

MINOR "A" LEAGUE RULES
WASHINGTON COUNTY YOUTHBALL LEAGUE
2017

The Universal League Rules are for all Boys Single A, AA and AAA leagues. In addition, there are league specific rules for each league.

PURPOSE / GOALS:

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

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

It is the intention of the league to maintain a fair level of play amongst all the teams within a community. "Stacking" of teams is not permitted by anyone, including coaches, commissioners and parents. Stacking refers to placing mostly younger players on one team and older players on another or selecting the most talented to play on one team and the less talented on another. Rosters should be balanced by age and talent. All communities will register participants by age with a May 1 cut off.

RAINOUT POLICY:

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

Check the following websites for weather related updates:

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

League Coordinators:

Richfield AA / AAA	Jodi Baus	boysdirector@rybsawi.org	920-470-2216
Richfield A	Brad Riedl	scheduling@rybsawi.org	414-788-2338
Hartford	Randy Wojtasiak	randyw@ci.hartford.wi.us	670-3730
Slinger	Tony Dobson	TDobson@vi.slinger.wi.gov	644-5265
Erin	Kevin Kerrigan	fran.kerrigan@gmail.com	262-573-1328
Jackson	Pat Sullivan	jayba.chairman@gmail.com	414-708-2341

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

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

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

GENERAL RULES:

1. The home team shall supply two new game balls
2. The home team shall supply umpires
3. The home team shall report all scores to the league website
4. Coaches may not smoke or drink alcohol while their team is playing
5. Parents & coaches are discouraged from smoking and drinking alcohol during all league games
6. Cursing of any kind by coaches, players or spectators will result in ejection from the game
7. A player, coach or spectator who has been ejected from the game will be instructed by the umpire to leave the grounds. An ejected player, coach or spectator not complying with the umpires instructions may cause that team to forfeit the game.
8. Flagrant, unsportsmanlike conduct from players, coaches or parents may result in forfeiture of the game. Coaches are expected to make an attempt to control unruly parents.
9. Home team will occupy the first base bench
10. In the event that lightning is seen in the vicinity of the field, all players and coaches must leave the field immediately. The game may be resumed when it is clear and there is no further danger of lightning. (20 minutes without seeing lightning)

EQUIPMENT:

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

COACHING:

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

GAMES:

1. All games shall be 6 innings. In the event that games are called due to darkness, an official length of will be 4.5 innings if the home team is ahead or 5 innings if the visiting team was head after the 4.5 inning mark. If the teams are playing in the 6th inning and cannot finish the 6th inning, the official game score reverts back to the final score at the end of the 5th inning.
2. Games played during the school year will not allow a new inning to begin after 1 hour and 45 minutes.
3. **Run Rule By Definition:** for those games where the inning run rule applies, for innings 1 to 4, any team that scores 6 runs per inning, that half inning is over and the teams will switch sides at the time the 6th run touches home plate. **For the remainder of the game, any team that scores 10 runs per inning, that half of the inning is over and the teams will switch sides at the time the 10th 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 will officially be over.
4. Coaches shall deliver the game line-up to the opposing team coach prior to the start of the game. This line-up should show names, uniform number and batting order.
5. A side is retired after 3 outs have been made or the maximum runs listed in the league specific rules have been scored in an inning by the batting team.

BATTING:

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

BASERUNNING:

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

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LEAGUE SPECIFIC RULES:

1. All games are 6 innings.
 - A) Games that are tied after 6 innings will be allowed to play a maximum of one (1) extra inning. Games still tied after one extra inning will be considered a tie game.
 - B) Games are 1:30 in length. No new innings after 80 minutes.
2. Each ½ inning will end when either 3 outs are recorded or when the team batting has scored six (6) runs except for the last inning in which case three (3) outs will constitute an inning.
3. A game can be considered over by the losing team if the winning team has a fifteen (15) run lead at the end of four (4) innings or anytime thereafter.

PITCHING:

1. All pitching will be from a 46-ft. mound.
2. No pitcher may pitch more than 3 innings in one day, or 5 innings in a week.
3. Once a pitcher is pulled from the game they will not be allowed to enter again as a pitcher.
4. Pitching in any part of an inning counts as a full inning.
5. No balks will be called.
6. Pitcher is allowed five (5) warm up pitches between innings.

FIELDING:

1. A defensive team consists of 10 players; 1 pitcher, 1 catcher, 4 infielders, and 4 outfielders.
2. All players that attend a game (arrive before the start of the 2nd inning) MUST play at least 2 innings in a defensive position, and one at bat... FREE SUBSTITUTION IS ALLOWED. In the spirit of equal play, the players present for each game should play an equal amount of innings.
 - A) Any player that arrives after the 2nd inning of play has started, Rule #2 is waived and it is up to the coach's discretion as to the positions played during the remainder of the game for that player.
3. No infield fly rule

BATTING:

1. Coaches will make their batting line up to include ALL players present at the game. No substitution or deviations are allowed during the game. If a player arrives after the start of the game, that player shall bat at the end of the batting order. Continuous batting must be used.
2. It is strongly recommended that batters wear a batting helmet with a facemask.
3. Bunting is allowed.
4. Bats must be official baseball bats with a maximum bat diameter of 2-5/8"
5. Any player that throws his bat will be called out. This is a safety rule and coaches should help the players to properly hold and grip the bat. A team will receive 1 warning if a bat is thrown; an automatic out will be awarded after that. The umpire will warn the teams prior to the start of the games.
6. A batter is out if the catcher drops a third strike pitch.
7. The strike zone will be from the armpits to the knees and one ball width on either side of the plate.
8. Infield fly rule is not used.
9. **Soft-toss Rule – The first three batters** to walk and/or get HBP in an inning will have to take the walk/base. After the third walk/HBP of an inning no more walks/HBP will be allowed in that inning. Any batter getting four balls/HBP then will have their coach soft-toss to him. When ball four is pitched/batter hit the umpire will motion for the coach to soft-toss. The amount of attempts the batter gets will depend on the count when ball four was pitched/batter hit. For example; if the batter had 4 balls and two strikes, the batter only gets one toss to hit it. If the count was 4 balls and 0 strikes, the batter gets 3 tosses to hit it. The following rules apply once the "soft-toss" rule goes into effect. A foul ball or a swing and miss both count as strikes and strikeouts.
 - The catcher must remain in the crouched position behind home plate until the ball is hit
 - The pitcher must position himself two feet behind the mound in a defensive position
 - Bunting is not allowed
 - Coach must be in foul territory, outside of the batter's box. Protective helmet/facemask is suggested.

BASE RUNNING:

1. 60 ft. base lengths.
2. **Stealing is not allowed and no lead-offs until the ball crosses home plate. If a play is made on the runner he may advance.**
3. Runners cannot advance on a passed ball or wild pitch.
4. All base runners must wear batting helmets.
5. No head first sliding into any base. A player may dive head first only when returning back to a base as in a pick off play.
6. A runner can advance (1) base on an overthrow at his own risk. This does not include the catcher returning the ball to the pitcher after a pitch.

A courtesy runner may replace a catcher on base if there is two (2) outs.