



Warren Park Youth Baseball Rules - 2014

GENERAL RULES

1. All players must play in their league-approved uniforms. No lettering or insignia may be placed on the uniforms without board approval. Each player must be in complete uniform (jersey and baseball pants), including mitt, in order to play. Caps should be worn at all times with bill of cap facing forward. Player will be allowed to play when missing a hat. No metal cleats are allowed.
2. Abuse of umpires by coaches, players, or parents is grounds for expulsion from the park 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.
3. 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.
4. 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.
5. 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.
6. A coach must inform the umpire of his or 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 Program. 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.
7. 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.
8. An official game in Coach Pitch is three complete innings (2 1/2 if home team is ahead).
9. 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.
10. 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. Players in the original game who are not able to play in the resumed game will be 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 10 players.
11. Because it is not possible to provide on-deck circles at the fields that safely separate the players from spectators, no player is allowed to swing a bat while waiting for his or her turn to bat. Players waiting to bat must remain in the dugout or position themselves behind the backstop fence near the dugout.

Umpires will give one warning. A second violation will result in the player being called out at his or her turn to bat.

12. The manager of the winning team shall post the final score of the game on the WPYBL website within 24 hours. Any game in which the score is not reported within this time frame will be considered a tie.
13. 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 will give one warning. If noise continues, the baserunner will be called out.
14. 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.
15. For player to be eligible to play in the postseason tournament, he or she must have played in at least half of the team's regular season games.

LEAGUE SUMMARIES

| | Tball/ Rookie | Coach Pitch | Minor | Major | Junior |
|---------------------------------------|--------------------------|--------------------|--------------|--------------|---------------|
| Age | 4,5,6 | 6,7,8 | 9,10 | 11,12,13 | 13,14 |
| Innings | NA | 6 | 6 | 6 | 7 |
| Time limit WITH game after | 1 hour | 1 hr, 30 min. | 2 hours | 2 hours | 2 hours |
| Time limit NO game after | 1 hr, 15 min. | 1hr, 45 min. | 2 hours | 2 hours | 2 hours |
| Bases | 50' | 50' | 60' | 70' | 80' |
| Pitcher mound | 30' | 35' | 44' | 50' | 54' |
| Mercy Rule | NA | 10 @4 | 10@ 4 | 10@ 4 | 10@ 5 |
| Max Bat Diameter | NA | 2 ¼" | 2 ¼" | 2 5/8" | 2 5/8" |
| Max weight differential | none | none | none | none | none |
| Base stealing | no | no | yes | yes | yes |
| Lead offs | no | no | no | yes | yes |
| Dropped Third strike | no | no | no | yes | yes |
| Infield Fly rule | no | no | no | yes | yes |
| Max runs Per inning | NA | 5 | 5 | 6 | 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.

COACH-PITCH LEAGUE RULES

GAMES

1. Home team caches and/or assistants set up the field prior to the start of the game.
2. Bases are 50 feet apart. Pitcher's mound is 35 feet from the back of home plate.
3. Games are played at the times and locations shown on the schedule regardless of number of players in attendance. There is no minimum number of players needed to field a team. 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 shortage of players causes a lack of competition. Farm players can be used to fill in for missing players.
4. A coach may request players from a lower 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 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, must bat last in the batting lineup, and can only play defensively in the outfield. No farm player may play more innings than any regular member of the team. Farm players may not pitch.
5. Games are played for six innings or, if there is a following game, until the time limit, which is 10 minutes before the next scheduled game. Traditional weeknight games will thus end at 7:10 p.m. sharp. No new full inning shall begin within 15 minutes of the time limit (6:55 sharp for regular weeknight games). 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. 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, and lightning.
6. 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. Ten players will be used in the field. Players must play in traditional baseball positions except for catcher, (note: the umpire will catch all pitches and throw ball back to pitcher). Player positions must include 5 infielders plus a pitcher (for safety reasons, positioning of two players in the pitcher's mound area is specifically not allowed) and 4 outfielders. An 11th player can be added to play catcher (standing off to the side of the umpire wearing catchers equipment only covering home when needed). A team can choose to move an infielder to cover the catcher position temporarily if the situation requires it, but player must wear mask. Game play will not stop for the player to put the full catchers equipment on.
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. A maximum of two coaches from the defensive team may position themselves in the field, outside the base paths, for the purpose of directing play. Interference and obstruction rules apply to these coaches, similar to any other defensive player.
10. 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.
11. 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.
12. In an umpire's judgment, intentional stalling of a game by coaches or parents will be grounds for forfeit.
13. The field of play and team benches are for coaches and players only. Team coaches determine who is authorized on the team benches.
14. A coach from each team must sign the umpire's scorecard at the end of each game to verify the score.
15. When there is no following game, return the equipment to the equipment box after the game.
16. Both coaches must check that the equipment box is securely locked, both locks, before leaving the field.
17. Rules not listed here are covered by the current Little League International official regulations and playing rules.

BATTING AND BASE RUNNING

1. Players may use wood or metal bats. The bat may not exceed 2-1/4" in diameter.
2. Any player who is determined to have left a base before the ball is hit by the batter will be ruled out by the umpire for leaving the base early. Any player who intentionally removes his or her helmet while the ball is in play will be warned. A second infraction of removing a player's helmet with the ball in play will result in the player being ruled out.
3. No bunting is allowed by a batter. The infield fly rule does not apply.
4. Bats and unused equipment must be off the field of play.
5. Base runners and fielders must always make an attempt to avoid contact. A base 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 will be

grounds for awarding the base runner an additional base. Rough play by a fielder against a base runner can result in ejection from the game by the umpire.

6. A courtesy runner is allowed with two outs in an inning for the catcher while 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.
7. Overthrow Rule:
An overthrow is defined as any thrown ball by a fielder that is not caught by another player covering a base. On a batted ball, when a throwing attempt is made to retire a runner at first base, the runner can not advance to second as the result of an overthrow or missed catch of the first baseman. An overthrow of 2nd, 3rd or home will result in a maximum advancement of one additional base for all base runners. A base runner cannot advance to home from second base on a batted ball that does not leave the infield or as the result of a first base overthrow by an infielder.
8. Limited Runner Advancement Rule:
No runner may advance further on the bases (unless forced by another base runner or has made a turn towards the next base as judged by the umpire) if a thrown ball reaches the infield. The defensive player need not have possession of the ball. The infield is defined as anywhere inside the diamond created by connecting all four baselines. Base runners can be tagged out during the course of the play as long as the umpire has not ruled the play dead. When the play has concluded, the umpire will signal time out and direct base runners (who were not tagged or forced out) of their proper advancement.

Example 1: Player A is at first base when a ball is hit into the outfield, Player A advances to second and is just starting to run to third when the ball is in possession of a player in the infield, Player A can continue towards third, as long as the Player A starts his or her turn towards third before the ball is in possession of a player in the infield, but Player A cannot advance further than third base. Player A can still be tagged out by the defensive team while trying to reach third base.

Example 2: Player A is on second base. Player B hits a ground ball to the shortstop, who fields the ball and throws to first base for the out. Player B advances to third base on the hit. Player B must stop at third because the first baseman is in possession of the ball.
9. All players must play in their league-approved uniforms. No lettering or insignia may be placed on the uniforms without board approval.
10. 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 5 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. Coaches can agree to enforce a mercy rule in the playoffs if both coaches agree.

FIVE-RUN LIMIT AND MERCY RULE

1. 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 three outs or a maximum of five runs, whichever comes first. A 10-run "mercy" rule applies after four 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.
2. Teams may score more than the usual limit of five runs per innings in two cases:

- a. A team that is behind in the final inning of a regulation game is not held to the five 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 10 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.

Here are some examples to illustrate the rule.

Example 1:

If the Nationals are losing to the Marlins by the score of 10-2 in the top of the sixth inning (a game in the Minor division is six innings and the run limit per inning is five runs). The Nationals can score up to eight runs to tie the game. The losing team (Nationals) is not bound to the Minor division five-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 eight 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 10 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 fourth behind 19-2 to the Marlins. The Nationals can score a maximum of eight runs in the fourth in order to avoid the end of the game under the mercy rule.

Outcome 1. Nationals score seven 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 eight 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 nine runs. Game continues with the Marlins batting in the top of the fifth.

A FINAL NOTE: If the home team scores enough runs in the bottom of the fourth or fifth inning 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.

PITCHING

1. A coach will pitch to his/her team's players. A maximum of ten pitches will be given each batter. After ten pitches the batter is out. The pitcher may not walk a batter. The umpire does not call balls and strikes, only the number of pitches. Only foul balls and swinging strikes count as strikes. Batted balls hitting the coach who is pitching are in play. Interference rules apply to the coach who is pitching similar to those of a base runner. Pitchers must pitch from the rubber while standing and throw overhand.
2. Starting on June 18th, for the remainder of the season, players will pitch for the first two innings of each game. A player may pitch a maximum of one inning per game. In order to speed up play, pitcher

replacements will not be allowed except in the case of injury, or at the umpire's discretion. The defensive team's coach will remain behind the pitcher's mound to assist the youth pitcher.

3. Balls and strikes will be called by the umpire, and strikeouts will occur after three strikes in accord with normal baseball rules. In the case of four balls, there will be no walks. After four balls, the coach of the offensive team will then pitch to the batter, with a five pitch limit. The batter will be out only if the ball is not put in play after the fifth pitch by the coach.