

## **Warren Park Youth Baseball Little League Administrative Rules**

Edited 4/2012

1. When present at the start of the game, each player must play in the field for at least two of the first four innings of the game. Since games are of uncertain duration, each coach is asked to make a good-faith effort to play each player in the field at least ½ of the total innings played over the course of a week's games. Coaches have authority to limit playing time for any player for not following team rules.
2. All divisions at WPYBL allow for a girl to have the option of subtracting one year from her age to play in a lower division.
3. An official game in Coach-Pitch, Rookie, and Minor is four complete innings (3-1/2 if home team is ahead). An official Major League game is five complete innings (4 ½ if home team is ahead).
4. All games, without exception, must be suspended if there is thunder within 30 seconds from the sighting of lightning. The game then needs to stop until 15 minutes after the last such sighting of lightning. Players, coaches, and spectators must leave the field and get to the fieldhouse, into cars, or other safe areas. Staying at the field or in the dugout is unsafe, and therefore not acceptable.
5. If a game must be suspended because of weather, darkness, or some other reason, the game will continue from the point where the suspended game ended unless the game has become officially complete. When the game resumes, the original batting order must be maintained, with players in the original game who are not able to play at the resumed game taken out of the lineup. Players who were not at the original game but are able to play in the resumed game will be added to the bottom of the batting order. Farm players who played in the original game may only play in the resumed game if there are fewer than ten players.
6. The winning team shall post the final score within 24 hours. Any game in which the score is not reported within this time frame will be considered a tie.
7. Runners on base may not stomp feet or do cadence counting, clapping of the hands, or singing of songs with the obvious intent of distracting the pitcher. Umpires generally have the right to rule on any noise they feel is too distracting or unsportsmanslike.
8. Regular season standings and seeds for tournament are based on winning percentage, with ties counting as half of a win. The tiebreaker for identical records is first decided by results of head-to-head play. A tie in that category sends it to a run differential in head-to-head play. Another tie results in a coin toss officiated by the Division Coordinator.
9. Player eligibility for post season tournament: players must have played in at least half of the team's regular season games.
10. 10-run "mercy" rule does not apply in the playoffs unless agreed upon by the coaches.

## League Summaries

| Division    | Age   | Innings | Time limit<br>with game<br>after | Max<br>time<br>limit | Bases | Pitcher<br>mound | Mercy<br>Rule | Max Bat<br>Diameter | Max<br>weight<br>differential | Base<br>stealing | Lead<br>offs | Dropped<br>Third<br>strike | Infield<br>Fly | Max<br>runs<br>Per<br>inning |
|-------------|-------|---------|----------------------------------|----------------------|-------|------------------|---------------|---------------------|-------------------------------|------------------|--------------|----------------------------|----------------|------------------------------|
| Tee ball    | 6-Apr | NA      | 1 hour                           | 1 hr, 15 min.        | 50'   | 30'              | NA            | NA                  | none                          | no               | no           | no                         | no             | NA                           |
| Coach Pitch | 6,7,8 | 6       | 1 hr, 40 min.                    | 2 hours              | 50'   | 35'              | 10 @4         | 2 ¼"                | none                          | no               | no           | no                         | no             | 5                            |
| Rookie      | 9,10  | 6       | 2 hours                          | 2 hours              | 60'   | 44'              | 10@4          | 2 ¼"                | none                          | yes              | no           | no                         | no             | 5                            |
| Minor       | 11,12 | 6       | 10 min. prior                    | no max               | 70'   | 48'              | 10@4          | 2 ¼"                | none                          | yes              | yes          | yes                        | yes            | 6                            |
| Major       | 13-15 | 7       | 10 min. prior                    | no max               | 80'   | 56'              | 10@5          | 2 5/8"              | -3                            | yes              | yes          | yes                        | yes            | 7                            |

\*The bases and pitchers mound are measured from the back point of home plate to the front of the pitchers mound. The distance for the bases is from the back point of home plate to the back corner of the base.

## Warren Park Youth Baseball Little League Minor League Rules

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- Games are played at the times and locations shown on the schedule, with a 10-minute forfeit period. A minimum of eight players are required to play a game. A team with seven players will result in forfeit, but if both teams fail to field eight players or more, the game will be rescheduled. A team playing with eight players will be assessed an out each time the ninth spot in the batting order is scheduled to bat. A team with seven players must forfeit.
- Games are played for six innings or if there is a following game, until the time limit. No new inning shall begin within 10 minutes of the time limit. The time limit is 15 minutes before the next scheduled game. Therefore any game without a following game scheduled after it does not have a time limit. The umpire has the authority to stop a game for darkness, rain, or lightning.
- Games are played at the times and locations shown on the schedule, there is no minimum number of players needed to field a team. Games will begin at 5:30 regardless of number of players in attendance. Any players arriving after the start of the game will be added to the bottom of the lineup. While there is no automatic forfeit for having fewer than 8 players coaches have the option to forfeit at their discretion if severe shortage of players causes an extreme lack of competition. Farm players, players from the Rookie division, can be used to fill in for missing players. Farm players must play even if the recruiting team has enough players at game time.
- Games are played for six innings or, if there is a following game, until the time limit, which is 15 minutes before the next scheduled game. If a game reaches the time limit, the score will revert to the score at the end of the last full inning played. In the case where the home team takes the lead

in the last half of the inning and the time limit is reached, then the final score will include the final inning played. The umpire has the authority to stop a game for darkness, rain, and lightning.

5. Minor division player Borrow Rule - Any team that is unable to field 9 players, or thinks that they cannot field 9 players, may borrow up to two players from any other team in the Minor division. Players from the Spring Warren Park Warriors 11u and 12u team are not eligible as borrowed players. The borrowed player will bat in the last position and must play the outfield. If a rostered player shows up after the line up has been established and given to the opposing team, the rostered player will bat after the borrowed player. The borrowed player will be allowed to continue to play in the game.
6. Batting Lineup rule. Each coach is required to exchange a lineup with the opposing coach containing only players who are present at game time. Coaches will also instruct the opposing coach of late arriving players and their place in the batting lineup. Late arriving players must be added to the last spots in the batting lineup. All players, whether or not in the field, are in the batting order.
7. If a player must leave a game because of injury and miss his or her turn at bat, that team will not be charged with an out for missing his or her spot in the lineup. If a coach tells the umpire and the opposing coach before a game that a player must leave the game at a specific time, then that team will not be charged with an out when the player comes up to a bat. If a player has to leave the game unexpectedly, the team will be charged with an out when the missing player's spot comes up to bat in the lineup.
8. When present at the start of the game, each player must play in the field for at least two of the first four innings of the game. Since games are of uncertain duration, each coach is asked to make a good-faith effort to play each player in the field at least  $\frac{1}{2}$  of the total innings played over the course of a week's games. Coaches have authority to limit playing time for any player for not following team rules.
9. Each player must be in complete uniform (jersey and baseball pants), including mitt, in order to play. Hats should be worn at all times with the bill of the hat facing forward but will be excepted from this rule. No metal cleats are allowed.
10. WPYBL field rules. During the course of the game no persons including spectators, friends, family, or coaches are allowed within fifteen feet behind the backstop fence of home plate. The umpire will halt play or call "time out" to inform persons to relocate.
11. The field of play and team benches are for coaches and players only. Team coaches determine who is authorized on the team benches.
12. Leadoffs are allowed by base runners who may advance at any time with the following limitation. While a pitcher establishes himself/herself on the rubber and attempts to throw to a base occupied by a base runner to "pick off" a base runner, all base runners must return to the base and cannot advance unless the ball is not caught cleanly by the fielder covering the base. The returning base runner may be tagged out by the defensive team if player is off the base.
13. Swinging at a pitch on an attempted straight steal of home is not allowed. Batter will be called out. This is null if the steal of home is the result of a throw to a base by the catcher.
14. Head-first slides into a base are not allowed except when returning to a base or in a rundown play. Head-first slides not allowed will result in an out of the runner.
15. The dropped third strike rule applies. Catcher must catch third strike cleanly for a strike out.

16. Balks will be treated as a warning only. Umpire will call balks with a dead ball and pitcher warned and with an explanation of the balk.

17. Any player who intentionally removes his/her helmet while the ball is in play will be warned. A second warning in the game will result in the player being ruled out.
18. A base runner *must always* try to avoid contact. Whenever possible, a runner *must* slide into base in order to avoid contact. Rough contact caused by a player not sliding will result in the player being called out and may lead to possible ejection from the game. Contact caused by a defensive player interfering with the base runner by standing in the baseline without the ball may be grounds for awarding the base runner additional bases and a safe call. Rough play by a fielder to a base runner can result in ejection from the game by the umpire.
19. Nine players will be used in the field. All players, whether or not in the field, are in the batting order. Late-arriving players must be placed last in the batting order, if inserted into game at the discretion of the coach.
20. Runs count only after each full inning is played, except in the case where the home team takes the lead in the final half inning of play. Each half inning ends with 3 outs or a maximum of 6 runs, whichever comes first. A 10-run "mercy" rule applies after 4 full innings (3-1/2 if the home team is ahead). The game may continue as a practice if the coaches agree. The mercy rule does not apply in the playoffs.
21. Adjustment to 6 run limit per inning rule.

Teams may score more than the usual limit of six runs per inning in two cases:

- a) A team that is behind in the final inning of a regulation game is not held to the 6 run per inning limit. The run limit for the losing team in the last inning will be the number of runs needed to tie the score.
- b) In the case where a team is losing by ten runs or more prior to final (sixth inning) and three more outs will trigger the "mercy" rule, the losing team is allowed to score enough runs to create a nine-run score difference and avoid the end of the game under the mercy rule.\*

**\*\*\*Please see the end of these rules for further explanation of Rule 15, along with concrete examples.\*\*\***

16. Home team Coaches and/or assistants set up the field prior to the start of the game.
17. When there is no following game, home coaches return the equipment to the equipment box after the game.
18. Both coaches must check that the equipment box is securely locked, with both locks pushed in and locked, before leaving the field.
19. Bases are 70 feet apart. Pitcher's rubber is 48 feet from the back of home plate.
20. All players must play in their league-approved uniforms. No lettering or insignia may be placed on the uniforms without board approval.
21. Coaches must sign the umpire's scorecard at the end of each game.
22. The infield fly rule applies. Bunting is allowed.

23. No players, other than the batter and on-deck hitter, may swing a bat. A player swinging a bat off the field may be ejected from the game per the umpire's judgment. Players may use wood or aluminum bats no with a diameter no larger than 2.25 inches.

## PITCHING RULES

Coaches must designate an official pitch counter, and all pitchers' pitch counts must be recorded on the official affidavit form provided by the league. The affidavit form must be available for inspection at any time for the opposing coach, umpire, or division supervisor.

Maximum # of pitches per day: 85

Pitchers must adhere to the following rest requirements:

- 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.

A pitcher once removed from the mound cannot return as pitcher.

A coach, catcher, or pitcher may indicate to the umpire that the defensive team wishes to intentionally walk the batter. The defensive team does not need to pitch to the batter; the batter will automatically take first base. The intentional walk will count for four pitches in the pitcher's pitch count.

24. Wild pitcher rule: Any pitcher who hits by pitch three batters in a game, or two batters in one inning, must be removed from pitching for the remainder of the game. The player may remain in the game at another position. In the umpire's judgment, if the batter was hit by a pitch and could have easily been avoided or could have been called a strike, the umpire may call the pitch appropriately and not award first base to the batter. In such a situation, the "hit batter" does not count against the maximum hit by pitch number.
25. Any pitcher who is severely and consistently wild (throws balls over, behind, or under the batter) and who, in the umpire's judgment, may pose an unreasonable danger to batters, may be ordered by the Umpire to leave the mound
26. A coach's second visit to the mound to the same pitcher in an inning will force that pitcher to be replaced from pitching for the remainder of the game. The player may stay in the game at another position.
27. Stalling Rule. In an umpire's judgment, intentional stalling of a game by coaches or parents will be grounds for forfeit.
28. Courtesy runner rule. A courtesy runner is allowed with two outs in an inning for the catcher and pitcher while on the bases. In order to speed up play, with two outs in an inning, it is mandatory that a courtesy runner pinch run for a catcher who is on the bases. The catcher should use the time to put on his/her equipment for the next inning. The pinch runner will be the player who made the last recorded out. A pitcher *must* stay in and run the bases with zero or one outs.

29. Farm player rule. A coach may request players from the Rookie division to play in a game if he or she feels the team may not have enough players to field a team. A coach may only recruit enough players to get his/her team total to ten. Farm players must play even if the recruiting team has enough players at game time. Farm players will wear their regular team uniform and must bat last in the batting lineup. There is no restriction to where farm players can play on defense. No farm player may play more innings than any regular member of the team. No farm player shall pitch.
30. Abuse toward umpires. Abuse of umpires by coaches, players or parents is grounds for immediate ejection from the game and the park. Ejection will be automatic after one warning by the umpire. Any coach, player, or parent ejected from a game by an umpire must serve a one-game suspension before returning to active status. A person serving a suspension is not allowed at the ballpark until the suspension is served.
31. A coach may suspend a player for one game for disciplinary reasons. Serious disciplinary problems will be referred to the Board for its decision, which may include suspension for the season.
32. All coaches, parents, and players are expected to adhere to the Sportsmanship Codes of Conduct available on the WPYBL website. The Board may suspend or expel any player, coach or parent for abuses of safety, sportsmanship and league rules.
33. Protest Procedure: Judgment calls of the umpire may never be protested. Only rule infractions having consequence to the playing and/or result of the game may be protested by a coach.
34. A coach must inform the umpire of his/her intention to protest immediately after the occurrence of the incident in question. A written protest must be sent to the Board prior to the start of the next game along with a \$50 fee payable to the Warren Park Youth Baseball League. If the protest is upheld, the fee will be refunded. It is the Board's responsibility to decide what remedy is effective in a valid protest.
35. The head coach and assistant coach for each Minor team are required to submit Chicago Park District Volunteer applications, which will include a background check, to WPYBL.
1. Rules not listed here are covered by the current Little League International official regulations and playing rules.

#### \*FURTHER EXPLANATION OF RULE 15

Because Rule 15 is relatively new and somewhat complicated, it is important to review both parts of the rule.

Let's first review the rule's first part.

\*A team that is behind in the final inning of a regulation game is not held to the 6 run per inning limit. The run limit for the losing team in the last inning will be the number of runs needed to tie the score.

#### Example 1:

If the Nationals are losing to the Marlins by the score of 10-2 in the top of the 6th inning (a game in the Minor division is 6 innings and the run limit per inning is 6 runs). The Nationals can score up to 8 runs to tie the game. The losing team (Nationals) is therefore not bound to the Minor division 6-run per inning limit in the last inning.

Outcome 1. The Nationals score 2 runs and lose the game 10-4.

Outcome 2. The Nationals score 8 runs and still have the bases loaded with one out. The inning is over, leaving the game tied 10-10. The game goes into extra innings with the regular run limit per inning.

The rule has a second part.

In the case where a team is losing by ten runs or more prior to final (sixth inning) and three more outs will trigger the "mercy" rule, the losing team is allowed to score enough runs to create a nine run score difference.

Example 2:

The Nationals are at bat in the bottom of the 5th behind 19-2 to the Marlins. The Nationals can score a maximum of 8 runs in the fifth in order to avoid the end of the game under the mercy rule.

Outcome 1. Nationals score 7 runs to make score 19-9. Result: game over by 10-run mercy rule and Marlins win by final score is 19-9.

Outcome 2. Nationals score 8 runs and have two runners on base with one out to make the score 19-10. Result. Inning over as Nationals are limited to scoring only enough runs to make the difference in the score 9 runs. Game continues with the Marlins batting in the top of the 6th.

A FINAL NOTE: If the home team scores enough runs in the bottom of the fifth or sixth innings to take a 10-run lead, the game is automatically over under the mercy rule. The visiting team does not get another chance to bat.