

**West Allegheny Baseball League  
Minor League (10U) Rules  
2014**

**FIELD SETUP:**

- 1) Pitching rubber will be 46 ft. from the plate.
- 2) Bases are 60 feet in distance.

**EQUIPMENT:**

- 3) Only Official Little League bats are allowed. Maximum dimensions are 2 ¼" diameter and 33" long. No composite barrel bats, unless it appears on a list of accepted composite bats provided by WABL at the manager's meeting prior to the season start. This is the final list to be referenced throughout the season. No big barrel bats allowed.
  - 3a) Penalty
    - If a batter with an illegal bat completes an at bat by putting the ball into play (safely), the batter is called out and the runners return to their previous base(s) and the bat will be removed from play. The opposing manager has up to the 1<sup>st</sup> pitch thrown to the next batter to challenge.
    - If a batter is determined to have an illegal bat during his "at bat", the bat will be removed and the batter will continue the "at bat" with a different bat.
    - Managers are responsible for checking their bats prior to the start of the season and each game. A manager can request the umpires to check both team's bats prior to any game. The Umpire may impose penalty to a manager determined to intentionally using an illegal bat up to and including ejection.
- 4) No necklace is allowed outside of jersey. No jewelry allowed on hands, wrist, ears, tongue, etc.
- 5) Catchers must wear a cup for protection. Headgear must be full size, not a skullcap, and the mask must have some type of throat protection device.
- 6) Pitchers cannot have a batter's glove on pitching hand, but can have on glove hand. Pitcher cannot have white wristbands or white sleeves on while pitching. Also try to make sure no pitchers have white on their gloves.

**PITCHING:**

- 7) Any player on the team can pitch.
- 8) A player may pitch a maximum of 6 innings in a calendar week (Sunday through Saturday). This includes games pitched outside of 10U WABL games (i.e. travel ball, 12U, tournaments, etc.)
- 9) Pitching any part of an inning constitutes having pitched one inning for purposes of determining that player's maximum number of innings per game.
- 10) Once a player is removed as a pitcher he may not pitch again in the same game, except as allowed under rules for games continued at a later date.
- 11) Each pitcher can only pitch a maximum of 2 innings per game.
- 12) 9U pitcher(s) must record at least 6 outs during the first 4 innings for each team.
- 13) A pitcher must be removed if he issues five walks in an inning.
- 14) A pitcher must be removed if he hits 3 batters in a game or 2 batters in an inning. Coaches may agree to waive rule.

- 15) Managers are not required to keep pitch counts but should never let a player pitch when their arm is fatigued or sore.
- 16) Managers and coaches are allowed only 2 visits to the mound per inning. On the second visit, the pitcher must be removed.
- 17) Balks will not be called.

#### BATTING AND BASE RUNNING:

- 18) The infield fly rule does not apply.
- 19) Runners may not leave base until the ball is past the plate. If a runner leaves early, play is dead and runner must return to base. 1st offense is a team warning; 2nd offense runner is out. No direct stealing after a walk.
- 20) Stealing third base is allowed. Stealing second base will not be allowed until May 19. No stealing home. No stealing will be allowed for the winning team if there is a ten run lead.
- 21) All runners should try to avoid any unnecessary contact by either sliding or going around a fielder. A player can be called out and/or ejected from the game for a flagrant foul or unnecessary contact. The umpire may award bases to runner(s) if a fielder blocks their path without possessing the ball.
- 22) A 6-run rule per inning will apply. More than 6 runs can score if the play is continuous (i.e., 5 runs have scored in the inning. Bases are loaded and batter hits a grand slam...All 4 runs count as well as the 5 preceding runs.) Inning is not over till the play is over. Most possible runs in inning is 9.
- 23) Runners may advance on overthrows, except on steals. Ball is dead on overthrow at second and third on a steal. Runner on third can only advance home on a hit ball or if play is made directly at the runner on third. In this case, "making a play" is defined as throwing the ball or attempting to tag, not just motioning toward the runner. Runners on first and second may attempt to advance one base if a play is made on any runner at any base. Example #1: If catcher tries to pick runner off of third base after a pitched ball, all runners may try to advance one base. Example #2: Runners on first and third. Runner on first attempts to steal. Catcher throws to second. Runner on third may not advance.
- 24) All throws from catcher to pitcher are live. A hit ball is live until pitcher returns to the rubber with the ball.
- 25) Bunting is allowed, but no slash bunting is allowed. Batter is out for first offense and ball is dead.
- 26) When a batter throws a bat, the umpire will issue a team warning. The next time anyone on that team throws a bat, the batter is out and play is dead.
- 27) Runners may not lead off once the pitcher has received the ball back from the catcher. Runners may not clap, shuffle their feet or taunt with the intent of distracting fielders or the pitcher. Violators will be called out.

#### FIELDING:

- 28) Team will use 4 outfielders (no rover). If only 9 players or less, use 3 outfielders.
- 29) Outfielders must be positioned in the grass.
- 30) Free substitution is permitted, except with pitcher (see "PITCHER" rules).
- 31) No fake tags. If defensive player places his glove down and brings glove up before tagging player, player should be called safe. No hiding of ball in glove, then tagging base runner. First offense is a team warning. The second offense results in defensive player being removed from game.

## ROSTER:

- 32) Teams must field a minimum of 8 players or forfeit the game. If using 8 players, use 2 outfielders. If using 9 players, use 3 outfielders. For the end of year tournament, if a team only has 8 players, it is an automatic out for the 9<sup>th</sup> spot in the batting order.
- 33) Continuous batting order. Line-up will include all players dressed for the game whether or not players are scheduled to play in the field (defense) in that inning.
- 34) There will be no borrowing of players from other Minor League teams. A team may bring up a maximum of 3 players from the Instructional League to field a team of 10 players. No call-ups are allowed if team has enough to play with. All call-ups must come from within the same organization. Example: Findlay can only call up Findlay kids.
- 35) All players in attendance at the game start must play a minimum of 3 defensive innings.
- 36) Any player not playing due to sickness, injury or disciplinary action by the manager must be reported to the opposing team manager, before or during the game. Any player starting but not finishing the game will receive an out for his spot in the batting order.
- 37) A manager is not obligated to play a player if he comes after the 3<sup>rd</sup> inning. Players showing up late will be placed at the bottom of batting order.
- 38) If roster additions are needed after season has started, the team manager will inform all other teams. 4-member WABL Board must agree.

## GAME RULES:

- 39) A regulation game consists of 6 innings.
- 40) In case of a tie after regulation play, game continues subject to field availability. If it affects another team's playing time, stop your game 15 minutes before the next game starting time slot. Continue the game at a later date, starting where the last portion of the game ended. (Pitchers may be reused, subject to inning restrictions within the week the continuation is played.) If both managers agree, the game may end after regulation as a tie.
- 41) Home team is responsible for procuring and paying umpires. If a rain out occurs, the home team should call the umpire, giving them sufficient advance warning.
- 42) Foul and abusive language is means for an ejection of player/fan/coach. Umpires may insist that the offender(s) leave the field area. Umpires may penalize offending team with forfeiture if offender does not leave within 5 minutes.
- 43) It is illegal to throw any equipment or remove batting helmet while ball is in play. First offense is a team warning. The second offense will result in the player being removed from game.
- 44) Scorebooks will be exchanged at start of the game if any questions concerning pitcher eligibility. Call commissioner if any eligibility is in question.
- 45) Umpires must call games behind the plate. If no umpires show up for the game, then a coach or a parent should handle the umpiring. Umpires should be a minimum age of 14 years old. Home team is responsible for paying umpires.
- 46) Managers are urged to take precautions to prevent protest. When protest is imminent the potential offender should be notified immediately. Protests must be made before the next pitch. If game is protested, managers and umpires sign book and game will resume. The WABL Board will hear protest and make decision then.
- 47) There are no appeals on plays if only one umpire is used, except regarding runners leaving early when tagging up on fly balls.

- 48) Blood Rule applies to coaches, umpires and players. Any person bleeding may not participate. Players will be given a 15 minute grace period, when play will be stopped, after which player will be removed but allowed to return when healthy.
- 49) Maximum time for games is 2 hours and 15 minutes. This rule will only apply when there is another game scheduled. Games called by the umpire due to time limit, darkness or elements (i.e. rain) will be a complete game if 4 innings (or 3.5 if home team is ahead) have been played. If less innings are played, the game will be rescheduled and the game will start from the beginning.
- 50) If, after 4 or 5 complete innings (or  $3\frac{1}{2}$  /  $4\frac{1}{2}$  if home team leads) one team has a lead of 10 runs or more, the game is over.
- 51) Manager of home team will send the game result/score to the WABL. This must be done via email or phone within 24 hours.
- 52) Ground rules for each field should be consistent for all games during the season.
- 53) Rescheduling Games
- a. The home team is responsible for rescheduling games. This must be done within 48 hours of the canceled game.
  - b. Once the season begins, games may only be rescheduled due to inclement weather and/or with the consent of the opposing manager. Games ARE NOT to be rescheduled because of a lack of certain players.
  - c. Procedures for rescheduling games:
    - i. Contact the umpire association and notify them the game will not be played.
    - ii. Contact the manager of the opposing team.
    - iii. Contact your team.
    - iv. Contact your association's scheduling representative to secure 3 dates.
      1. Three different dates may be offered and not simply alternate times on the same date.
      2. Dates offered cannot conflict with previously scheduled games.
      3. Dates cannot conflict with a team's predetermined blackout or no-play dates.
      4. Compassion is recommended if dates offered require a team to play too many consecutive games. Please keep the kids' best interests in mind.
    - v. Contact the opposing manager with the options. Note the home team is not obligated to offer any additional dates. The opposing manager is expected to choose from 1 of the 3 dates offered unless any of the above rules are violated. Failure to accept a date offered will result in a forfeit by the visiting team.
    - vi. Contact the umpire association to secure an umpire for the new date.
    - vii. Notify your team of the new date.
  - d. Games must be scheduled within 2 weeks of the original play date.

The penalty for not rescheduling a game per guidelines that result in no game being played shall be a forfeit by the home team and 3 points subtracted from their standings. The visiting team will receive the win by forfeit and 3 points.

#### LEAGUE ISSUES:

- 54) 1<sup>st</sup> and 2<sup>nd</sup> place trophies will be handed out at the end of year Tournament. The team that finishes with the most points during the regular season will also earn a trophy. Each Association will split trophy costs based on pro rata number of teams they had in the League.

- 55) The playoffs will be June 17-19, with the rain date being June 23. Type of tournament will be based on how many teams play in the WABL. The association that hosts the end of year tournament will keep concessions revenue and pay costs to run tournament. The host association will be responsible to man the concession stand for the tournament.
- 56) No splitting of concession stand money during the regular season.
- 57) Each Association must split their roster as even as possible for 10 and 9 year olds. Each Association will set up their own rules for drafting. WABL has the right to make Association even out teams, if the rest of the league feels that teams are significantly unbalanced.
- 58) Playoff seedings will be based on points as shown below.
- 3 points for a win.
  - 2 points for a tie.
  - 1 point for a loss.
  - 0 points for a game not played.
- 59) Each year 4-member board must meet to go over rules to modify or change.
- 60) League will be named West Allegheny Baseball League.
- 61) If associations are combining to assemble All Star teams, the manager of the team will rotate by association from year to year. To be eligible for all-stars, players must have played in at least 75% of their team's games, unless games missed were due to injury or illness. Only players with league age of 10 and were on a 10U roster for the regular season are eligible for 10-yr-old all-stars. 9-yr all-stars can be anyone with a league age of 9 or less that was on a 10U roster for the regular season.
- 62) The rotation for the 2014 WABL officers are as follows:
- |           |   |             |
|-----------|---|-------------|
| Oakdale   | - | Frank Wertz |
| McDonald  | - | Brian Cook  |
| N Fayette | - | Dan Klaas   |
| Findlay   | - | Jason Davis |

These rules are as complete and accurate as possible. However, when situations arise that are not specifically covered by the Little League rules or our special rules, settle them within the spirit of these rules. If a dispute arises and a mutual agreement cannot be made, take the play over rather than argue. The whole intention of this league is to teach fundamental baseball, teamwork, and above all, good sportsmanship. The youngsters learn a great deal by watching our behavior. With these goals in mind, this will be an enjoyable and rewarding season.