

## **West Bridgewater Youth Athletic Association**

### **BASEBALL RULES**

#### **1. Section 1: Player / Fan Conduct -**

1.1. A representative from each away team is responsible for working in the snack bar for that game. That game will not start until a rep from that team reports to the snack bar to work. This delay of the game will not extend the game's end time. If, due to this delay, a complete game cannot be played, the delaying team will forfeit the game for the sake of standings, though as much of the game as possible will still be played.

1.2. No food will be allowed in the dugouts. Managers and Coaches may bring in coolers and gum. Teams are responsible for cleaning out their dugout after each game.

1.3. No one will be allowed to leave the field to go to the snack bar during the game.

1.4. The umpire, Coach, and/or any member of the E-Board have the right to remove any player from the game for any form of unsportsmanlike conduct (throwing of equipment, foul or offensive language, arguing with an umpire, or general poor sportsmanship). The player removed shall be subject to disciplinary action as defined.

1.5 Any player or Coach who is brought before the E-Board for any disciplinary action may be deemed ineligible for All-Star or Tournament Team play/selection if deemed appropriate by the E-Board.

#### **2. Section 2: Divisions: Age Groups -**

2.1. A player must be at least (7) seven years old by April 30th, and cannot be (13) before April 30th. Players that will be seven (7) years old born between May 1st and before September 1st may play either baseball or T-ball at the parents discretion.

2.1.1. Pony League: A player must be at least (13) thirteen years old by April 30th, and cannot be (16) before April 30th.

2.2. Players may not be on more than one roster.

2.3. Players who are 9 before September 1st will be eligible to advance to Minors and players who are 11 before September 1st are eligible to advance to Majors. Players who turn 13 before May 1st are not eligible to play in the Majors.

2.4. Players who are 10 years old prior to May 1st are eligible to play on the minor league tournament team (This coincides with Little League Regulations).

2.5. All (12) twelve-year-olds must play Major League Baseball.

2.6. Any parent may have their child tryout for the next level of baseball/softball if the child is in their last year of eligibility at their current level. These children will be added to a supplementary draft list, but can only fill open slots in the upper division. An open slot is defined as the (desired number of children per team x the number of teams) – number of children signed up.

#### **3. Section 3: Game Play –**

3.1. Uniforms:

3.1.1. No part of the uniform shall include the pattern of a baseball. All pitcher gloves must be uniform in color and not white or yellow. Catchers and first basemen's gloves are to be used at those positions only. The pitchers will wear no wristbands.

3.1.2. No metal spikes are to be worn.

3.1.3. Chin straps must be worn by batters, on deck batters players on base and any player being used as a coach. W.B.Y.A.A. personnel under 16 years of age will be included in the use of chinstraps.

3.2. Equipment :

3.2.1. The umpire may inspect all bats brought by players. Use will be at the umpire's discretion.

3.2.2. The W.B.Y.A.A. will supply (2) two cups for each team. It is mandatory that catchers wear a cup.

### 3.3. Game Time:

3.3.1. Four innings constitutes a regulation game unless the home team is leading after the visitor's half of the fourth is over.

3.3.2. All games officially scheduled will not begin another inning after (1) one hour (40) forty minutes. The game will end (2) two hours after scheduled start time regardless. \*If there is an 8:00 pm game, it will not start any later than 8:15pm. Time of game will be monitored by the umpire. The umpire shall have final say in regards to all time related disputes. Rule 3.3.9 shall take precedence in the case of darkness. Lights turned on for outside activities will be charged at the current hourly rate with the permission of the Board of Directors or the President.<sup>6</sup>

3.3.3. All protests must be settled immediately by the President, Vice President, Umpire-In- Chief, Commissioner, Divisional Coordinator , Executive Board member on duty, or Baseball Committee member on duty. If none of the above are available, the umpire will make his/her best judgment call and make a ruling in order to keep the game moving. Any manager with playing rule issue, question, etc., should ask the umpire to address in conference behind home plate, with the other manager present (and out of spectators earshot).

3.3.4. If the game is called during an incomplete inning, the score will revert to the previous inning. For games that are not complete, refer to rule 3.3.5.

3.3.5. If a game, which is not a legal game, is called for any reason, the make-up game will be played from the point of stoppage. (To completion if possible) Four innings is a legal game.

3.3.6. All canceled or make-up games will be made up to the best of the organizations ability before the end of the season.<sup>9</sup> The President and Baseball Commissioner may give an extension for weather delay. Make-up games can be played on Sunday, except Memorial Day, Mother's Day and Father's Day.

3.3.7. The regular season cannot extend beyond June 30

3.3.8. Double headers will be allowed if necessary, only with Executive Board approval.

3.3.9. The President, Vice President, Umpire in Chief or Commissioner in charge will be empowered to overrule an umpire in deciding whether to continue a game or not during inclement weather or expanding darkness. This rule will apply in baseball and softball.

### 3.4. Playing Time:

3.4.1. Each player must play (3) three innings. No player will sit out more than (3) three innings before all players have sat out (3) three innings. (6 innings etc.). Little League Rule will not apply.

3.4.2. A player not attending a game is not considered sitting out and cannot be used as such. A player must attend the game and sit on the bench to meet their required time to sit out if necessary.

3.4.3. Each player that is a substitute one game, will be a starter the next game.

3.4.4. Each player must play a complete game. Minimum being half (1/2) of the schedule.

3.4.5. Each player in Instructional must have an opportunity to play each position for an inning (3 outs), sometime during the season. The child may pass on his/her turn if they are uncomfortable in a given position.

3.4.6. All substitutions are made at the beginning of the fourth inning. Exception: If (2) two managers agree an exceptionally long (2) two innings have taken place, then substitutions may enter in the third inning.

3.4.7. Instructional league must rotate a different substitute every inning.

3.4.8. No player on an Instructional team may play the same position for more than 3 consecutive innings.

3.4.9. A pitcher who hits two (2) batters in one (1) inning or three (3) in a game MUST be removed from pitching that game.

3.4.10. All players brought up from the lower league must play (3) three innings. Any player being brought up must have the Manager's and Divisional coordinators approval. Managers and Divisional Coordinators must establish a revolving list of players that can be brought up. Brought up players cannot pitch.

### 3.5. In-Game Player Substitutions:

3.5.1 A full team is defined as a minimum of (8) players. If a team cannot field a full team, the game shall be considered a forfeit for the standings, however the game will still be played provided the opposing team may supply players as defined in 3.5.2.

3.5.2. If a team fails to field a full team, the opposing team must supply available players provided both teams will still have a full team to field. If the opposing team cannot spare enough players to give both teams field-able numbers, the game will not be played and will be considered a forfeit. The coach supplying the players chooses which players are sent over. A player must not be sent over more than twice in a season or consecutively.

## 4. Section 4: Pitching Eligibility and Pitch Count

### 4.1 Pitching Eligibility:

Minor League: 10 and under (age as of 4/30 of the current year)

Major League: 12 and under (age as of 4/30 of the current year)

All pitchers must follow pitch count rules as defined below. All ages are League ages. For example, a Major League 13 year old (one who missed the cutoff to move up to Pony) is considered a 12 year old for pitching purposes.

4.2 Pitch Count: Due to the increasing amounts of adolescent, pitching-related injuries and surgeries (as published by the American Sports Medicine Institute and others), a pitch-count shall be instituted in baseball, and shall be strictly enforced. The manager must remove the pitcher when said pitcher reaches the limit for his age group as noted below, however the pitcher may remain in the game at another position. The following table shall be used to determine the maximum number of pitches per day that a child may throw by age:

Age	Max. Pitches Per Game	Max. Games Per Week
8	50	1
9-10	75	2
11-12	85	2
13-16	95	2

Exception: If a pitcher reaches the limit imposed above for his age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. that batter reaches base
2. that batter is put out
3. The third out is made in any fashion to complete the half-inning

Upon reaching his pitch count limit, the umpire shall be notified that a pitching change is required, and a new pitcher shall be selected and given the appropriate number of warm-up pitches.

4.2.1. Pitch Count Tracking: Each team must have a person designated as the 'Pitch Count Recorder'. This person may be the scorekeeper or another coach or assistant. The pitch count recorder shall use the supplied Pitch Count Log to record the number of pitches per pitcher. Each team shall record pitches thrown by all pitchers in the game using the form. Pitch count logs must be kept for review or turned in to a WBYAA official or the Baseball Commissioner.

4.3. Rest and Recovery: Pitchers league age 14 and under must adhere to the following recovery rules, in addition to their pitch count rules:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

4.3.1. A player may not pitch in consecutive games unless he pitched 40 or less pitches in the previous game, provided rest days are observed.

4.3.2. A player may not pitch in more than one game in a day, regardless of number of pitches thrown. One pitch thrown constitutes pitching in a game that day.

4.3.3. Pitch counts and recovery rules shall be observed during any tournament play, in addition to the regular season.

4.4. Failure to Follow Pitch Count or Recovery Rules by a coach will result in disciplinary action as per WBYAA rules and bylaws.

4.5. Pitch Type: Curveballs are outlawed at all levels of pitching through Major Leagues. A curveball shall be defined as the active attempt by the pitcher to affect the ball's trajectory through a snapping of or breaking of the wrist, or through a major change in arm slot (ie full sidearm). The umpire, upon seeing a curveball or breaking pitch thrown (curve, slider, screwball) will issue a warning to the coach and the pitcher. The second offense shall result in immediate removal of the pitcher from the game, not to return. Subsequent offenses by the same pitcher within a season shall result in disciplinary action to include game suspensions and forfeiture of eligibility from All-Star and Tournament teams.

## **5. Section 5: Game Rules –**

5.1. Except as provided for below, Little League Rulebook will apply.

### **5.2. Base Stealing**

5.2.1. Runners may not leave the base until the ball crosses the plate. A player who leaves before the pitched ball crosses the plate will be sent back to the original base. If the ball is put into play during this early leave, the offending player shall be called out by the umpire regardless of whether that runner reaches base safely.

5.2.2. The ball is considered dead while being thrown back to the pitcher from the catcher. Runners may not advance on a dead ball.

5.2.3. A runner may not steal home. A runner may only be advanced home if the batter puts the ball into play, is forced home by a walk or hit batter with bases loaded. Major Leagues only: a runner may advance home on a failed throw to third by the catcher.

5.2.4. Minors: Base runners may only steal second base. A runner may not advance to third or home on a failed throw by a catcher. A runner may only advance to third or home if a ball is put into play by a batter, or advanced by walk or hit batter. A runner may not advance to third or home on a wild pitch/passed ball (ball not fielded cleanly by a catcher).

5.2.5. Majors: Base runners may steal both second and third base. A runner may not advance to third or home on a failed throw to second base by a catcher. A runner MAY advance home on a failed throw to third base by the catcher. A runner may advance to third on a wild pitch/passed ball (ball not fielded cleanly by a catcher) but must stop at third unless a catcher fails to execute a throw to third (as in 5.2.3 above).

5.2.6 Runners may advance to any base on a failed throw by the fielders that remains in fair territory or open field. Once the ball is returned to the pitcher, ball is considered dead and runners may not advance further.

5.2.7. There is no running on a dropped third strike.

- 5.2.8. Errors: If a fielder fails to field a ball cleanly (ie missed catch at first base, errant throw) the ball shall be considered live and runners may take all they can get. Throws from the catcher to second are covered under 5.2.4 and 5.2.5.
- 5.3. Injury to players: Ball is dead and runners on base get the base they are going to, in the judgment of the umpire.
- 5.4. Only the batter, coach, manager, and the man on deck will be allowed outside the dugout. (4 people).
- 5.5. Managers and/or coaches are allowed (2) two trips to the mound to talk to the pitcher. The third trip he must be removed. Instructional League excluded.
- 5.6. It is not a catch if a fielder touches a fly ball, which then hits a member of the offensive team or an umpire and then is caught by another defensive team member.
- 5.7. An illegally batted ball is one hit by the batter with one or both feet on the ground entirely outside the batter's box.
- 5.8 If a batter squares to/shows bunt, he may not then swing freely on the same pitch. A player who does so shall be called out.
- 5.9. The infield fly rule is in effect in the Major and Minor Leagues.
- 5.10. If a thrown ball hits an umpire or base coach, the play is alive.
- 5.11. Throwing of equipment by a player will result in removal of the player from the game by the umpire, manager or the executive board member on duty.
- 5.12. Instructional Division bats through the line up each, or three (3) outs, whichever comes first.
- 5.13. Seven Run Rule - only (7) seven runs can be scored in one inning. The Seven Run Rule is waived after the (5th) fifth complete inning. (Minor and Major Divisions).
- 5.14. Coaches and Managers will pitch in the Instructional League in all games. Coaches, with Commissioner approval, may allow certain players to pitch in some games, with reasonable restrictions on pitch counts and number of pitches.
- 5.15. Only one team is allowed on the field for pre-practice at any time. Only one batter is allowed on the field.
- 5.16. Head first sliding will be prohibited in all divisions. Any player violating this rule will be called out automatically by the umpire.
- 5.17. In all baseball one step dive back to original occupied base is allowed, any more than one step - the player will be called out.
- 6. Section 6: All-Star Team**
- 6.1. Evaluations on players will be completed by the third week in May.
- 6.2. An All-Star team will be picked and recognized each year in all divisions.<sup>25</sup>
- 6.3. All-Star / Tournament Team selection will be finalized by the third week in May to allow time to practice.
- 6.3.1. Each Commissioner, Division Coordinator [Coaches] will determine the number of All-Star slots that are appropriate for post-season / tournament play.
- 6.3.2. All-Star / Tournament Team selection will occur based on voting of all Managers and Named Assistants (see House Rule VII.8 specifying Named Assistants)
- 6.3.2.1. Coaches CAN vote for their own teams.

6.3.2.2. If every team does not have Named Assistants, then Named Assistants cannot vote. All teams must have an equal number of Named Assistants vote (example: if a team has only one (1) Named Assistant, then all teams may only have 1 Named Assistant vote).

6.3.2.3. Coaches will provide an All-Star vote for each player they deem worthy. Consideration should be given equally for sportsmanship, participation/effort, skills and game knowledge.

6.3.2.4. Players, up to the number of slots (see Rule 5.4.1 above) with the most votes will be named to the All-Star Team.

6.3.2.4.1. Ties will be broken by subsequent votes (however many required) until a single player can be indentified or it is agreed by the Commissioner, Division Coordinator [Coaches] to accept additional players.

6.3.3. Any disputes to the selection process will be heard by the Executive Board before All-Star announcements are made