

West Bridgewater Youth Athletic Association

BASEBALL RULES (Revised 02/22/18)

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 September 1st, and cannot be (13) before September 1st.

2.1.1. Pony League: A player must be at least (13) thirteen years old by September 1st, and cannot be (16) before September 1st.

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 September 1st are not eligible to play in the Majors.

2.4. Players who are 10 years old prior to September 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.

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.

3.2. Equipment :

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

3.2.2. Any players playing catcher will provide and wear their own 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.6

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.9 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.

3.6 The West Bridgewater Youth Athletic Association will abide by Rule 1.10 in the Little League Rulebook which states that all bats used in game play must be stamped with the USA Bat approval.

4. Section 4: Pitching Eligibility and Pitch Count

4.1 Pitching Eligibility:

Minor League: 10 and under (age as of 8/31 of the current year)

Major League: 12 and under (age as of 8/31 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	2
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. Minors: Base runners may only steal second or third base. In addition, base runners may steal home on either a straight steal or a passed ball once per inning, per team. Otherwise, a runner may not advance to third or home on a failed throw by a catcher. A runner may only advance to home if a ball is

put into play by a batter, or advanced by walk or hit batter. A runner may not advance to home on a wild pitch/passed ball (ball not fielded cleanly by a catcher).

5.2.4. Majors: Base runners may steal any 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 any base on a wild pitch/passed ball (ball not fielded cleanly by a catcher).

5.2.5 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.

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

5.2.7. 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. **MAJORS ONLY:** Seven Run Rule - only (7) seven runs can be scored in one inning. The Seven Run Rule is waived for the final inning, contingent upon the coaches agreeing on the final inning. The final

inning may not be declared prior to 90 minutes after the start of the game. Any disputes will be settled by the umpire.

5.13.1 **MINORS ONLY:** Five Run Rule - only (5) five runs can be scored in one inning. The Five Run Rule is waived for the final inning, contingent upon the coaches agreeing on the final inning. The final inning may not be declared prior to 90 minutes after the start of the game. Any disputes will be settled by a board member on duty.

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/Tournament Team

6.1. Evaluations on players will be completed by the third week in May.

6.2. An All-Star/Tournament team will be picked and recognized each year in all divisions.

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/Tournament slots that are appropriate for All-Star /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). Once voting has commenced, the voting body must remain consistent. As such, no additional coaches shall participate in the voting process after the first vote is cast. Additionally, once included in the initial vote, coaches must remain a part of the voting body throughout the process. It is mandatory that head coaches participate in the voting process.

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 submit the names for All-Star/Tournament consideration 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 6.3.1 above) with the most points (see Rule 6.3.2.3) will be named to the All-Star/Tournament Team. Once the number of slots has been decided, each coach that is eligible to vote will rank the players from #1 to the total number of roster spots (see example below for a team with 12 roster spots). Ballots shall be open (i.e. Voting coaches shall be explicitly provided the opportunity to see all ballots during this process). Each coach will present his/her ballot to the commissioner, tournament director or officer coordinating the vote, who will then make the ballots available to all voting coaches for their review and/or discussion. Each list will have the highest ranked player with the most points listed at the top of the ballot down to the lowest ranked player that will get one point. The points will then be counted and the team will be filled with the players who have garnered the most points, up to the number of roster spots determined per Rule

6.3.1. Example: 12 Player Team

Player Rank	1	2	3	4	5	6	7	8	9	10	11	12
Points	12	11	10	9	8	7	6	5	4	3	2	1

6.3.2.4.1. Ties will be broken by subsequent votes (however many required) until a single player can be identified or it is agreed by the Commissioner, Division Coordinator [Coaches] to accept additional players. Tie-breaking votes shall be done using the same point system as described above. The remaining players will be ranked from highest to lowest, and the player with the most points shall be selected. See example below:

Example: 5 Player Tie-Breaker

Player Rank	1	2	3	4	5
Points	5	4	3	2	1

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

6.3.4 If no alternates are being used as part of the team’s tournament roster, coaches must use the highest ranked age eligible player if a player is unable to make an entire tournament.

In the event that alternates are used, they shall only be utilized if necessary due to roster shortages. Shortages shall be determined prior to participation in any tournament, in the following manner. Once the tournament vote has concluded, the tournament coach shall contact the family of each player selected to the roster to gain their commitment to participate.

Commitment is defined as follows: Each player must agree to participate in at least half of the tournaments in which the respective WBYAA tournament team will be playing. Also, each player must agree to not play for any other team in the West Bridgewater Tournament. Inability to make this commitment shall mean that player has decided to relinquish his/her roster spot on the tournament team and he/she shall be replaced by an alternate.

Additionally, should there be less than a full roster for any single tournament uncovered during this process, the coach may call up an alternate to fill said roster for respective tournament(s). Alternates are called up in order of their point total from the voting process detailed in 6.3.2.4. The highest remaining point total player is given preference each time an alternate is called up, even if he/she has already participated as an alternate in that tournament season.