the game will be resumed exactly where it left off with players in the same positions including on base if necessary and the number of balls, strikes and outs. If a rainout occurs before one inning is complete, the game will start over on another day as if it were a brand new game

SPORTSMANSHIP:

1. Abusive behavior or swearing by anyone – player, coach or spectator is cause for ejection.
2. Confrontations of any kind with an umpire will not be tolerated. Any coach thrown out of a game for any reason will be suspended for at least one game. There will be no exceptions to this rule.

GENERAL RULES:

1. The home team shall supply two new game balls
2. The home team shall supply umpires
3. The home team shall report all scores to the league website
4. Coaches may not smoke or drink alcohol while their team is playing
5. Parents & coaches are discouraged from smoking and drinking alcohol during all league games
6. Cursing of any kind by coaches, players or spectators will result in ejection from the game
7. A player, coach or spectator who has been ejected from the game will be instructed by the umpire to leave the grounds. An ejected player, coach or spectator not complying with the umpires instructions may cause that team to forfeit the game.

8. Flagrant, unsportsmanlike conduct from players, coaches or parents may result in forfeiture of the game. Coaches are expected to make an attempt to control unruly parents.
9. Home team will occupy the first base bench
10. In the event that lightning is seen in the vicinity of the field, all players and coaches must leave the field immediately. The game may be resumed when it is clear and there is no further danger of lightning. (20 minutes without seeing lightning)

EQUIPMENT:

1. Bats: Little league approved bats with the approved barrel dimensions for each specific league. Hybrid composite bats will be allowed. Please refer to league specific rules regarding bats.
2. No metal spikes are allowed
3. Players are encouraged to remove all jewelry before games.
4. It is strongly recommended that boys participating in any level of baseball wear a protective cup for all games and practices

COACHING:

1. An adult coach must be present at all times for a game to be played.
2. Coaches are responsible for the conduct of their players and fans.
3. The umpire's decision is final on all calls. Coaches should contact the league coordinator to discuss any concerns.

GAMES:

1. All games shall be 6 innings. In the event that games are called due to darkness, an official length of will be 4.5 innings if the home team is ahead or 5 innings if the visiting team was head after the 4.5 inning mark. If the teams are playing in the 6th inning and cannot finish the 6th inning, the official game score reverts back to the final score at the end of the 5th inning.
2. Games played during the school year will not allow a new inning to begin after 1 hour and 45 minutes.
3. **Run Rule By Definition:** for those games where the inning run rule applies, for innings 1 to 4, any team that scores 6 runs per inning, that half inning is over and the teams will switch sides at the time the 6th run touches home plate **touches home plate**.
4. Coaches shall deliver the game line-up to the opposing team coach prior to the start of the game. This line-up should show names, uniform number and batting order.
5. A side is retired after 3 outs have been made or the maximum runs listed in the league specific rules have been scored in an inning by the batting team.

BATTING:

1. The on deck batter is the only batting team player to be swinging a bat other than the batter.
2. Batting helmets will be supplied by each team and must be worn by all players whenever they are outside of the dugout area

BASERUNNING:

1. Head first sliding is not allowed while advancing to any base. If a baserunner slides head first, the base runner will be called out.
2. Runners are allowed to dive head first back to a base.
3. A runner hit by, or touching a batted ball in fair play before a fielder touches it, or makes a play on the ball is out.
4. A runner hit by a thrown ball is not out as a result of contact, provided the contact was not intentional
5. A runner may not run more than three feet from a direct line between bases to avoid being tagged out by a fielder with the ball.
6. The orange safety base is only for the batter/runner approaching first base. A defensive player cannot record an out by touching the orange safety base.

WASHINGTON COUNTY YOUTHBALL LEAGUE
MINOR "AA" RULES

LEAGUE SPECIFIC RULES:

1. All games are 6 innings.
 - A) Games that are tied after 6 innings will be called and the result will be a tie. Extra innings will not be played.
 - B) Games are 2:00 in length. No new innings after 1:50 minutes.
2. Each ½ inning will end when either 3 outs are recorded or when the team batting has scored eight (8) runs.
3. Three and one-half (3½) innings is considered a full game if the home team is ahead, four (4) if the visiting team is ahead. Score reverts back to the last completed inning for a game called in the middle of an inning
4. A game can be considered over by the losing team if the winning team has a fifteen (15) run lead at the end of four (4) innings or anytime thereafter.
5. A team will be allowed to play with eight (8) players. No players may be currently playing for or rostered on a select team, however, players from our league team may play on a tournament only team.
6. Each team must share a lineup prior to the start of each game – including player numbers.
7. The home team should record results to the Richfield website.

PITCHING:

1. No pitcher may pitch more than 4 innings in one day, 6 innings for the week.
2. All pitching will be from the un-elevated 50-ft. mound.
3. Pitching in any part of an inning counts as a full inning.
4. Pitcher is allowed five (5) warm up pitches between innings.
5. No balks will be called.

FIELDING:

1. A defensive team consists of 9 players; 1 pitcher, 1 catcher, 4 infielders, and 3 outfielders.
2. All players that attend a game (arrive before the start of the 2nd inning) MUST play at least 2 innings in a defensive position, and one at bat... FREE SUBSTITUTION IS ALLOWED.
 - A) Any player that arrives after the 2nd inning of play has started, Rule #2 is waived and it is up to the coach's discretion on whether or not the player will be allowed to play.
3. No infield fly rule

BATTING:

1. Coaches will make their batting line up to include ALL players present at the game. No substitution or deviations are allowed during the game.
2. Batters must wear a batting helmet at all times.
3. Bunting is allowed.
4. Any player that throws his bat will be called out. This is a safety rule and coaches should help the players to properly hold and grip the bat. A team will receive 1 warning if a bat is thrown; an automatic out will be awarded after that. The umpire will warn the teams prior to the start of the games.
5. Fake bunts or slash bunts shall be prohibited.

BASE RUNNING:

1. 70 ft. base lengths.
2. All base runners must wear batting helmets.
3. No leadoffs, runners must stay on base until the ball crosses home plate.
4. Runners may steal second and third base, however, a runner may not begin stealing until the ball has crossed home plate. The team of a player stealing prior the ball crossing the plate will be given a warning from the umpire and required to return to their original base. Following team warning, players stealing prior to the ball crossing the plate may be declared out. On a passed ball or wild pitch (ball passes a 3' arc around the catcher), runners may not take home, a runner can advance to any other base as per the rules, but cannot take home. The purpose is to create a situation where only a ball put into play can score the runner. Therefore, a runner can only take home when the ball is put in play or on a pick-off attempt at 3rd base only. A ball being returned

to the pitcher from the catcher is not a ball put into play and a runner may not steal home when a ball is returned to the pitcher from the catcher.

5. If the catcher drops the third strike, the ball is in play and the batter may attempt to reach base safely if 1st base is unoccupied or there are 2 outs. The batter can begin running any time before he steps more than (3) feet outside of any baseline. Once the batter steps more than (3) feet outside any base line he is out. The umpire is also to call the batter out if a teammate or coach touches him before he attempts to reach 1st base.
6. If a play is made at home plate, the runner must slide or attempt to avoid contact. It is a judgment call by the umpire if the play is close enough to require a foot first slide. The umpire must call the runner out if the runner does not slide when the umpire decides a slide was required. The catcher cannot block home plate or make a play for the runner if he does not have the ball or will not have the ball before the runner reaches the base. The umpire shall warn the catcher for the first infraction and can eject the catcher from the game for flagrant or further infractions.
7. A runner can advance (1) base on an overthrow at his own risk. This does not include the catcher returning the ball to the pitcher after a pitch.
8. If the ball is out of play, the runners shall be awarded the base to which they were headed plus one base.
Example #1 - An over throw out of bounds while a runner is going from first base to second - the runner is awarded third base.
Example #2 - An over throw out of bounds while a runner is heading back to first base after going part way to second - the runner is awarded second base.
9. The last batter to make an out will act as courtesy runner for the catcher on base if there is two (2) outs.

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