



## WNY Premier Baseball Travel League

### Purpose:

The objective of the WNY Premier Baseball Travel League is to promote safe competitive baseball activities, while developing youth players in the areas of good sportsmanship, baseball knowledge/skills, the healthiness of youth sports activities, and the importance of teamwork.

This will be achieved by Team Manager, Coaches, League Directors, Parents and Umpires being in agreement to uphold the rules of this league and set positive examples for the Players in victory or defeat. USA Baseball has required bat changes starting January 1, 2018. The aforementioned changes were made to level the playing field of competition and most importantly to assure the safety of the players on the field. The WNY Premier Baseball Travel League will be a **USA Bat** league and this will be enforced.

### League and Playoff Format:

- Each team will play 10 games (weather permitting) with league minimum 8 games played.
- Teams will be seeded 1-4, 5-8 and 9-11(9 will get a bye) for the playoffs in each division after league play using the following criteria in this order: League record, fewest runs allowed, run differential & coin toss.

### General Rules:

- A player cannot turn 12 before **April 30<sup>th</sup>, 2018**. Team managers will be required to submit rosters, players' birth certificates and proof of insurance before the start of the season. An additional player may be added to a team after the roster is submitted with league approval. If a team uses an ineligible player and/or an ineligible pitcher, the game shall automatically be forfeited, and the coach will be subject to suspension
- The bench or dugout on the first base side is assigned to the home team and the visiting team uses the bench or dugout on the third base side.
- Games will be played on a 70 foot base/50 foot pitching mound diamond.
- All games will be 7 innings with no new inning beginning after 2:15 minutes. League games that are tied after the time limit has been reached, will be scored

as a tie. Playoff games that are tied after the time limit has been reached will play until there is a winner.

- A game is complete after 4 complete innings.
- Both the home and opposing teams Team Managers will meet 5 minutes prior to game time for Ground Rules.
- All batters, base runners, pitchers warming up on the mound and player base coaches must wear helmets at all times. Catchers must wear all equipment including a mask, when warming up a pitcher on the field of play.
- Home team in Playoff games will be the higher seeded team.
- Dropped Third Strike rule will be in effect.
- In-field fly rule will be in effect.
- The minimum number of players to play is 8.
- If a player is injured and unable to play that spot in the lineup can be skipped in the batting order without penalty. If the player is removed while on the bases, the player who the last out was recorded against will be inserted as the baserunner. If the injured player is able to return, they must be inserted back into the lineup the next time their spot in the batting order comes up. If they are unable to re-enter at this point, they must be removed for the remainder of the game with no penalty to the team.
- Coaches will bat their entire bench and players that arrive after the game begins will be placed at the bottom of the batting order. If the entire lineup has cycled, the player cannot be added.
- Bunting is allowed at any time during the game. Foul bunts with 2 strikes will be considered an out.
- Defensive substitutions may be made freely.
- Catcher Speed Up Rule – A courtesy runner may be used if the offensive team's catcher is on base with 2 outs. The courtesy runner **MUST** be the player that recorded the 2<sup>nd</sup> out of the inning. The game will not be delayed to allow for a courtesy runner. If the runner is not immediately prepared to take the field, play will continue until such time he / she is ready.
- Any protests or rules in question must be addressed immediately with the umpire and the umpire will have the final decision.
- Teams are allowed 5 minutes each infield practice prior to games if time permits.
- No metal spikes are allowed.
- Any unsportsmanlike conduct (swearing, throwing of equipment, etc.) by a player may result in immediate ejection of the player from the game and subject him/her to additional disciplinary. Players fighting are subject to possible suspension for the year.
- Teams will split umpire fees (2 umpires).
- A decision to postpone a game due to unplayable conditions is up to the coaches prior to the start of the game. Once the game begins, it is the umpire's decision.
- Smoking and alcohol consumption is **NOT** allowed at any facility.

### **Behavior:**

- Unsportsmanlike behavior of any kind, **WILL NOT** be tolerated. This includes players, coaches, parents, fans & anyone else in attendance.
- No judgment call may be debated by any manager, coach, player or fan. Rule interpretations may only be raised by the **team manager**, not coaches.

- The team's Manager is responsible for the behavior of his team and their fans. If any player, coach or fan is ejected from a game, they **MUST** leave the facility and will remain ejected for the remainder of the game. If the manager is ejected, their team will forfeit the game and the manager will receive a 1 game suspension. If a coach is ejected, they must leave the facility and they will receive a 1 game suspension. If the behavior happens with the same individual more than 1 time, they will have to meet with the league commissioners for a hearing and ruling on their attendance for the remainder of the season will be decided.

### **Mercy Rule:**

- A team may score a maximum of 6 runs / inning with the exception of the 7<sup>th</sup> inning. A team may score unlimited runs in the 7<sup>th</sup> inning.
- A **fifteen-run mercy rule** is in effect after 4½ innings if the home team is winning and every complete inning after that.

### **Bats:**

- This league is a **USA Bat** and this rule will be enforced. If a batter is found to use an illegible bat ("used" defined as held the bat in the batter's box for at least one pitch), the batter will be declared out, and the runners will not advance. If the bat is discovered after the player hits, the batter will be declared out, and the runners will return to the positions they were at the beginning of the batter's appearance. If the bat is not discovered until after the next play (i.e., next pitch), play continues with no penalty.
- USA Wood Bat standard: *Solid one piece wooden bats that adhere to Little League regulations will be allowed for play with or without the USA BASEBALL mark. Multi piece wood bats must have the USA baseball mark to be approved for play.*

### **Base Running:**

- Lead-offs and stealing is allowed.
- If a fielder, who is in a position to make a play at any base, the base runner must slide to avoid collision or the play will result in an automatic out.
- Head first slides are not allowed while sliding into a base & will result in an automatic out. A runner may dive back to a base he is returning to as this is not considered a slide.
- Players must request and be granted time by the umpire for a dead ball to occur. Coaches may not call time for their players when a player is getting up from sliding into a base.
- There is stealing of home. With runners on first and third and the runner from first goes to steal second, the runner at third can advance to home at their own risk.

### **Defensive Rules**

- Defensive Positioning. Teams may field nine players on defense. Three outfielders, four infielders, a pitcher, and a catcher.
- At no time should an outfielder be placed in the infield as an over shift.
- Catchers must be in full protective equipment.
- Infield fly rule does apply.

- All plays end when the pitcher has position of the ball in the infield, the halfway rule for base runners will be in effect.

### **Pitching:**

- A player may pitch no more than 9 consecutive outs per game. If a player does not record an out but pitches the entire inning that ends due to the 6 run rule it will be counted as 3 outs. If a player comes in for relief and does not record an out and the inning ends due to the 6 run rule that will be counted as 1 out.
- Once a player is removed from the mound, he is not allowed to pitch for the remainder of the game.
- If a pitcher hits 3 batters in an inning, he must be removed from pitching for the remainder of the game.
- A player must be removed from pitching upon the second mound visit by a coach in the same inning.
- Balk rule is applied. There will be one balk warning per pitcher issued after said warning the appropriate base will be awarded.
- There are no intentional walks.
- Pitchers must wear protective helmets while warming up.