

WINDSOR  
YOUTH BASEBALL  
2020 RULES

**WINDSOR YOUTH BASEBALL - LEAGUE RULES**

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## **ARTICLE I – OVERVIEW**

The established rules listed herein are to provide the Board, coaches, umpires and participating families a foundation to operate.

## **ARTICLE II – AGE ALIGNMENT**

The WYB is structured for 5-year old through 12-year old players. Each division is established using age as a primary guideline and is structured to provide every opportunity for players to enjoy and have a positive experience.

A player's age on April 30th of the current spring league will determine his/her playing age.

Example 1: Players DOB is 4/30/10. During the 2020 season, they would play as a 10-year old.

Example 2: Players DOB is 5/01/10. During the 2020 season, they would play as a 9-year old.

## **ARTICLE III – DIVISIONS**

### **SECTION 1. Divisions**

**The WYB is divided into five (5) playing divisions:**

#### **MAJOR DIVISION**

- Primarily Ages 11/12 \*\*
- 50/70 field size
- MLB rules

#### **MINOR AAA DIVISION**

- Primarily Age 10/11 \*\*
- 46/60 field size
- Traditional rules

#### **MINOR AA DIVISION**

- Primarily Age 9\*\*
- 46/60 field size
- Traditional rules
- The beginning competitive division

#### **MINOR A DIVISION**

- Primarily Age 8\*\*
- Non-competitive division
- Players begin to learn how to pitch

#### **MACHINE PITCH DIVISION**

- Primarily Age 7\*\*
- Non-competitive division
- Players hit off of a Machine

#### **ROOKIE DIVISION**

- Primarily Age 5/6\*\*
- Non-competitive division
- A soft baseball is utilized
- Coach pitch and/or T-Ball stand is used

***\*\* All players will play within their age appropriate division, but upon request, certain players will be allowed to play down in a lower division or up in a higher division based on skill level, safety issues, and/or special needs.***

***Parents may petition for their Division change by submitting a written request to the league one week prior to the first assessment. The Board will review the petitioning player's assessment. If the player is approved but still goes undrafted in the division they are requesting, they will be placed in the lower division Draft. The player must be approved by the Board before the assessments.***

## **SECTION 2. TEAMS**

### **Sub 1. Team Construction**

All competitive divisions use a draft method for putting teams together. 'A', Machine Pitch and Rookie divisions are put together by the Division Manager. Players in the non-competitive divisions can request to play for a specific coach or with friends.

### **Sub 2. Number of Teams**

The number of teams for any of the competitive divisions shall be determined by the number of age appropriate and qualified players. The final number of teams per division shall be determined by the Board based on recommendations from the Division Manager as soon as possible, but no later than the Board meeting immediately prior to the draft. The number of teams in the 'A', Machine Pitch and Rookie divisions shall be determined by the number of eligible players.

The Majors and Minors divisions shall not exceed 8 teams per division.

### **Sub 3. Roster Size**

All teams at every division level will have no less than 11 players and no more than 15 players on their roster.

### **Sub 4. Team Age Mix / Competitive Divisions**

The Player Agent shall announce prior to the beginning of each draft, any restriction on the number of a specific age group allowed per team, (i.e., a Minor AAA team will only be allowed four (4) 9-year old players per team).

## **Sub 5. Protected Players**

### **Major, AAA and AA Divisions:**

Before the draft, each team will have one head coach and one assistant coach.

If a coach has a player in the division in which he is coaching, he **MUST** protect that player.

Special circumstance can be reviewed by the board prior to the draft.

## **ARTICLE IV – REGISTRATION AND PLAYER ASSESSMENTS**

### **SECTION 1. REGISTRATION**

All players must be registered and league fees paid prior to participating in any player assessment, practice or game. Hardship cases can to be directed to the Player Agent. Should an ineligible player participate in a game, that team will forfeit the game and the coach will be suspended for one (1) calendar week.

### **SECTION 2. PLAYER ASSESSMENTS**

The Player Agent and Vice-President are responsible for overseeing player assessment sessions. Player assessments are to be held in January or February. Locations, dates and times for each age group will be posted on the website.

A player must complete a full player assessment session in order to be eligible for the draft.

Players unable to attend a player assessment session but want to be placed in the draft must submit, in writing prior to the last player assessment date, a valid reason for their absence to the Vice-President or Player Agent. The Board will review all requests and determine which players are eligible for the draft by a majority vote. Players with unexcused absences or who have not been approved by the Board for the draft may be placed in the appropriate age division by the Player Agent or become a blind hat pick in the appropriate division.

**Coach's child:** If an age appropriate sibling is not protected, they must attend and participate in one of the player assessments to be evaluated by all coaches within that division.

\*Players only attend one player assessment session.

## **ARTICLE V – COACHES**

### **SECTION 1. PURPOSE**

The coach is instrumental to a successful program. It is the coach's responsibility to teach players good sportsmanship, the value of being a good team member and the game of baseball.

### **SECTION 2. NUMBER OF COACHES PER TEAM All Divisions:**

Each team shall have one (1) Head coach (Manager) and one (1) assistant coach prior to the draft. A 3rd and 4th coach may be added after the draft has concluded and team rosters completed. The 3rd and 4th coach must meet all the criteria of coaches (i.e., background check completed, Cal Ripken certified) and be approved by the Board.

### **SECTION 3. SELECTION AND RATIFICATION OF COACHES**

All persons interested in coaching in the WYB must complete and submit an online coaching application by the specified due date. The Vice-President shall receive all applications and forward them to the respective Divisional Manager (DM). The DM shall assemble coaching groups based on received applications and compile a list of Head Coaches to ensure enough Head Coaches are available for the projected number of teams in any one division. Late applications will be placed on a stand-by list. Coaches submitting complete applications, including background check and certification paperwork, by the due date will have priority over late applicants and coaches with incomplete coaching application packets.

In order to coach in the Minor or Major Divisions, a full coaching staff must be registered when coaching applications are submitted.

Each DM shall complete a list of head coaching applications for their respective division, placed in order based on the below listed guidelines and vetted through the Board for approval.

The Board shall make the final determination on Head Coaches by a majority vote and reserves the right to make coaching selections with the best interest of the league in mind.

General guidelines for selecting Head Coaches are:

- Individuals that were a Head Coach or an Assistant Coach the previous year will given priority for positions over those who were not.
  - If a division has more individuals volunteering to serve as Head Coach than the number of teams available, the following guidelines shall be considered by the board in selecting the coaches:
    - Head or Assistant Coaches returning to the same division
    - Head or Assistant Coaches with 2 or more years coaching experience in WYB who are moving up from the immediately preceding division and their player is the oldest age typically allowed in the division
    - Head Coaches with 2 or more years coaching experience in WYB who are moving up from a lower division and their player is not the oldest age typically allowed in the division
    - Head Coaches with fewer than 2 years coaching experience in WYB whose player is not the oldest age typically allowed in the division.
    - Total years coaching experience in the league
    - Previous year player survey information

#### **SECTION 4. NOT ENOUGH COACHES BY PLAYER ASSESSMENT SESSIONS**

Coaches can only add another coach to his/her roster up until the day before the first player assessment. (*Exception: unless voted and approved by a majority of the coaches from the affected division during player assessments*). The purpose of this rule is to prevent coaches from selecting the best player(s) at the player assessment and making one of their parents a coach in order to protect a specific player.

Coaches recruited by the Board after player assessments but prior to the draft may receive additional draft picks in order to preserve balance and fairness. The Board will determine additional draft picks prior to the draft. Any additional draft picks will be announced prior to the draft commencing.

#### **SECTION 5. TEAM NAMES**

The selection of team names for all divisions will be as follows:

1. A returning **HEAD COACH** to the **same division** shall be allowed to retain the previous year's team name if available (team names for divisions are subject to change each year).
3. Reverse draft order for all remaining names (competitive divisions only).
4. For 'A', Machine Pitch and Rookie team selections not resolved by items 1 and 2 above, the remaining order will be decided by a blind hat pick at the non-competitive coaches meeting. The Divisional Manager or his/her designee will conduct the drawing.
5. Team names can be traded amongst coaches prior to the draft beginning or at the non-competitive coaches meeting.

#### **SECTION 6. PERSONAL BACKGROUND CHECK**

All coaches must submit to a background check. A coach may not participate in practice, games, or team meetings until he/she has submitted to the required background check.

A coach may be asked to step down, without recourse to the Board, if a negative report comes back. Any history of violence or crimes against a child will automatically disqualify a person from coaching in the WYB. All negative items listed within a personal report shall be carefully reviewed by the President and Vice-President to determine qualifications to coach within the WYB.

A coach may be reinstated upon clearing up any derogatory errors on the background check and passing a new background check.

No one under the age of 21 will be allowed to be a Head coach on any team roster. All assistant coaches must be at least 18 years old, unless otherwise approved by the Board.

## **SECTION 7. RESPONSIBILITY**

### **Sub 1. Conduct**

Coaches will have complete control of activities, conduct, and welfare of their players and parents while on the playing field. A coach shall conduct him/herself in an adult, courteous manner at all times with players, coaches, parents and umpires. This includes **no profanity at any time**.

Coaches are responsible for the players and need to set a good example in conduct and respect to others, especially towards the umpires. **The players are the reason for the WYB and their well-being, training, and experience is our number one priority.** Safety, fairness, obedience to the rules, good sportsmanship, and positive attitudes must be evident at all times. Disciplinary action will be taken in situations when the coaches fail to follow WYB rules. The degree of disciplinary action will be solely dependent on the degree of the violation as determined by the Conduct and Rules Committee (CRC), described in Article IX (and league Bylaws).

### **Sub 2. Rules**

Coaches need to read and understand these rules and the rules of baseball. Coaches are required to read and sign the WYB Coach's Code of Conduct agreement prior to participating in player assessments or the non-comp coach's meeting.

### **Sub 3. Concussion Responsibility Training**

Coaches are required to complete and show proof of completion of an online concussion recognition training course prior to participating in player assessment or the non-comp coach's meeting.

### **Sub 4. Practices**

Coaches should hold regular weekly practices.

### **Sub 5. Field Maintenance**

Home team is responsible for setting up the fields (watering, dragging the infield, adding lines, etc.) and Visiting team is responsible for putting field stuff away (bases, etc). Litter removal in dugouts is the responsibility of the teams playing. If only one team is practicing it is up to them to do both the home and visiting team responsibilities

*All field drags need to be kept at least two (2) feet from any grass line.*

### **Sub 6. Equipment**

Coaches will be responsible for all equipment issued by the WYB. All issued equipment must be returned to the WYB no later than one (1) week after conclusion of play.

### **Sub 7. Posting Scores (Competitive Divisions)**

Head coaches are responsible to post the score on the WYB web page ([www.windsorbaseball.com](http://www.windsorbaseball.com)) within 24 hours of the game being played. Any game summaries or comments **MUST** be positive and done in good sportsmanship.

### **Sub 8. Safety**

It is highly recommended that at least one (1) member of each coaching staff have first aid and CPR training. Coaches are encouraged to have a first aid kit with them during practice and games.

**Sub 9. Communication with Division Manager**

Head coaches are responsible to responding to communications from the Division Manager throughout the season. Failure to adequately respond to requests for information may result in the matter being referred to the Conduct and Rules Committee.

**Section 8. ALCOHOL/TOBACCO USE**

WYB prohibits the use of all alcohol and tobacco on all fields and dugouts for all WYB affiliated games and tournaments. These products include smokeless tobacco, E-cigarettes, vapors and all related alcohol products.

**ARTICLE VI – THE DRAFT**

**SECTION 1. DRAFT ORDER**

The Player Agent will perform a lottery to determine the draft order for each of the competitive divisions. The drafts will be conducted in a serpentine fashion. (Example: 1st round: team with #1 pick through team with #20 pick; 2nd round: team with #20 pick through team with #1 pick.)

**Sub 1. Pre-Draft – Players Not Attending Player Assessment**

With the exception of those players who submitted a written reason for missing a player assessment approved by Board (see Article 4, SECTION 2), any player eligible for a competitive division that is fully registered but failed to attend a player assessment may become a blind hat pick.

**SECTION 2. DRAFT DAY GUIDELINES**

Persons attending the draft are restricted to coaches from that division, the DM, any Board member and anyone else requested by the Player Agent. No children are permitted to attend the draft, no exceptions. The Player Agent or his representative will conduct the draft.

The Player Agent will present to the coaches a list of players eligible for the draft and announce the number of players per team. If a player's name and number do not appear on the draft list, his/her name must be brought to the attention of the Player Agent for review prior to the first pick.

**SECTION 3. COMPETITIVE DIVISION DRAFT PROCEDURES**

The draft sheet will identify available slots per team and list any protected slots, at the top, prior to the 1st round.

**SECTION 4. TRADING PLAYERS AFTER THE DRAFT**

Drafted and placed players may be traded during a 30-minute period following each draft. Coaches need to make sure the proper age mix is kept in order.

**SECTION 5. ROSTERS**

Before leaving the draft, a coach must verify with the Player Agent the selections are correct and the appropriate coaches are listed. The Player Agent's copy of the draft is official and must be attested to by a Board member. Players may not be moved without the Player Agent's approval.

**SECTION 6. 'A' MACHINE PITCH and ROOKIE DIVISIONS**

The Rookie, Machine Pitch and 'A' teams are compiled by the Division Manager and will not be finalized until the conclusion of the AA draft.

**SECTION 7. STARTING PRACTICES**

The Board will determine when practices begin. This information will be posted on the WYB website and communicated to all coaches via email.

**SECTION 8. POST DRAFT**

**Sub 1. Late Sign-Ups**



Sign-ups occurring after the registration cut-off date will be assigned to a wait list by the Player Agent. The Player Agent will place these players based on age, wait list order and availability within the appropriate division.

### **Sub 2. Balancing Rosters**

If any team drops below the minimum of eleven (11) players and there are no late sign-ups to fill the spots, the Player Agent shall try and balance the roster by reviewing the next lower division (if applicable) to determine if there is an age appropriate player qualified to play at the higher level and doesn't drop that team's roster below the minimum of eleven (11). If a player is identified, the Player Agent shall contact the parents and seek approval to move the player. The parents can accept or reject the move.

### **Sub 3. Trading Players**

Post-draft player-for-player trades will be permitted providing the involved coaches, players, parents, and the Player Agent consents.

## **ARTICLE VII – PLAYING RULES (GENERAL) / ALL**

### **LOCAL RULES AND PITCHING GUIDELINES**

Each Manager will be provided with a rulebook: (1) current edition Cal Ripken Division of Babe Ruth Baseball with Official Playing Rules I. There is a copy of the Baseball Rulebook and the Local Rules located in every snack shack and / or at every equipment job box. If, during a game, a question arises about a rule, call timeout so the managers and umpires can clarify. *Umpires do not have to justify their calls.* A manager must be able to refer to the rule in question. It is best that every manager and coach read both rule books to familiarize themselves with all rules. It will also assist in the location of the in question. A special rules review session will be held before the beginning of the season. Managers, coaches (both are required) and parents are invited. In accordance with the Charter of Babe Ruth Baseball issued to the Town of Windsor, the Board is empowered to make local modifications to the rules. *In the event of any controversy or protest, these local rules will have priority over any other rules.* WYB Board Members can delay the start of a game to settle safety concerns or other important issues.

### **SECTION 1. Pitching**

Pitching limitations as outlined in Section 0.06 (1-6) of the Babe Ruth Baseball Rule Book will be strictly enforced. All divisions will follow maximum innings allowed and pitch counts. Failure to abide by these will result in forfeiture of that game. It will also be noted in Manager's file. Per page 9 Babe Ruth League, Inc. Baseball Rules and Regulations and Official Playing Rules Handbook:

#### **0.06 Pitching Limitations:**

1. A Cal Ripken Baseball pitcher, regardless of age may pitch six (6) innings per calendar week (see division levels). This includes re-scheduled and make-up games. If a pitcher delivers one (1) pitch in an inning he shall be charged for one (1) inning pitched.
2. The calendar week of Babe Ruth Baseball is Monday through and including Sunday.
3. Each game in which a pitcher pitches is considered an assignment.
4. Games in which an ineligible pitcher has been used as specified in paragraphs 1, 2 and 3 shall be declared forfeited.
5. The word assignment means each game in which a pitcher pitches is considered one (1) assignment.
6. If a game is called before it has become a regulation game and the umpire declares it "no game" the pitching eligibility is the same as it was prior to the beginning of the "no game" situation.
7. Only a starting pitcher may return to pitching once they have been removed as a pitcher.

8. A trip to the mound occurs only when the coach talks with the pitcher or the player he talks to then talks to the pitcher. Just crossing the line does not constitute a trip to the mound. For example, when a coach goes to talk to the short-stop during a timeout but does not talk to the pitcher. This does not constitute a trip. Crossing the baseline in this case does not invoke a trip just because the coach crossed the base line. Baseball rules 8.06 state it clearly. There is no local rule on this and this type of pettiness should not be contested. Defensive Conferences will continue to be governed by Rule 8.06. Specifically, if the defensive team's manager walks to the mound to talk to the pitcher during a Charged Offensive Conference, this will constitute an official visit.

9. A Cal Ripken Baseball pitcher, regardless of age may play the catchers position after being removed as the pitcher but is still required to adhere to the local division rules.

10. "Recovery Times" for a player that played both pitcher and catcher in same game is based on how many pitches he threw as a pitcher. The players' throws as a catcher do not count against him for the purpose of determining his days of rest. As an example, 36-50 pitches equals 2 days' rest. If a player's pitch count reaches 45, then plays as a catcher and throws an additional 40 times, because the player only pitched 45, he only has to rest 2 days.

11. Pitching daily maximums and days rest by player age:

Age	Daily Max (Pitches)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+

### **SECTION 2. "Extra Player Rule"**

This rule will be implemented in all divisions to assist teams who may not have the necessary amount of players. This rule assists in the prevention of rescheduling games (and forfeits) for lack of players (8-9). The Extra Player List will consist of players from current rosters who are willing and able to play extra games when asked.

Guidelines:

1. Players must have parent / player consent form signed and on file with the league.
2. Players will be placed in order by hat pick and will stay in that order.
3. Once a player has been used, they will be moved to the bottom of the list.
4. If a manager knows they will have less than 9 players, they should inform the Division Manager/Player Agent and request a player as soon as possible.
5. The Division Manager/Player Agent will then start at the top of the list in an attempt to find a player for the requesting team.
6. Players utilized as the *extra player* will not be allowed to pitch in that game and should bat last in the batting order.
7. In the event that the team that called for an extra player has nine (9) of their own players show up, the extra player may play the first 2 innings and get one (1) at bat and be allowed to leave.

### **SECTION 3. Manager / Coach Ejection**

- A manager or coach ejected by an umpire will automatically result in their suspension from the following game. The Manager or Coach is prohibited from attending the next scheduled game played by his or her team. A second ejection will result in an expulsion for the remainder of the season pending Board review. *It is the head coach's (or coach in charge) responsibility to report any ejection from his/her team to the Conduct & Rules Committee (CRC) Chairperson on the same day or night of the ejection. The umpire is also to report any ejections to the Head Umpire and is to notify the WYBA. Failure of the head coach (or coach in charge) to report the ejection will result in a two (2) game suspension*
- After an ejection, the manager or coach must immediately leave the park (field, bleachers & parking lot)

#### **SECTION 4. Player Ejection**

- A player ejected by an umpire will automatically result in their suspension from the following game. The player may *not* sit in the dugout while serving the suspension. A second ejection will result in the expulsion for the remainder of the season pending Board CRC review. *Managers are responsible to notify the CRC/Player Agent/DM of all ejections within 24 hours.* The ejected player's position in the batting order will be recorded as an "out" each time his/her turn at bat occurs.

#### **SECTION 5. Sliding Rules:**

##### **Any runner is out when they:**

- Do not legally attempt to avoid contact with a fielder in the immediate act of making a play on that runner.
- Rule: The runner is out and the ball remains alive, unless interference is called.
- Slide head first into home plate automatically makes the runner out.
- Elect to slide and do not legally slide (see below), causing illegal contact and / or illegally alters the actions of a fielder in the immediate act of making a play.

**Rule:** The runner is out; the ball is dead for interference.

##### **A slide is illegal if the runner:**

- Slides headfirst into home plate.
- Uses a rolling, cross-body or pop-up slide into a fielder.
- Has a raised leg higher than the fielder's knee when the fielder is in a standing position.
- Goes beyond the base and makes contact with or alters the play of the fielder.
- Slashes or kicks the fielder with either leg or tries to injure the fielder.
- Batter / runner slides into 1st base before crossing the base (in the Rookies and Minor A Divisions only)
- Runners are required to slide when plays are close. If a runner elects to slide the slide must be legal.
- The term, "to avoid contact" as used above, refers to potentially injurious contact (e.g., collisions). No part of this rule intends to absolutely prohibit incidental or slight contact between players on an otherwise legal and clean plays.

#### **SECTION 6. Batting out of order**

Batting out of order is also clearly stated in Baseball rule 6.07. If an improper batter is hitting, the proper batter can go in before the end of the at-bat without an out being called. If the at-bat is completed and a team appeals *before* the next pitch, then the proper batter is called out and no

runners may advance (check the proper page in the Babe Ruth Rulebook. When a player shows up late for a game in the Minor Divisions and below, they are placed at the bottom of the order and must wait for their time at bat. In the Major Divisions, they are treated as a substitute player).

### **SECTION 7. *Minimum Players***

Majors thru AA divisions must have at least eight (8) eligible players to begin a game. The team must also finish the game with at least eight (8) players. Should a team not have enough players to start the game, or drop below eight (8) players, that team will forfeit the game

### **SECTION 8. *Minimum Playing Time All Divisions***

Minimum play 4 innings in a six (6) inning game

3 innings in a five (5) inning game

2 innings in a four (4) inning game

### **SECTION 9. *Tied and Forfeited Games***

- When the umpire declares the game a tie, it will be entered into the standings as a tie. In the case of playoff games, the game will be continued until a winner is determined.
- Teams failing to field eight (8) players within ten (10) minutes of the scheduled start time will result in a forfeit. The ninth (9th) position in the batting order will be an automatic out. Managers may agree to waive the automatic out rule before a game starts and will notify the umpires.

### **SECTION 10. *Protested Play/Game***

A protest must be filed with the umpire at the end of the disputed play and **before** the next pitch is made during the game. *Protests on judgment calls are not permitted.* The game may only be officially protested within 24 hours. All protests will be reviewed by the WBL Conduct and Rules Committee (CRC).

### **SECTION 11. *INJURED PLAYER UNDER PROFESSIONAL CARE***

Any injured player under a physician's care must have a medical release submitted to the player's head coach prior to returning to practice or games. The head coach will submit a copy of the release to the DM. At no time may a player participate with a cast or other device used as a result of injury. Any player removed from a game or practice for a possible concussion shall not return to team activities until the coach receives written permission from a medical professional. The coach shall contact the DM immediately following any team activity where a player was forced to stop participating due to a possible concussion.

### **SECTION 12. *BASE COACHES***

At no time are players permitted to be base coaches.

### **SECTION 13. *UNIFORMS***

Players must wear League issued uniforms (jersey and cap). Players and coaches may wear "Pro Fit" caps as substitutes as long as they are identical to the League issued caps.

Teams may put names on the backs of caps and jerseys as long as it is done professionally. There is no penalty for showing up in the wrong colored pants or socks, but the League reserves the right to request a player with repeat violations to correct his/her uniform prior to playing. The League may also request an entire team to correct a problem if it is in violation.

## **SECTION 14. DISCIPLINE**

If a player needs to be disciplined for unsportsmanlike conduct or a violation of the rules, Coaches are expected to handle the situation with respect and in the presence of another adult(s).

## **SECTION 15. MAKE-UP/RESCHEDULED GAMES**

### **Sub 1. Rescheduling**

The WYB strives to ensure all scheduled games are played, but in certain situations, it may not be possible to reschedule a game. The Division Manager will attempt to reschedule any game canceled due to weather and/or school function.

A coach can request a game to be rescheduled if a team cannot be fielded (minimum of eight (8) players) due to a school function. The coach must make the request to the Division Manager at least one (1) week prior to the game. The coach must provide the names of the players, the school function, and date(s) of the function. The Division Manager upon verifying the inability to field a team with the minimum of eight (8) players shall attempt to reschedule that game as soon as possible.

Each affected head coach is responsible to notify their team of the time and date of any rescheduled game.

A game is considered complete when 3 innings have been played, or 2 ½ if the home team is leading.

In the event a game is called for weather prior to it being a complete game, the rosters, line up and number of pitches when the game is called shall carry over to the make-up game, if one is scheduled.

The game **will not** be rescheduled if you are unable to field at least eight (8) players on the scheduled game day. A forfeit will be registered as a loss. previous 1/2 inning, or unless tied and time allows for additional inning(s) to break the tie. If the game remains tied at the end of an inning after the expiration of the allowed time limit, the score will be reported and recorded as a tie. The game time limit is based on the posted starting time.

### **Sub 2. Revert Back Rule**

When a make-up game is scheduled, the pitching restrictions of the CURRENT week are in force. There is no "looking back" to determine pitching eligibility for make-up games.

## **ARTICLE VIII – DIVISION SPECIFIC BASEBALL RULES**

### **SECTION 1. MAJORS DIVISIONS**

#### **General Information:**

- Field dimension: 70' base path, 50' pitching mound distance
- Games are 6 innings or new inning cannot start after 2 hours
- Free defensive substitutions
- Scores will be kept for end of season tournament seeding
- Players may bunt (no slash bunts)
- Players may lead off and steal (Once momentum stops, the player can't steal unless an overthrow to pitcher or attempted pick off)
- Run on dropped third strike is in effect
- Balks will be called (one warning per pitcher per game)
- Batting lineup is full roster
- Courtesy runner allowed for pitcher/catcher/injured player anytime

#### **GAME TIMES AND LOCATIONS:**

- Games will be played at Keiser Park - Field B
- During regular season play, no new inning may begin after 2 hrs from the official game start time (or if the umpire determines it is too dark to play)
- During playoff and tournament play, games will be played to their conclusion
- Returning pitchers are allowed 5 warm-up pitches. New pitchers are allowed 8 warm-up pitches.

#### **VISITING TEAM:**

- Uses the 1st base dugout
- Takes infield/outfield first - thirty (30) minutes prior to the game time; 10 min,
- Provides field prep volunteers to clean up and drag the field after the game.
- Provides one (1) of the base umpires, if needed.

#### **HOME TEAM:**

- Uses the 3rd base dugout
- Takes infield/outfield second - twenty (20) minutes prior to the game time; 10 min
- Provides the official scorekeeper (not Coach) and keeps track of pitch count
- Provides the field prep volunteer(s) to set up the field before the game. Field prep includes prepping and chalking the field, foul lines and batter's boxes.
- Provides game balls.
- Provides one (1) of the base umpires, if needed.

### **THOSE PERMITTED ON THE FIELD/DUGOUT:**

- Players on the official rosters of the participating teams. ALL team roster changes (e.g. player injury, illness, resignation, release, etc) must be reported to the Player Agent IMMEDIATELY (within 24 hours of the first knowledge).
- Only one (1) Coach and three (3) Asst. Coaches or 4 adults total, are allowed on the field or in the dugout, excluding the field prep volunteer(s) who is permitted on the field prior to the beginning of the game.
- All Coaches and other assisting adults providing supervision for players must be approved by WBL
- Umpires approved by WBL (special exception as needed for parent's recruited "on the spot")
- Coaches must remain in the dugout or coaching box until time is called AND permission is granted by an Umpire to leave the dugout or coaching box.
- League official

### **BASIC GAME RULES:**

- Score: scores are kept during regular and tournament games, however; this is still a developmental league in which scores should never be emphasized over player development
- Runs: there is no run limit per inning. Mercy rule: 15 after 4 innings, 10 after 5 innings.
- Balks: a pitcher will be allowed one (1) warning before a balk is enforced
- Courtesy runner: courtesy runner can be used anytime for pitcher and catcher or injured player. Runner shall be the last batted out
- Sliding: if a play on the base is imminent, runners should slide or seek to avoid contact. Jumping over a player is not considered an act of avoidance. No headfirst sliding into any base or home plate. (except when returning to base on lead off/pickoff attempt). All sliding rules and penalties are subject to the judgment of the Umpire(s).
- Dropped 3rd strike: batter may advance to 1st if base is unoccupied; a runner attempting to steal second on that same pitch does not make 1st base 'unoccupied'
- A right-handed pitcher may not make a pickoff attempt by starting a throw to 3rd and then throwing to 1st.
- Bats: bats must comply with USA regulations

### **PITCH COUNT:**

- 6 innings maximum per week
- If player pitches one pitch, it is considered an inning pitched.
- Rest Days & Daily Max Pitch Count follows the Cal Ripken Rules (11 & 12 year olds)
- Official scorekeeper will keep pitch count for both teams. A parent volunteer may be recruited for this task, if needed. Visiting team is encouraged to keep track of pitches as well.
- If a pitcher hits 2 batters in one inning or 3 in a game, he must be replaced for a new pitcher.

- A catcher may only catch a maximum of 4 innings per game. If the catcher also pitches in the same game, the maximum combination is 4 innings (3 Pitcher + 1 Catcher)(2 pitcher + 2 catcher) (1 Pitcher + 3 Catcher) (4 Catcher + 0 Pitcher) (4+ Pitcher + 0 Catcher)
- Only the starting pitcher can re-enter as a pitcher
- Warm up pitches: 5 for existing; 8 for new
- Pitching Limits and Required Rest:

Pitching Limits and Required Rest						
Age	Daily Max	Required Rest/Pitches Thrown				
	Pitches	0 Days	1 Day	2 Days	3 Days	4 Days
7-8*	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+

### **PLAYING TIME:**

- Teams will bat through the entire roster. A Coach may change the batting order for each game. Late arriving players will be added to the bottom of the lineup. The Coach is responsible for notifying the scorekeeper of absences and late arrivals.
- Each player will be entered and/or re-entered defensively in the game anytime provided that he/she meets the requirements of mandatory play. Note: if a player is injured, becomes ill or must leave the game site after the start of the game, the teams will skip over him/her when his/her bat comes up in the order without penalty. If the absent player returns, he/she is merely re-inserted into the original spot in the batting order.
- Every player on a team roster will participate in each game for a minimum of 4 defensive innings in a 6-inning game and bat through a continuous order for the entire game. Each player must play 1 inning in the infield by the 4th inning. It is encouraged to have equal defensive play time for each player.

### **UMPIRES:**

- Every effort is made to have 2 umpires supplied by the League for games
- If no umpires are available, the Home team is responsible for providing the Home plate umpire and the Visiting team is responsible for providing the base umpire.

### **CONDUCT AND SPORTSMANSHIP:**

- All conversations with the Umpire will be conducted by the Coach and only after 'time out' is granted. All conversations must be done in a calm and respectful manner.
- Verbal abuse of the umpire WILL NOT be tolerated.



- Coaches are responsible for the conduct of their players, Asst. coaches and fans.

## **SECTION 2. AAA DIVISION**

### **General Information:**

- Field dimension: 60' base path, 46' pitching mound distance
- Games are 6 innings or new inning cannot start after 2 hours
- Free defensive substitutions
- Scores will be kept for end of season tournament seeding
- Players may bunt (no slash bunts)
- Players may steal once the ball reaches the plate. Once momentum stops, the player can't steal unless an overthrow to pitcher or attempted pick off
- No dropped 3<sup>rd</sup> strike rule
- Batting lineup is full roster
- Courtesy runner allowed for pitcher/catcher/injured player anytime

### **GAME TIMES AND LOCATIONS:**

- Games will be played at Keiser Park - Field C
- During regular season play, no new inning may begin after 2 hrs from the official game start time (or if the umpire determines it is too dark to play)
- During playoff and tournament play, games will be played to their conclusion
- Returning pitchers are allowed 5 warm-up pitches. New pitchers are allowed 8 warm-up pitches.

### **VISITING TEAM:**

- Uses the 1st base dugout
- Takes infield/outfield first - thirty (30) minutes prior to the game time; 10 min,
- Provides field prep volunteers to clean up and drag the field after the game.
- Provides one (1) of the base umpires, if needed.

### **HOME TEAM:**

- Uses the 3rd base dugout
- Takes infield/outfield second - twenty (20) minutes prior to the game time; 10 min
- Provides the official scorekeeper (not Coach) and keeps track of pitch count
- Provides the field prep volunteer(s) to set up the field before the game. Field prep includes prepping and chalking the field, foul lines and batter's boxes.
- Provides game balls.
- Provides one (1) of the base umpires, if needed.

### **THOSE PERMITTED ON THE FIELD/DUGOUT:**

- Players on the official rosters of the participating teams. ALL team roster changes (e.g. player injury, illness, resignation, release, etc) must be reported to the Player Agent IMMEDIATELY (within 24 hours of the first knowledge).
- Only one (1) Coach and three (3) Asst. Coaches or 4 adults total, are allowed on the field or in the dugout, excluding the field prep volunteer(s) who is permitted on the field prior to the beginning of the game.
- All Coaches and other assisting adults providing supervision for players must be approved by WBL
- Umpires approved by WBL (special exception as needed for parent's recruited "on the spot")
- Coaches must remain in the dugout or coaching box until time is called AND permission is granted by an Umpire to leave the dugout or coaching box.
- League official

### **BASIC GAME RULES:**

- Score: scores are kept during regular and tournament games, however; this is still a developmental league in which scores should never be emphasized over player development
- 5 runs max per inning through 6<sup>th</sup> inning. Playoffs: 6<sup>th</sup> inning unlimited if game is within 5 runs after 5<sup>th</sup>.
- Mercy rule: 15 after 4 innings, 10 after 5 innings.
- Courtesy runner: courtesy runner can be used anytime for pitcher and catcher or injured player. Runner shall be the last batted out
- Sliding: if a play on the base is imminent, runners should slide or seek to avoid contact. Jumping over a player is not considered an act of avoidance. No headfirst sliding into any base or home plate. (except when returning to base on lead off/pickoff attempt). All sliding rules and penalties are subject to the judgment of the Umpire(s).
- No dropped 3rd strike rule
- Bats: bats must comply with USA regulations

### **PITCH COUNT:**

- 2 innings maximum per game
- 6 innings maximum per week
- If player pitches one pitch, it is considered an inning pitched.
- Rest Days & Daily Max Pitch Count follows the Cal Ripken Rules (9 & 10 year olds)
- Official scorekeeper will keep pitch count for both teams. A parent volunteer may be recruited for this task, if needed. Visiting team is encouraged to keep track of pitches as well.
- If a pitcher hits 2 batters in one inning or 3 in a game, he must be replaced for a new pitcher.
- A player may only pitch or catch for 3 innings maximum in combination per game (2 Pitcher + 1 Catcher)(1 Pitcher +2 Catcher) (3 Catcher)
- Only the starting pitcher can re-enter as a pitcher

- Warm up pitches: 5 for existing; 8 for new
- Pitching Limits and Required Rest:

Pitching Limits and Required Rest						
Age	Daily Max	Required Rest/Pitches Thrown				
	Pitches	0 Days	1 Day	2 Days	3 Days	4 Days
7-8*	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+

### **PLAYING TIME:**

- Teams will bat through the entire roster. A Coach may change the batting order for each game. Late arriving players will be added to the bottom of the lineup. The Coach is responsible for notifying the scorekeeper of absences and late arrivals.
- Each player will be entered and/or re-entered defensively in the game anytime provided that he/she meets the requirements of mandatory play. Note: if a player is injured, becomes ill or must leave the game site after the start of the game, the teams will skip over him/her when his/her bat comes up in the order without penalty. If the absent player returns, he/she is merely re-inserted into the original spot in the batting order.
- Every player on a team roster will participate in each game for a minimum of 4 defensive innings in a 6-inning game and bat through a continuous order for the entire game. Each player must play 2 innings in the infield by the 5th inning. It is encouraged to have equal defensive play time for each player.

### **UMPIRES:**

- Every effort is made to have 1 umpire supplied by the League for games
- If no umpires are available, the Home team is responsible for providing an umpire.

### **CONDUCT AND SPORTSMANSHIP:**

- All conversations with the Umpire will be conducted by the Coach and only after 'time out' is granted. All conversations must be done in a calm and respectful manner.
- Verbal abuse of the umpire WILL NOT be tolerated.
- Coaches are responsible for the conduct of their players, Asst. coaches and fans.

## SECTION 3. AA DIVISION

### Goals:

- Players will learn concept of teamwork and responsibilities as team-member
- Players will be able to identify parts of the baseball diamond
- Players will be able to identify the positions played in a game
- Players will be able to assume a proper batting stance in the batter's box
- Players will demonstrate knowledge of the strike zone
- Players will be able to assume the baseball ready position on defense
- Players will develop base running skills
- Players will be able to field a ground or fly ball
- Players will be able to make a throw to the appropriate base or cutoff player
- Players will learn how to pitch from the wind up or stretch position

REMIINDER: AA is the beginning level of real baseball. 3 strikes is an out and 4 balls is a walk; 3 outs and the inning is over. While it is more enjoyable to watch runners running and batters batting, the reality is that at some point along the path of learning baseball, players must begin to learn the art of pitching and hitting.

### General Information:

- Field dimension: 60' base path, 46' pitching mound distance
- Games are 5 innings or new inning cannot start after 1 hour 45 minutes(or darkness per umpire discretion)
- Free defensive substitutions
- Scores will be kept for end of season tournament seeding
- No Bunting first half of the season. Bunting allowed 2<sup>nd</sup> half & playoffs (no slash bunting)
- Players may steal 1 base per batter (when the ball gets past the catcher). No stealing home.
- No dropped 3<sup>rd</sup> strike rule
- Batting lineup is full roster
- Courtesy runner allowed for pitcher/catcher/injured player anytime

### GAME TIMES AND LOCATIONS:

- Games will be played at Mattie 1 (closest to parking lot)
- During regular season play, no new inning may begin after 1 hour 45 minutes from the official game start time (or if the umpire determines it is too dark to play)
- During playoff and tournament play, games will be played to their conclusion
- Returning pitchers are allowed 5 warm-up pitches. New pitchers are allowed 8 warm-up pitches.

### **VISITING TEAM:**

- Uses the 1st base dugout
- Takes infield/outfield first - thirty (30) minutes prior to the game time; 10 min,
- Provides field prep volunteers to clean up and drag the field after the game.
- Provides one (1) of the base umpires, if needed.

### **HOME TEAM:**

- Uses the 3rd base dugout
- Takes infield/outfield second - twenty (20) minutes prior to the game time; 10 min
- Provides the official scorekeeper (not Coach) and keeps track of pitch count
- Provides the field prep volunteer(s) to set up the field before the game. Field prep includes prepping and chalking the field, foul lines and batter's boxes.
- Provides game balls.
- Provides one umpire, if needed.

### **THOSE PERMITTED ON THE FIELD/DUGOUT:**

- Players on the official rosters of the participating teams. ALL team roster changes (e.g. player injury, illness, resignation, release, etc) must be reported to the Player Agent IMMEDIATELY (within 24 hours of the first knowledge).
- Only one (1) Coach and three (3) Asst. Coaches or 4 adults total, are allowed on the field or in the dugout, excluding the field prep volunteer(s) who is permitted on the field prior to the beginning of the game.
- All Coaches and other assisting adults providing supervision for players must be approved by WBL
- Umpires approved by WBL (special exception as needed for parent's recruited "on the spot")
- Coaches must remain in the dugout or coaching box until time is called AND permission is granted by an Umpire to leave the dugout or coaching box.
- League official

### **BASIC GAME RULES:**

- Score: scores are kept during regular and tournament games, however; this is still a developmental league in which scores should never be emphasized over player development
- 5 runs max per inning through 5<sup>th</sup> inning. Playoffs: 5<sup>th</sup> inning unlimited if game is within 5 runs after 4<sup>th</sup>.
- Mercy rule: 15 after 4 innings, 10 after 5 innings.
- Courtesy runner: courtesy runner can be used anytime for pitcher and catcher or injured player. Runner shall be the last batted out
- Sliding: if a play on the base is imminent, runners should slide or seek to avoid contact. Jumping over a player is not considered an act of avoidance. No headfirst sliding

into any base or home plate. (except when returning to base on lead off/pickoff attempt). All sliding rules and penalties are subject to the judgment of the Umpire(s).

- No dropped 3rd strike rule
- Bats: bats must comply with USA regulations

**PITCH COUNT:**

- 2 innings or 50 pitches maximum per game
- 4 innings maximum per week
- If player pitches one pitch, it is considered an inning pitched.
- Rest Days follows the Cal Ripken Rules (7 - 10 year olds)
- Official scorekeeper will keep pitch count for both teams. A parent volunteer may be recruited for this task, if needed. Visiting team is encouraged to keep track of pitches as well.
- If a pitcher hits 2 batters in one inning or 3 in a game, he must be replaced for a new pitcher.
- A player may only pitch or catch for 3 innings maximum in combination per game (2 Pitcher + 1 Catcher) (2 Catcher + 1 pitcher)
- Only the starting pitcher can re-enter as a pitcher
- Warm up pitches: 5 for existing; 8 for new
- Pitching Required Rest:

Pitching Limits and Required Rest						
Age	Daily Max	Required Rest/Pitches Thrown				
	Pitches	0 Days	1 Day	2 Days	3 Days	4 Days
7-8*	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+

**PLAYING TIME:**

- Teams will bat through the entire roster. A Coach may change the batting order for each game. Late arriving players will be added to the bottom of the lineup. The Coach is responsible for notifying the scorekeeper of absences and late arrivals.
- Each player will be entered and/or re-entered defensively in the game anytime provided that he/she meets the requirements of mandatory play. Note: if a player is injured, becomes ill or must leave the game site after the start of the game, the teams will skip over him/her when his/her bat comes up in the order without penalty. If the absent player returns, he/she is merely re-inserted into the original spot in the batting order.
- Every player on a team roster will participate in each game for a minimum of 3 defensive innings in a 5-inning game and bat through a continuous order for the entire game. Each player must play 2 innings in the infield by the 5th inning. It is encouraged to have equal

defensive play time for each player.

**UMPIRES:**

- The defensive coach will be the umpire and stand behind the pitcher
- An umpire will be supplied by the league for the playoffs.

**CONDUCT AND SPORTSMANSHIP:**

- All conversations with the Umpire will be conducted by the Coach and only after 'time out' is granted. All conversations must be done in a calm and respectful manner.
- Verbal abuse of the umpire WILL NOT be tolerated.
- Coaches are responsible for the conduct of their players, Asst. coaches and fans.



## **SECTION 4. A DIVISION**

### **Goals:**

- The primary goal of this level is one of training and preparation in the mechanics, skills, knowledge, and sportsmanship of baseball.

### **General Information:**

- Field dimension: 60' base path, 43' pitching mound distance
- No score is kept except for batting order, no standings, no playoffs
- Continuous batting
- 10 players on the field (4 outfielders)
- Free defensive substitutions
- Minimum play is 4 innings. Players will rotate between infield and outfield so that each player plays the infield at least 2 innings per game
- No player shall sit out more than one defensive inning
- 5 runs per inning or 3 outs
- No bunting, stealing or infield fly rule
- No sliding head first at anytime during the game
- Courtesy runner allowed for pitcher/catcher/injured player anytime

### **GAME TIMES AND LOCATIONS:**

- Games will be played at Mattie 2 (farthest field from parking lot)
- All games are limited to 4 innings or 105 minutes (1 hr 45 min).
- No new inning may begin after 1 hr 30 minutes (90 minutes) from the official game start time.

### **VISITING TEAM:**

- Uses the 1st base dugout
- Takes infield/outfield first - twenty (20) minutes prior to the game time
- Weeknights and last Sat game, puts away bases, drags the field.

### **HOME TEAM:**

- Uses the 3rd base dugout
- Takes infield/outfield second - ten (10) minutes prior to the game time
- Preps field weeknights and first Sat. game.
- Provides game balls. (safety softball level 5)

## **THOSE PERMITTED ON THE FIELD/DUGOUT:**

- Players on the official rosters of the participating teams (no siblings, parents, friends or scorekeeper).
- Only one (1) Coach and two (3) Asst. Coaches or 4 adults total, are allowed on the field or in the dugout. Note: Coach may not manage or observe from the stands or behind the backstop during the game. Also no coaching out in the field during live play except one offensive & one defensive coach at the mound
- Field prep volunteer(s) prior to the beginning of the game;
- A Coach may request 'time' to instruct his team or player(s) at any time

## **BASIC GAME RULES**

1. Playing time: Equal playing time for ALL players is a priority. No player may sit on the bench more than one inning
2. Base runners may attempt to get extra base on a base hit to the outfield however, once ball is thrown back to infield, PLAY STOPS. Runner must stop forward progress.
3. Base runners may not advance on an 'overthrow' on a defensive play. Players should be encouraged to attempt to make the proper defensive play to develop basic skills.
4. Base runners must attempt to slide or go around a defensive player in possession of the ball in an attempt to avoid collision. Failure to make such an attempt will result in the runner being given a warning.
5. BUNTING IS NOT ALLOWED.
6. BASE STEALING IS NOT PERMITTED. Base runner shall not take a secondary lead until ball crosses plate.
7. One (1) coach must be in the dugout at all times

## **PITCHING RULES:**

- Pitcher may pitch 1 inning. The object is to have as many kids pitch that are willing too and can make the throw to the plate
- Kids are allowed to pitch & catch in the same game
- The defensive coach will call balls & strikes from the mound. The defensive coach is encouraged to work with the Pitchers on fundamentals.
- There are no walks in single A. If a Pitcher throws 4 balls to a batter the offensive player's coach will step in and pitch to the batter. The batter is given 3 pitches by the coach to hit the ball. If the batter does not put the ball in play he is out (the batter can continue their at bat if they foul the third pitch off, also if the coach pitches a "bad ball" the coaches can discuss offering an additional pitch).

### **UMPIRES:**

- A defensive Coach shall be 'Umpire' and make the calls at home plate and 3rd base from the right side of the Pitcher's mound.
- The offensive coach shall be an "Umpire" and make calls at first and second from the left side of the Pitcher's mound

### **GENERAL GUIDELINES:**

- **Number of players:** Defensive team shall consist of ten (10) players, offense shall consist of all players present for the game.
- **Inning:** an inning shall consist of FIVE (5) runs or three (3) outs, whichever comes first.
- **Scorekeeping:** There will be no official score kept except as needed to record runs, outs and minimum play.

## **SECTION 5. MACHINE PITCH DIVISION**

### **Goals:**

GOAL: The primary goal of this level is one of training and preparation in the mechanics, skills, knowledge, and sportsmanship of baseball.

### **General Information:**

- No score is kept, no standings, no playoffs
- Continuous batting (All players in lineup will bat every inning) 5 pitches per at bat
- The last batter in the inning can be the "home run" hitter and can run all the way to home regardless of where the ball is hit.
- Try to have all players play the field. It is okay to have extra infielders or outfielders.
- Players will rotate between infield and outfield
- No player shall sit out more than one defensive inning (preferably no innings)
- No bunting, stealing or infield fly rule
- No sliding head first at any time during the game

### **GAME TIMES AND LOCATIONS:**

- Games will be played at Kaiser Park - Bertozzi field
- All games are limited to 3 or 4 innings or 105 minutes (1 hr 45 min).
- Field Hotline: (707) 838-5944

### **VISITING TEAM:**

- Uses the 1st base dugout
- Takes infield/outfield first - twenty (20) minutes prior to the game time
- Weeknights and last Sat game, puts away the pitching machine and bases, drags the field.

### **HOME TEAM:**

- Uses the 3rd base dugout
- Takes infield/outfield second - ten (10) minutes prior to the game time
- Sets up pitching machine and bases, set up chalk lines, drags field weeknight and first Sat. game.

### **BASIC GAME RULES**

1. Playing time: Equal playing time for ALL players is a priority, including infield & outfield.
2. Base runners may attempt to get extra base on a base hit to the outfield however, once ball is thrown back to infield, PLAY STOPS. Runner must stop forward progress.
3. Base runners may not advance on an 'overthrow' on a defensive play. Players should be encouraged to attempt to make the proper defensive play to develop basic skills.
4. If the batter is out, they should return to the dugout.

5. If you get 3 outs before everyone has batted, clear the bases and start with zero outs again. Continue this process until everyone has batted.
6. Base runners must slide or go around a defensive player in possession of the ball in an attempt to avoid collision. Failure to make such an attempt will result in the runner being called out.
7. BUNTING IS NOT ALLOWED. Swings that are less than 'full swings' (at least 75% power) may be considered to be a bunt attempt and called a strike whether contact is made with the ball or not.
8. BASE STEALING IS NOT PERMITTED. Base runners shall not leave their base until the ball has been delivered.
9. No on deck batter
10. One (1) coach must be in the dugout at all times

### **PITCHING RULES:**

- Count: batter shall receive 5 pitches. If the 5<sup>th</sup> pitch is foul or if the player is close to hitting the ball, it is okay to give an extra pitch. But don't get too excessive with extra pitches.
- The fielding pitcher may stand no closer to home plate than the pitching machine and must be within ten (10) feet of the pitching machine
- The speed setting on the machine dial should be set around 35 mph range
- No balls will be called and no walks will be awarded.

### **UMPIRES:**

- The offensive Coach shall feed the pitching machine but when ball is in play, shall remain behind pitching machine and shall make the umpire calls.

### **GENERAL GUIDELINES:**

- **Number of players:** Defensive team may consist of up to 12 players, offense shall consist of all players present for the game.
- **Inning:** an inning shall consist of all players having one (1) at bat
- **Coaching:** Offensive Coach/Parent will feed pitching machine. Defensive Coaches may be on the field at outfield line to advise players during game but must not interfere with play.
- **End of Play:** a play ends when the ball is in the possession of a defensive player within the pitching area (within 10 feet of the pitching machine).
- **Scorekeeping:** There will be no official score kept.

## **SECTION 6. ROOKIE DIVISION**

Rookie is the beginning level of play in Windsor Baseball. Coaching basic skills for hitting and throwing are taught. Batting is mainly Coach pitch but may require the use of a "T" . Teamwork and sportsmanship are also emphasized. Most important while playing at this level is to learn the basic fundamentals and to HAVE FUN!

The primary function of the league is to be one of training and preparation of little leaguers in the mechanics, skills, knowledge, and sportsmanship of baseball.

### **GAME TIMES AND LOCATIONS:**

- Games will be played at Esposti Park (small field) and Uchytel Field (Keiser Park)
- All games are limited to 3 innings or 75 minutes (1 hr 15 min)

### **VISITING TEAM:**

- Uses the 1st base dugout

### **HOME TEAM:**

- Uses the 3rd base dugout

### **THOSE PERMITTED ON THE FIELD/DUGOUT:**

- Players on the official rosters of the participating teams
- Only one (1) Coach and however many assistants he/she allows to help out
- Volunteer parent to assist in dugout, if necessary
- League official

### **UMPIRES:**

- There are no umpires.
- Each Coach is responsible for calling pitch count, foul balls and setting up the ball on the tee.
- The base coach makes calls at 1st and 3rd base and keeps track of runner's positions at the conclusion of each play.

### **BASIC GAME RULES:**

- Pitching: the Coach or Asst. Coach will pitch to their own team; pitch must be delivered with one knee on the ground and ball will be thrown overhand
- Batting: a batter shall receive 5 pitches; if the batter fails to put the ball into play, then a 'tee' will be used.
- Base running: base runner must stay in contact with the base until the ball is hit
- Stealing: no stealing of bases is allowed
- Foul: the ball is foul if it travels less than 15 ft in fair territory from home plate.

- Strikes: no strikeouts
- Hitting: batter shall not be allowed to bunt and may not take half swing or swining bunt
- Sliding: is not allowed

### **PLAYING TIME:**

- Players shall play every inning
- All players take the field when their team is in the field - maximum of 6 infielders and 6 outfielders
- All players shall have the opportunity to play a variety of positions. Players should move between infield and outfield in every game. Since the games are only 3 innings, the Coach will need to keep track of which positions each player played. If a player played twice in the infield, the next game he/she should play twice in the outfield. \*\*A volunteer parent can be asked to track playing time for each game

### **PITCHING**

- The Coach or Asst Coach shall pitch to their own team; one knee on the ground and will deliver the ball overhand. Distance should be around 20-25 ft from home plate.

### **BATTING**

- Players bat through the line-up at each at-bat with no outs or score kept
- When the ball is hit, the runner shall advance 1 base for a grounder even if the ball rolls into the outfield and 2 bases if it is a fly ball into the outfield
- The last batter in the lineup will run "Hit the Home-Run" no matter where it's hit.
- To ensure that every player gets a chance to 'Hit the home-run", the batting line up should be drawn up so that the first batter in the first inning is now the last batter in the 2nd inning. Continue this method throughout the season.

### **GENERAL GUIDELINES:**

- **Number of players:** Defensive team shall consist of every player on the roster in attendance; with a maximum of six (6) players in the infield. Offensive team is all players present for the game.
- **Inning:** an inning shall consist of all players having one (1) at bat
- **Coaching:** Coach or designated adult volunteer may stand near their batter or defensive players to give advice but must not interfere with play. The Coach must request 'time' before attempting to demonstrate a technique or explain a play to the player(s) during the progress of the game.
- **Last batter:** Coach must announce that the last batter in each half inning to the other team coach. When last batter is out, either at first base or the plate, the side is retired

- Roster: While a Coach may keep the same batting line up for the entire season, the starting batter in the first inning must not be the same player in the next inning. Batter #1 in 1st inning must be moved to the bottom of the lineup for the 2nd inning
- **End of Play**: a play ends when the ball is in the possession of a defensive player within the pitching area (within 10 feet of the pitching machine). The defensive player must refrain from making any demonstration with the ball that might be interpreted as an attempt to make a play. (Example: the defensive player holds the ball aloft while facing a runner). The Umpire will withhold judgment until that official is certain that the defense is not attempting or threatening to make a play.
- **Scorekeeping**: There will be no official score kept



**ARTICLE IX – PITCHING**

Any player may pitch and coaches are encouraged to give all players an opportunity to pitch throughout the season. Only the starting pitcher once removed from the mound can return as a pitcher. The Manager must remove the pitcher when he or she reaches the daily maximum pitch limit as prescribed below. The pitcher may remain in the game at another position.

Pitching Limits and Required Rest						
Age	Daily Max	Required Rest/Pitches Thrown				
	Pitches	0 Days	1 Day	2 Days	3 Days	4 Days
7-8*	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+

**Exception:** If a pitcher reaches the daily max limit listed above while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. The batter reaches base
2. The batter is out
3. The third out is made to complete the half inning.

A pitcher who delivers more than 41 pitches in a game shall not play the position of catcher for the remainder of the day. A catcher who catches 4 or more innings in a game shall not play the position of pitcher for the remainder of the day. A catcher who later plays the position of pitcher shall be limited to no more than 41 pitches in the same game. If a catcher receives one pitch in an inning, he or she shall be charged with an inning caught.

All pitchers must adhere to the rest requirements in the table above based on their age/playing division and the total number of pitches thrown.

Each Manager shall designate an assistant coach or scorekeeper prior to each game as the official pitch count recorder. After each half inning, the official pitch count recorder for each team shall reconcile pitch counts. Any difference in pitch counts recorded shall be rectified before the next half inning starts. The umpire will have the final say on which count to use in the case of a disagreement.

The Manager is responsible for knowing when his or her pitcher must be removed. However, either pitch count recorder may inform the umpire when a pitcher has delivered his or her maximum number of pitches for the game. The umpire shall then inform the pitcher’s manager that the pitcher must be removed in accordance with this Article.

A replacement pitcher brought in between batters shall be allowed a maximum of twelve (12) warm up pitches.

The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. In suspended games resumed on another day, the pitcher of record at the time the game was suspended may continue to pitch to the extent of their eligibility for the game when suspended, provided the pitcher has observed the required days of rest described above.

**Example 1:** A 12-year old pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Thursday of the same week. The pitcher is not eligible to pitch when the game resumes because he or she has not observed the required days of rest.

**Example 2:** A 12-year old pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up 15 more pitches when the games resumes, equaling the total of 85 per game, provided he or she is eligible based on his or her pitching record during the previous four days.

Division Managers may audit a Manager's scorebook at any time during the season to determine if the team is complying with this Section.

**Violation of any part of this section may result in a suspension of the Manager and/or other disciplinary actions that the Conduct and Rule Committee deems necessary.**

## **ARTICLE X – CONDUCT and RULES COMMITTEE (CRC)**

### **SECTION 1. MAKE-UP AND PURPOSE**

The CRC will be made up of all Board members with an appointed Chairperson. The CRC will convene to rule on protests, behavioral and conduct issues brought before the General Board regarding players, coaches, and parents. Any ruling made by the CRC may be appealed to the President. Any board member that is a party to the issue will be recused from the CRC committee for the incident.

### **SECTION 2. CRC ISSUES**

#### **Sub 1. Protests (*JUDGMENT CALLS CANNOT BE PROTESTED!*)**

If the need arises for a protest, all coaches must conduct themselves in a professional manner and demonstrate good sportsmanship. For a **protest to be considered valid, the coach must file the protest with the umpire in charge immediately at the time of dispute and before the next pitch.** The protest must be presented in writing, within 48 hours of the game in question, to the CRC Chairperson. All protests will be reviewed by the CRC Chairperson. The Chairperson will convene a protest hearing if he/she determined more information is required to render a decision.

#### **Sub 2. Ejections**

In the event a coach or player is ejected from a game, he/she must immediately leave the park. They may not communicate either verbally or non-verbally with their team. The ejected coach or player will be allowed to attend the next game played as a spectator, but will not be allowed to coach or play with his team or communicate either verbally or non-verbally with them, unless otherwise determined by the CRC.

The coach or player may appeal within forty-eight (48) hours of the start of the game. The appeal must be in writing to the CRC Chairperson. If the CRC Chairperson feels the appeal presents just cause for a hearing before the entire CRC, a hearing will be convened. The ejected coach or player must make himself/herself available for a hearing within forty-eight (48) hours of the filing of the appeal.

Failure to be available within forty-eight (48) hours of the filing of the appeal will result in a denial of the appeal. If the CRC Chairperson determines the appeal does not present just cause, the CRC Chairperson shall deny the appeal.

Any coach or player ejected from more than one (1) game in a season will be suspended immediately pending a CRC hearing. The hearing may result in suspension from coaching or playing in the Windsor Youth Baseball Association for the remainder of the season, an indefinite suspension, or suspension of any All-Star participation.

*It is the head coach's (or coach in charge) responsibility to report any ejection from his/her team to the CRC Chairperson on the same day or night of the ejection. The umpire is also to report any*

*ejections to the Head Umpire and is to notify the WYBA. Failure of the head coach (or coach in charge) to report the ejection will result in a two (2) game suspension.*

### **Sub 3. Complaints**

All complaints regarding coaches, players, umpires, or parents shall be submitted in writing to the CRC Chairperson within forty-eight (48) hours of the incident. Any person who is the subject of a complaint shall have the right to submit a written rebuttal to the CRC Chairperson. The rebuttal shall be submitted to the CRC Chairperson within twenty-four (24) hours of the request.

Failure to submit a rebuttal in writing within twenty-four (24) hours to the CRC Chairperson will result in a forfeiture of the alleged subject's right to a CRC hearing. The alleged subject will also lose any right to appeal or object to the discipline imposed by the CRC Chairperson.

The CRC Chairperson shall, after receipt of the complaint and rebuttal, determine whether the complaint should be dismissed, immediate punishment imposed, or whether a full CRC hearing is necessary. Should the CRC Chairperson dismiss the complaint or impose immediate punishment without a full CRC hearing, the party adversely affected may request a full CRC hearing. The request for a full CRC hearing must be in writing and filed with the CRC Chairperson within twenty-four (24) hours of the Chairperson's decision. Failure to request a full CRC hearing in writing to the CRC Chairperson within twenty-four (24) hours will result in a forfeiture of the right to a full CRC hearing and the right to request an appeal to the Executive Board. If a request for a full CRC hearing is appropriately made, the person making the request must make himself/herself available for a CRC hearing within forty-eight (48) hours of the request. Failure to be available for a full CRC hearing within forty-eight (48) hours will result in a forfeiture of the right to a full CRC hearing and any and all appeal rights.

### **Sub 4. CRC Investigations**

The CRC shall also have the power on their own to investigate any misconduct by coaches, players, umpires, or parents, even if a formal complaint has not been filed or is past the forty-eight (48) hour time deadline. In the event the CRC finds evidence that warrants punishment or a hearing, the parties involved will be requested to provide written rebuttal pursuant to Section 2, Sub 3. The procedure from this point forward shall follow the procedures established in Section 2. Sub 3. In the event the CRC Chair determines a verbal warning is sufficient, the warning will be logged in the coach's profile.

### **Sub 5. Witnesses**

Any time an issue is brought before the CRC, each party is allowed one witness.

## **SECTION 3. HEARING PROCEDURES FOR PROTESTS, COMPLAINTS, and INVESTIGATIONS**

- CRC will notify all parties of the time and place of the hearing.
- It is recommended that each person involved in the incident submit a written statement describing what occurred.

The following is a guideline for written and oral presentations:

- Brief summary of events
- Names of persons involved
- Cite the actual rule or by-law in question
- Recommend action to be taken
- Each side gets one witness.
- Each side will be given five (5) minutes for oral presentations.
- Each side will be given three (3) minutes for rebuttal.

- Committee members are not to interpret presentations. After the rebuttal period, committee members may ask questions.

The committee will issue a binding judgment and hand down disciplinary action, if needed.

### **ARTICLE XI - POST-SEASON Play-Offs**

At the conclusion of the regular season, a Post-Season Tournament will be held for all competitive divisions. This will be a single or double-elimination tournament depending on the number of teams in a particular division or as decided by the Executive Board.

#### **Seedings**

Final regular season win-loss records will determine seeds for the Post-Season Tournament. Ties will be broken by the following:

- (1) head-to-head records;
- (2) fewest runs allowed against each other; and, if necessary,
- (3) higher runs scored against each other;
- (4) coin flip.

The tournament bracket will be posted on the WYB website.

#### **Rules**

- Regular season rules shall apply.
- Home team will be the higher seeded team, unless the manager defers. Home team will have pre-game field prep responsibilities for each playoff game, while the visitor will be responsible for postgame field work. Championship Game – What if game: The home team of a what-if Championship game shall be the visiting team from the previous game.
- The International tie breaker will be used in case of tie games.
- Mercy rules will be enforced as follows: 10 run differential after 5 innings (after 4 ½ if the home team is leading) and 15 run differential after 4 innings (after 3 ½ if the home team is leading).
- There will be a 2 hour 30 minute time limit in Post Season Tournament bracket games. There will be no time limit in the Championship Game.
- In the Championship game, the team with the higher seed shall be the home team, or in the case of a double-elimination tournament the home team shall be the undefeated team, unless the manager chooses to defer. The home team of a “what-if” Championship game shall be the visiting team from the previous game.

### **ARTICLE XII – ALL-STARS**

#### **ALL-STAR TOURNAMENT TEAMS**

##### **SECTION 1. Player Selection for All Star Try Outs**

- Any player that has been an All-Star Player in the past is invited to try out with or without coach’s nomination.
- Coaches may nominate any player they feel has the potential to play on the All-Star team. They are not limited on number of players.
- Players must be able to commit to the scheduled practices and games. They must be present for at least 75% of the All-Star Season.
- The Board has the right to nominate players to attend the All-Star tryouts.

## **SECTION 2. Player Eligibility for All Star Teams**

- Windsor Cal Ripken will follow the Babe Ruth Cal Ripken Age Chart. Divisions 8U-12U. Divisions will be age pure unless exception is made by board.
- The Board will make the final decision on player movement.

## **SECTION 3. All Star Team Selection**

- Assessment Process
  - Regular season Coaches will fill out form ranking possible All-Star Players
  - Independent Assessors for Try Outs
  - All Star Manager and Assistant Coaches will select team based on criteria listed below.
    - All Star Manager and Coaches
    - Assessment Scores
    - Input from Regular Season Coaches
    - Regular Season Performance
  - President and Player Agent will approve final roster
- The 11U and 12U age divisions for the 2020 Spring Season will be selected by the following process.
  - The players will get to vote for 12 players.
  - The coaches will vote for 12 players.
  - The coach's vote counts as 2 votes and the players vote is counted as 1.
  - The All-Star Team Manager and Assistant Coaches will have final selection of the team with the President and League Rep approval.

## **SECTION 4. Manager and Assistant Coach Selections**

- Manager must fill out application by board set deadline
- Manager and Assistant Coaches must have completed their background check and online training
- Must have been a coach during the regular spring season

## **SECTION 5. Process to Elect Manager – Selected before assessments**

- Board will review applications and select managers to interview for the position

- Decision will be based on the following criteria
  - Application
  - Experience
  - Input from season coaches
- Board will vote and have final decision on Team Managers.

**SECTION 6. Process to Elect Assistant Coaches**

- Manger can nominate three assistant coaches
- Board has final approval

**SECTION 7. All Star Players' Fees**

Each player on an All-Star team will be required to pay a fee to the WYB. The fee assists to offset the expense of the below listed equipment/tournament fees provided to each player.

**SECTION 8. Individual Equipment**

All-Star Tournament team players and coaches will receive the following:

Game Jersey with front screen, number and patch (2)

*One (1) tournament entry prior to the WYB Pre-State tournament*

**SECTION 9. TRAVEL AND TOURNAMENT FEES**

- Each player and coach is responsible for their travel expenses as outlined in the All-Star player application.
- The WYB will pay team entry fees to any sanctioned All-Star tournament (District, State and/or Regional) and the Elk Grove Annual tournament.

***Parents/guardians and/or supporters traveling with any team advancing to a Regional Tournament or World Series Tournament will assume their own expenses.***