



# 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 Major is four complete innings (3 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

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

---

---

## MAJOR DIVISION RULES

---

---

### FIELDING A TEAM AND GAMES

---

1. Home team coaches and/or assistants set up the field prior to the start of the game.
2. Bases are 70 feet apart. Pitcher's mound is 50 feet from the back of home plate.
3. 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.
4. Any players arriving after the start of the game will be added to the bottom of the lineup.
5. Any team that is unable to field nine players or thinks that they cannot field nine players may borrow up to two players from any other team in the Major division. Players from any current Warriors 11u-13u team rosters 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 lineup 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. Farm players (players from the Minor division) can be used to fill in for missing players. If invited, farm players must play even if the recruiting team has enough players. A coach may request players from the Minor 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 or her team total to 10. 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.
7. Games are played for six innings or if there is a game following, until the time limit. No new inning shall begin within 10 minutes of the time limit. The umpire will inform each coach of the time the game started and apply that time as the official time for determining time limit. For time limit purposes, official start time will begin after 5 minutes of scheduled game time regardless if game has begun. The umpire has the authority to stop a game for darkness, rain, or lightening.
8. 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.
9. 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.
10. Nine players will be used in the field. Players must play in traditional baseball positions.

11. 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 bat. If a player has to leave the game unexpectedly for another reason, the team will be charged with an out when the missing player's spot comes up to bat in the lineup.
12. 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 half 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.
13. 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 to inform persons to relocate.
14. In an umpire's judgment, intentional stalling of a game by coaches or parents will be grounds for forfeit.
15. The field of play and team benches are for coaches and players only. Team coaches determine who is authorized on the team benches.
16. When there is no following game, return the equipment to the equipment box after the game.
17. Both coaches must check that the equipment box is securely locked, with both locks locked, before leaving the field.
18. 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 aluminum bats with a diameter no larger than 2 5/8 inches and must be Little League approved or have a 1.15 bpf rating.
2. Bunting is allowed.
3. The dropped third strike rule applies.
4. The infield fly rule applies.
5. Leadoffs are allowed by base runners, and runners may attempt to advance at any time. The one exception is that a base runner at third base may not attempt to advance (steal) home plate during a pitcher's pitch to home until the ball has crossed home plate. Base runner will be ruled out.
6. Head-first slides into a base are not allowed and will be ruled out except when base runner is returning to a base or in a rundown play.
7. Any player who intentionally removes his or 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.

8. Base runners and fielders must always make an attempt to avoid contact unless the fielder is tagging out the runner. 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.
9. A courtesy runner is allowed with two outs in an inning for the catcher and pitcher while on the bases.

## **SCORING, FIVE-RUN LIMIT, AND THE 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 six 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 six 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 six-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.

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 Major division is six innings and the run limit per inning is six runs). The Nationals can score up to eight runs to tie the game. The losing team (Nationals) is therefore not bound to the Minor division six-run per inning limit in the last inning.

Outcome 1. The Nationals score two 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 fifth behind 19-2 to the Marlins. The Nationals can score a maximum of eight runs in the fifth 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 sixth.

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.

## PITCHING

---

1. Balks will be treated as a warning only for any unintentional pitcher balks. Umpire will call balks with a dead ball and pitcher warned and with an explanation of the balk. If a balk is deemed intentional by a pitcher, then umpire can issue a balk ruling and base runners may advance one base.
2. Pitch Count:  
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 number of pitches per day: 85**

Pitchers must adhere to the following rest requirements:

- a. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
  - b. If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
  - c. If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
  - d. If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
  - e. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
3. Once removed from the mound, a pitcher cannot return as pitcher.
4. 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.
5. 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.
6. Any pitcher who hits by pitch three batters in a game must be removed for the remainder of the game. The player may remain in the game at another position.
7. 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.