

Green Bay West Side Youth Baseball

General Playing Rules

Junior (9/10 yr old) and (11/12 yr olds) Major Leagues

1) Game Length

- A) All games will be:
 - a. 6 innings or
 - b. 1 hour and 45 minutes per game

No game shall start an inning after the time limit. If 3 ½ innings are complete and the home team is ahead the game shall be considered complete. If 4 innings are complete and the visiting team is ahead the game shall be considered complete. If the game is tied at the time limit another inning shall be played until a winner is determined on a diamond without a doubleheader (umpires and coaches to decide if darkness creates a danger). If there is a second game the teams can continue until a winner is declared and the second game can move to another diamond if one is available or it will be rescheduled.

- B) The Head Umpire is the official time keeper. Managers are responsible for getting official start time from the umpire at the start of the game.
- C) A ten run rule is in effect after 3 ½ innings providing the home team is ahead or 4 innings if the visiting team is ahead.
- D) Teams must have a minimum of 8 players to start a game within 5 minutes of the start time or forfeit the game.

2) Rainouts

- A) Commissioners will notify league coaches of rainouts. Every effort will be made to give ample notice. If you have not received notice from the Commissioner you are required to report to the field. Coaches and Umpires will make a decision on the ability to get the field in playing shape with the Player safety of the utmost importance.
- B) Rainout games will be made up on the first available Friday (in the same week if available-no exceptions). If the game was in progress, the game shall continue from the same spot as play was suspended with all the same rules regarding re-entry and pitching. Pitch counts for the week will include make up games.

- C) If 3 ½ innings have been completed and the home team is ahead, the game shall be considered complete. (4 innings if the visiting team is ahead).
- D) If coaches make the decision at the field to suspend or cancel a game, they must notify the Commissioner that same day so arrangements can be made to finish or reschedule the game. If lightning is seen, the game will be immediately suspended. The game can continue only after 25 minutes has passed from the last flash.

3) Equipment

- A) Bats must be 2 5/8" barrel, maximum 33" long and be approved for Little League. New Cal Ripken 1/1/2018 USA bat rules apply. No BBCOR BATS ALLOWED.
- B) Cleats must be plastic molded (No metal spikes).
- C) League will provide a jersey and hat for each Player. All Players must wear the jersey (tucked in) and hat in order to be able to play. Players can keep the jersey and hat at the end of the season.
- D) Team Manager will decide on a color of pants the team shall wear. Players are responsible to purchase pants.
- E) League will supply baseballs for games and practice.
- F) Each team will have a supply of bats for kids to use.
- G) Catching equipment will be supplied by each team.
- H) A minimum number of batting helmets will be provided. Players are encouraged to bring their own batting helmets.
- I) Male Players are encouraged to wear athletic supporters and cups.
- J) All Players are encouraged to wear mouth guards.
- K) Managers are responsible for all team equipment and must turn in equipment bags back to the Equipment Manager after the season. The Manager is responsible to report to any defective or broken equipment immediately to the Equipment Manager.

4) Game rules

- A) The home team will occupy the first base dugout. Visiting team the third base dugout.
- B) Umpires are responsible for chalking the field prior to the first game. The visiting team (if only one game on a diamond) is responsible for putting all equipment away and locking all sheds (including the batting cages) at the conclusion of the game. If there is a doubleheader, the home team in the second game is responsible for putting away equipment and locking up. Umpires are to make sure umpire equipment is placed in a clean and dry spot (not under the bases and in a shed if on D#1 or D#3 or in the back of concessions if on D#2).
- C) All Players shall remain in the dugout if not playing in the game or on deck. Pitchers may warm up outside the dugout. Fan safety must be considered.
- D) Only Players, Manager and Coaches (Maximum of 4 coaches including the manager) shall be allowed in the dugout.

- E) Players waiting for the second game shall warm up in an area designated as a safe area by the Manager. This area must be away from the field of play and must not compromise spectator safety.
- F) One hour before game time the use of the batting cage(s) and equipment will be reserved for the two teams playing in the next game. The Managers shall work together to ensure equal use of the facility. The general rule is the home team will have access to the cage for the first half hour before the game and the visiting team will have the last half hour immediately before the game.
- G) There will be no on field batting or fielding practice prior to the game.
- H) Managers will exchange batting orders prior to the start of the game.
- I) Players are not allowed to wear any jewelry including but not limited to watches, rings, pins, necklaces or any other metallic items on their person. Players will be asked to remove items, if they fail to do so they will not be allowed to play.
- J) Pitchers are not allowed to wear wrist bands of any kind. Pitchers are not allowed to use a white, gray or bright colored gloves.
- K) Players will not be allowed to play with a cast of any kind.
- L) Only Base Coaches are allowed on the field during play. Coaches are not allowed in the field of play to assist Fielders.
- M) Managers are allowed one visit per inning with the pitcher. If a second trip to the mound is made in the same inning the Pitcher must be removed from the mound.

5) Playing rules

- A) Standard baseball Cal Ripken rules shall apply.
- B) Junior League will have 10-Players in the field (4-Outfielders). Major League will play with 9-Players in the field.
- C) The infield fly rule will not be used.
- D) Intentional walks are not allowed.
- E) Fake bunts are allowed but Players may not fake a bunt and swing away. If a Player fakes a bunt and swings away they will be declared out.
- F) Each team will receive one warning if a Player throws a bat, a second offense for a Team/player shall result in the Batter being called out.
- G) Courtesy Runners will be allowed and are encouraged for the Catcher and Pitcher with less than 2-outs. Courtesy Runners are also allowed for any injured Player. The Courtesy Runner shall be the Player who made the last out.
- H) Base runners cannot lead off. Players must stay on the base until the ball crosses the plate. Each team will be given one warning per game for the first half of the season. After the warning, if a Player is caught leading off they will be declared out and a no pitch will be called (even if the ball is put in play). In the second half of the season, no warning will be given. Any Player leading off will be declared out.

- I) Players are allowed to steal bases at any time. Players may advance at any time on an over-throw. Players may advance if the Pitcher does not secure a throw from the Catcher.
- J) Runners are not allowed to “bait the Catcher”. Base runners must steal on their initial movement or return to their base. Once they have stopped moving the forward movement of their feet they must return to their base unless a play is made on the runner.
- K) Runners must turn away from the field of play after over running first base. If they turn into the field of play they will be considered an active runner and if they are tagged out prior to returning to the base they will be declared out.
- L) Runners must slide feet first into any base (except first) if a play is made on the runner. Any Player who does not slide will be declared out. If a Player intentionally collides with another Player in the field of play, that Player will be ejected.
- M) Head first slides are prohibited and the runner will be called out, exceptions to this rule is when a runner rounds a base and is attempting to immediately return to that base. Runners caught in a rundown must slide feet first.
- N) Runners are allowed to get into run downs (pickles).
- O) A strikeout will be recorded whenever a Batter is put out by a third strike. Batters cannot advance on dropped third strike. All other base runners may advance on a dropped third strike providing it is not the third out of an inning
- P) All teams Players present at the game shall be in the batting order. Unlimited substitutions are permitted and encouraged throughout the game in regards to playing the field with the exception of Pitcher. Once a Pitcher has been removed from the mound, they cannot re-enter as a Pitcher.
- Q) All Players are required to pitch at least 2-innings in the field.
- R) Pitchers may pitch a maximum of 2-innings per game (they must be consecutive). A pitch count will also be used. All Managers are required to adhere to maximum pitch counts per day and rest periods required. If pitch counts are violated the team in violation will be required to forfeit. See chart below...

9/10 yr pitches in a day	11/12 yr old pitches in a day	Number of calendar days rest in between appearances
61-75 pitches Maximum	61-75 pitches maximum	3 days
41-60 pitches	41-60 pitches	2 days
21-40 pitches	21-40 pitches	1 day
Less than 20	Less than 20	May pitch on 2-consecutive days without rest. After 2-days of 20 pitches the player must rest 2-days.

- S) An 8 or 9 yr old (Junior League) is required to pitch at least one complete inning per game. The one inning must be in one of the first three innings.
- T) A 10 or 11yr old (Major League) pitcher is required to complete one of the following in the first three innings:
 - a. Record (3) outs
 - b. Throw (25) total pitches
 - c. Pitch entire at bat to (5) batters – must throw first pitch to batter and continue to pitch until the batter records an out or reaches base
- U) Pitchers removed from the mound may be moved to another position in the field.
- V) Pitchers will be allowed 8 warm up pitches their first inning and 5 warm up pitches their second inning.
- W) Balks will not be called.
- X) Fake tags are not allowed. One warning will be given per team, a second infraction will result in the player being ejected.
- Y) All fielders must move away from their base if a play is not going to occur to allow the base runner to round the base, if they remain on the base, interference will be called and the runner will be awarded the next base.
- Z) All base runners running through first base must use the orange safety base to avoid interfering with the first baseman.
- AA) Junior League teams (9/10 r olds) will be allowed to score a maximum of 5 runs per inning. Once the 5th run crosses the plate that half inning shall be declared complete. Exception to this rule is the last inning of the game. In the last inning either team may score an unlimited number of runs. The umpire must declare to both Managers that it is the last inning prior to the start of the inning.
- BB) Major League teams (11-12 yr olds) do not have a maximum number of runs allowed per inning.
- CC) A coach trip to the mound is required after a second batter is hit by pitch in the same inning; if this happens to be the second trip to the mound with the same pitcher, that pitcher must be removed from the mound.