

Richfield-Jackson Universal Rules

-2013 Season-

The Universal Rules apply to all leagues (or levels) in the RYBSA and JAYBA programs **except the Boys AAA and Majors**. In addition, there are League Specific Rules for each league.

The purposes of the RYBSA and JAYBA Baseball & Softball programs are to:

- 1.) Allow the players to have a fun experience playing softball or baseball.
- 2.) Receive instruction in softball or baseball.
- 3.) Experience the benefit of competition.

The program is not run for the benefit of the coaches or the parents of the players. The rules stated below are intended 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 purposes in mind **at the discretion of the Board(s)**.

The game schedules will be created once registration is finalized and the number of teams is determined

Rain-Out Policy:

Prior to the start of the earliest game the RYBSA and JAYBA will determine if the field conditions are playable and have a message posted on their respective websites if the fields are not playable. Team coaches are responsible for contacting the players.

Check the following web-sites for weather related updates.

Richfield website: <http://www.rybsawi.org>

Jackson website: <http://www.jayba-wi.com>

Germantown website: <http://www.germantownlittleleague.org>

Grafton Hotline: [\(262\) 339-5212](tel:2623395212)

If a rainout occurs throughout the season, it will be the responsibility of the home team to contact the scheduling coordinator and the visiting coach to schedule a make-up. Games not scheduled by the scheduling coordinator will not be counted as official. Games that are not made up more than 48 hours before the start of the end of season tournament will be counted as a loss for each team. If a rained out game cannot be rescheduled to be played more than 48 hours before the start of the end of season tournament, it will not be counted as a game if cleared by the board(s). If a coach feels that the opposing coach is not working to reschedule a game in a timely fashion, they may appeal to the board. The board will either set a game date/time or will determine if a team has forfeited.

WHAT IF THE GAME HAS ALREADY STARTED AND IS CALLED BECAUSE OF RAIN/WEATHER?

Those games called because of any weather related issue will be considered complete if (3.5) innings are complete and the home team is leading or the end result of (4) full innings if visiting team was ahead at the (3.5) inning mark. A rainout after one full inning but before an official inning game **suspends the game**, with play to be resumed on another day, even if one team is in the lead. Play begins immediately where it stopped, with players in the same positions--including on bases if necessary--and the number of balls, strikes and outs consistent. If a rainout occurs before one full inning, then the game will start over on another day as if it were a brand-new game.

General Rules:

1. A player's age is determined age on September 1st -Boys, Jan 1- Girls of the current season.
2. Siblings will be placed on the same team unless specifically requested otherwise.
3. Requests to be placed on certain teams will not be considered (except for T-Ball). Team assignments will be made in a manner determined by the Board to best balance the talent across all of the teams in the league.
4. Players will not be allowed to play or practice without a valid registration sheet on file with the league. Any use of an unsigned player will result in forfeiture of all games in which that player played.
5. The Home Team shall supply (2) new game balls.
6. Smoking or drinking of alcoholic beverages by players at the game or in the park will be cause for immediate ejection from the game and may subject the player to disciplinary action, including ejection from the league.
7. Coaches, parents, and other spectators are discouraged from smoking or drinking alcoholic beverages during the games.
8. Cursing of any kind by coaches, players or spectators will result in ejection from the game.
9. Players can be called out or ejected for throwing equipment. This decision is up to the umpire, although umpires should first give a warning unless the incident is intentional or flagrant.
10. 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 fan not complying with the umpire's instructions may cause that team to forfeit.
11. 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.**
12. **Home team will occupy the first base bench.**
13. In the event that lightning is sighted in the vicinity of the field, all players and coaches must leave the field immediately. The game may be resumed when it is clear that there is no further danger of lightning. Best judgment of the umpire and coaches should be used in these circumstances so as not to put any players or coaches in danger. Those games called because of weather will be considered complete if the losing team has batted in at least 4 innings.

Equipment:

1. **BATS:** Little League approved bats with the approved barrel dimensions for each specific league. Hybrid Composite bats will be allowed. The barrels must still be alloy or such. Handles will be allowed to be composite. Please defer to league specific rules regarding bats if applicable.
2. **SHOES:** all players must wear Shoes during the game. Players are encouraged to wear softball/baseball leather shoes with rubber or plastic cleats. Metal cleats or spikes are not allowed.
3. **GLOVES:** Players must wear an appropriate ball-glove when on defense (i.e. only the catcher is allowed to use a catcher's mitt and only the first baseman is allowed to use a first base mitt).
4. **CASTS:** A player may not play with a restrictive injury supported by a cast, unless written permission from a doctor is provided to the league's governing body. Typical knee and ankle wraps are allowed.
5. **JEWELRY:** Players are encouraged to remove all jewelry before the game – loose jewelry must be removed. Any exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. Players who fail to follow the umpire's decision regarding jewelry could be ejected from the game.
6. It is strongly recommended that all boys participating in any level of baseball wear a protective cup for all games and practice.

Coaching:

1. Games may not be played unless there is an adult coach present at all times. This need not necessarily be the designated head coach.
2. Coaches are responsible for the conduct of their team and fans. Heckling is not allowed.
3. Coaches are responsible to stress the basics of the game. i.e.: where to throw the ball in specific situations.
4. Coaches must ask permission of the umpire to enter the field, except to attend to an injured player.
5. **The umpire's decision is final on all calls.** Coaches should contact the Umpire Coordinator or the League Coordinator to discuss any concerns regarding an umpire's calls.
6. All field times must be scheduled with the Scheduling Coordinator. He must be notified of all make-up game times. He will arrange and notify the Umpire Coordinator of the make-up game time. The Home Coach is responsible for contacting the Scheduling Coordinator.
7. It will be the responsibility of the winning coach to enter the game score on the Richfield Youth Baseball & Softball web site (<http://www.rybsawi.org>). Instructions will be forwarded

Games:

1. **RYBSA & JAYBA game lengths shall be (6) innings.** In the event that games are called **due to darkness**, an official length game will be (4.5) innings if the home team is ahead OR (5) innings if the visiting team was ahead after the 4.5 inning mark. If the teams are playing in the 6th inning, which by definition meets the “official game” benchmark, and cannot finish the 6th inning, the official game score reverts back to the final score at the end of the 5th inning. (**NOTE: Rain Out Policy has different game completion criteria. Please see that section for rules**)
2. **Games played during the school year will not allow a new inning to start after 1 hr. & 45 minutes.** If it is too close to call, and the coaches and umpires AGREE to continue to play, the game may continue; this is in line with our common objective of allowing the kids to play the game.
3. There will be a minimum 10-minute grace period after the scheduled start of a game before a forfeit can be called. The coach’s discretion should be used before calling a forfeit. Game time limits are measured from the actual start time of the game. EXCEPTION: If another game is scheduled on the field, the game must end in time to allow the next game to start at its scheduled time.
4. **The intent is for all games to complete the number of innings listed in the appropriate league specific rules.**
 - a. Coaches are expected to take steps to ensure that the games move quickly (i.e. assist catchers in putting on equipment), limit the amount of gear the catchers removes, and using a pinch runner for the catcher after two outs. The courtesy runner shall be the player that made the 2nd out.
 - b. Allow the following warm-up pitches between innings:
 - i. Five for baseball
 - ii. Three for softball
 - c. Organized position changes, etc.
5. Once an inning is started, it must be completed. Reasons for not completing the prescribed number of innings are limited to:
 - a. **Darkness – Umpires discretion. Safety takes precedent. Use common sense.**
 - b. Weather – rain, lightning
 - c. Continuation of the game cannot change the outcome (run rule prevents team losing from taking the lead).
 - d. Injuries result in either team not having enough players.
6. Games finishing standard innings at a tie score may play up to a maximum of two extra innings to determine a winner, provided visibility is safe for the players. If after the two extra innings the game is still tied, the game is then considered a tie and it is added to the standings as such. Ties are considered a half a win and a half a loss.

7. **RUN RULE BY DEFINITION:**

For those games where the inning run rule applies, any team that scores (6) runs per inning, that ½ of the inning is over, and the teams will switch sides at the time the 6th run touches home plate. For games where the deficit is larger than the max number of runs scored could tie the game, at that point, the game would officially be over, and THAT is the score that must be logged in. We still encourage the coaches and teams to play additional innings if time and darkness allow affording players the opportunity to play more baseball/softball and enjoy themselves.

8. Rain-out games are to be made-up by the last scheduled game of the season. The two coaches must arrange a time to play the make-up game. **The home coach shall notify the Scheduling Coordinator of the agreed-upon make-up arrangements.** If the game is not made up both teams are awarded a loss.
9. Make-up games will take priority over practice times for field usage.
10. Tournament, Play-Off and All-Star games will be scheduled and/or re-scheduled by the Board.
11. 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 numbers, and batting order.
12. The defensive team may appeal batting out of order by the offensive team to the umpire. If the error is discovered while the incorrect batter is at bat, the offensive team may correct the wrong batter at the plate with no penalty, other than the correct batter must assume any balls or strikes already called. If the error is discovered after the incorrect batter has completed his/her turn at bat, but before the first pitch to the next batter, or before the defensive team has left the field, the player who should have batted is out. Any advance, or score made as a result of the improper batter is nullified. The defensive team loses the opportunity to appeal once the pitcher has pitched one legal pitch to the next batter, or the defensive team has left the playing field after 3 outs.
13. A side is retired after 3 outs have been made, or the maximum runs listed in the league specific rules, have been scored in any inning by the batting team.
14. Calling "Time". Calling "time" does not stop a play in progress. Players may request from the umpire that "time" be called after the conclusion of a play in order to get back into position, tie a shoe, talk to the coach, etc. It is up to the umpire to determine whether "time" will be granted.

Batting:

- 1.) The on-deck batter is the only batting team player to be swinging a bat other than the batter. Coaches need only be given one warning, after which an out may be called for the next occurrence from that team. The on-deck batter must be positioned behind the batter while on-deck.
- 2.) If the batter interferes with a play at home plate in an attempt to prevent a likely out at home plate, the batter is out. The runner is also out.
- 3.) Batting helmets will be supplied to each team.
- 4.) **IF A PITCH HITS THE GROUND, AND THEN HITS THE BATTER, AND THE BATTER DID NOT SWING; IS THE BATTER ENTITLED TO FIRST BASE? Answer: Yes. A pitch is a ball delivered to the batter by the pitcher. It doesn't have to be in-flight to be a pitch. The batter can hit a ball off the ground and it is a legal hit. The ball is dead when it HITS the batter. The batter is awarded first.**

Fielding:

- 1.) Fielders, including catchers, shall not obstruct base paths unless making a play on the ball or attempting to tag a base runner.

Base Running:

1. Two runners may not occupy the same base simultaneously. The runner who first legally occupied the base shall be entitled to it, unless forced to advance. The other runner is out if touched by the ball, or glove holding the ball.
2. Bases left too soon on a caught fly ball must be retouched prior to advancing to succeeding bases. If a runner leaves a base before a fly ball hit by the batter is caught, the defensive team can throw the ball to the base he/she left and appeal. The runner is out if a fielder who has the ball either tags him/her as he/she is running back to the base, or touches the base as in a force-out before he/she returns to it. If the runner either stays on the base until the fly ball is caught, or comes back to "tag-up", he/she may advance positions. A runner may also advance in this manner on a caught foul fly ball.
3. **When there is a potential play at a base or home plate, and the fielder is attempting to catch a thrown ball, the runner must either make a legal slide or avoid contact. The fielder has the right to be in the base-path to field the thrown ball. The runner is responsible for avoiding contact. If the fielder is not attempting to receive a thrown ball and is in the base path, then the fielder has committed obstruction and the runner is awarded the base or**

plate. The runner has the right to reestablish his base path by running no more than 3 feet to either side of the base path to avoid contact. If the runner does attempt to avoid contact and there is incidental contact then this is a judgment call by the umpire. If the runner commits malicious contact, the runner is out.

4. 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. This does not apply to a ball that a batter in the batter's box tick-fouls against himself/herself.
5. A runner hit by a thrown ball, is not out as a result of the contact, provided the contact was not intentional.
6. 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.
7. The runner is out if he/she physically passes a preceding runner before that runner has been put out.
8. The umpire does not have obligation to call runners out for missing bases. Once the ball has been returned to the infield and time has been called, any fielder, with or without the ball, may make a verbal appeal to the umpire on a runner missing a base, or a runner leaving a base too soon on a caught fly ball. A defensive player with the ball should tag the base missed, or tag the runner with the ball or a glove holding the ball. The defensive team loses the opportunity of putting the runner out if the appeal is not made before the next legal pitch, or before the fielders have left the field.
9. A batter-runner may legally over-run first base and turns either left or right. If there is any attempt to advance toward second base in the opinion of the umpire, he/she is liable to be tagged out.
10. 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.