



WPPA Youth Baseball Rules 2018

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Key to Changes

Use the following key to identify changes from the last published version of these rules:

Additions to 2017 Rules are highlighted in bold/underline.

Deletions from 2017 Rules are highlighted in bold/strikethrough.

Changes for 2018:

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A. THE RULES OF WELLES PARK PARENTS ASSOCIATION (WPPA)

1. All previous unwritten rules, gentlemen's agreements, or understandings as practiced by veteran coaches and players are hereby null and void unless endorsed by their written inclusion in these "Official WPPA Youth Baseball Rules." These rules are intended to achieve the goals stipulated herein and are reviewed and modified on an annual basis to make the games in each league consistent with these goals and to provide a more meaningful experience for all participants.

2. The Illinois High School Association (IHSA) baseball rules, as printed in the current National Federation of State High School Associations (NFHS) Baseball Rules Book, shall act as the basis of the WPPA Youth Baseball program except for any revisions and additions as stated herein. To the extent any conflicts exist between the IHSA rules and these WPPA rules, the WPPA rules shall prevail.

3. The WPPA Youth Baseball Program emphasizes the highest standards of ethics and sportsmanship and expects that all players, parents, coaches, umpires and spectators will maintain and endorse these high standards. The ethics and sportsmanship of the players, coaches, officials, spectators and others associated with the game must be exemplary and beyond reproach. Everyone participating must conduct himself or herself in a way that is a credit to the league and community.

B. OBJECTIVES OF THE WPPA

1. To provide a meaningful athletic experience for children while providing them the opportunity to have a good time.

2. To teach teamwork and respect for teammates, opponents, coaches and umpires, and to emphasize good sportsmanship.

3. To teach the fundamentals and rules of baseball and sharpen baseball skills.

4. To teach the players to strive hard to win - fairly!

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C. WPPA RULES AND RIDERS TO IHSA RULES

Note: As stated herein, the designation "Rev" following an article number indicates a revision, in part, of the IHSA rule. If the revision applies only to certain leagues, those leagues to which it applies are indicated. Rookie, Junior, Minor, Major, Senior, and Liberty refer to the spring/summer season divisions. 8U, 10U, 12U and 14U refer to the fall season divisions. All other rules set forth herein are intended to supplant the indicated IHSA rule.

IHSA RULE 1 PLAYERS-FIELD-EQUIPMENT (PAGE 5-13)

Section 1 Positions and Equipment of Players

Art. 1 Rev... Minimum number of players to start a game:
all leagues: eight (8) players.

Art. 1 Rev... Junior: Defense: The twelve (12) positions consist of Catcher, Pitcher, 1st base, 2nd base, Short-Center Fielder, Shortstop, 3rd base, Left Fielder, Left-Center Fielder, Center Fielder, Right-Center Fielder and Right Fielder. The Short-Center Fielder must start behind 2nd base between the Shortstop and 2nd Baseman. All of the other outfielders must start each play in the outfield grass area. No infielders (except the pitcher and catcher) may start a play more than one step in front of a base or the base path.

Art. 1 Rev... Rookie: Defense: The thirteen (13) positions consist of the nine (9) Regular Baseball Positions: Catcher, Pitcher, 1st base, 2nd base, Shortstop, 3rd base, Right Fielder, Center Fielder and Left Fielder. The four (4) extra players are Short Right, Short Center, Mid-Center and Short Left. Once positioned, a player must play that position for the inning. Short Right, Mid-Center, and Short Left cannot be in the infield and must be in front of the outfielders behind the infielders. No infielders (except the pitcher and catcher) may start a play more than one step in front of a base or the base path.

Note: 12U, 10U, 8U: All divisions play with 9 defensive positions.

Art. 5 Rev... Players must wear the WPPA regulation issued jersey along with gray baseball pants (except Liberty) and team hat to be eligible to play.

Art. 5 Rev... Spring/Summer Season: During games, it is required that all head coaches and assistant coaches who occupy the playing field, including base coaches, shall wear the official WPPA coach's shirt.

Art. 5 Rev... Fall Season: During games, it is required that all head coaches and assistant coaches who occupy the playing field, including base

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coaches, shall wear the official WPPA fall team uniform shirt or the official WPPA coaches' shirt.

Art. 5 Rev... Batters and base runners are to wear protective helmets at all times--in scheduled games as well as team practices. Batters and base runners must wear protective helmets with face guard (except Liberty-Liberty players must wear helmets. For Liberty players, face guards are optional).

Art. 5 Rev... It is recommended that all boys wear protective cups. These must be furnished by each player.

Art. 5 Rev... No metal spikes are allowed in any league except Liberty.

Art. 5 Rev... Liberty, Senior, Major, Minor, 14U, 12U, 10U, and 8U: Catcher must wear face mask, protective cup (males only), shin guards, helmet, chest and throat protector at all times when catching. Junior (Coach Pitch innings): Catcher must wear facemask, shin guards, helmet, throat (if provided) and chest protector with extension flap extended.

Section 2 The Field

Art. 1... Field dimensions

a. Senior and 14U: Bases-80'-0", Pitching rubber-54', Home to 2nd-113'-2"

b. Major and 12U: Bases-70'-0", Pitching rubber-48'-6", Home to 2nd-99'-0'.

c. Minor and 10U: Bases-60'-0", Pitching rubber-44'-6", Home to 2nd-84'-10"

d. Junior, Rookie, and 8U: Bases-60'-0", Pitching rubber-42'-0", Home to 2nd-84'-10"

Note: Junior and Rookie: The field shall be marked with a 10' diameter pitching circle; half-way marks between 1st and 2nd base, 2nd and 3rd base, and 3rd and home plate; and a line between the 1st base line and the 3rd base line, 15' from the point of home plate.

Note: No circle is needed for 8U.

Note: The league will use its best efforts to provide safety bases at first base at all levels (Rookie through Liberty).

Section 3 Equipment

Art. 4 Rev...The WPPA is to provide two (2) game balls for each game. They will be distributed at the beginning of the season to each coach and the coaches will bring them to the games. Each coach will make their best effort to bring at least one WPPA-supplied game ball to each regular season game for use during the game. Before each game begins, each coach will give the game

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ball to the umpire for use during the game. It will be the umpire's decision if additional balls will be required during the game.

Note: The Rookie League will play with a soft rubber "Official Tee-Ball".

Note: 14U, 12U, 10U, and 8U will use "regular" baseballs as used in WPPA Minor, Major and Senior divisions.

Art. 4 Point of Emphasis... Only bats and items designed to remain part of the bat, such as weighted bats, batting donuts, and wind-resistant devices are legal at any location. (Hit N Stiks or similar devices may not be used in warming up for a game and/or during a game at any location.)

Art. 5 Rev... Liberty, and Senior: All must be wooden (composite wooden bats are acceptable.) or BBCOR certified 0.50. Major: All bats must be wooden (composite wooden bats are acceptable.) Minor and Junior:

Metal bats with two possible barrel diameters will be permitted in Minor. All metal bats with a 2 ¼ inch barrel (or less) are legal. In addition, WPPA has adopted the USA Bat Standard for Minor and Junior. Metal bats with a 2 5/8 inch barrel are legal in Minor and Junior as long as they have a "USA Baseball"

stamp. Rookie: Metal bats are legal but barrel size may not exceed two and one quarter (2 ¼) inches. **14U, 12U, 10U and 8U: Bat restrictions will be determined by the Fall Commissioner and communicated to coaches and players.** Baseball bats may be furnished by any player. Each bat must indicate that it is an official baseball bat (Little League, Senior League, Tee-Ball, etc. are acceptable). All bats must be in good condition. If a bat is judged by an umpire to be in an "unsafe" condition, it will be removed from play with no penalty to the batter.

Note: Only Rookie, Junior, and Minor will be permitted to use bats inscribed with the phrase "Official Tee-Ball".

Art. 7... The WPPA will furnish all game balls, bases, pitching rubber, catcher's equipment, tees, batting helmets, and score books during the regular and post season schedule. Each team will furnish its own bats and mitts. Each team in Major, Senior, and Liberty will be provided with a minimal supply of wood bats. Teams shall use WPPA issued equipment or comparable equipment that is in good working condition and meets or exceeds standards established by the National Operating Committee on Standards for Athletic Equipment (NOCSAE).

Art. 8... Equipment deposit: All head coaches are required to put down a \$150.00 deposit before receiving their equipment. If all equipment is returned by the designated drop-off date, the deposit will be returned to the head coach. Coaches will be offered an option to buy the equipment.

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Art. 9... The head coaches are responsible for equipment and uniforms issued to their team and for seeing that equipment is properly maintained. Any person willfully abusing or damaging the equipment will be required to pay for the replacement of said equipment. Normal wear and tear is expected. Coaches and umpires are expected to turn in all equipment at the end of the season.

IHSA RULE 2 PLAYING TERMS AND DEFINITIONS (PAGES 14-24)

Section 43 Coach Pitch

Art. 1 ...The innings (in Junior after all batters on respective teams have batted off the tee and continuing for all subsequent innings, or starting in the 4th inning and continuing for all subsequent innings, whichever shall first occur) in which an offensive coach pitches to his own players. (See Rule 6, Section 4 WPPA rules)

Note: There is no coach pitch in Minor or (except modified kid pitch) 10U.

Art. 1... 8U – Modified kid pitch calls for a coach to pitch. See WPPA rule modification to Section 44 below.

Section 44 Kid Pitch

Art. 1 ...The innings (in Minor 3rd, 4th, 5th, 6th and all extra innings) in which a player from the defensive team pitches to the opposing batters. (See Rule 6, Section 4 WPPA rules)

Art. 1 ... Minor and 8U – Modified Kid Pitch: During modified kid pitch, all plate appearances will start with kid pitch. After ball four is pitched by the kid pitcher, no base on balls will be awarded to the batter. Instead, the hitting team's coach will come in to pitch. The coach will "inherit" the existing strike count on the batter. The coach has a maximum of 3 pitches or until the batter puts the ball in play or strikes out, except foul balls with two strikes or on the 3rd coach pitch will continue the plate appearance. All other WPPA rules governing coach pitchers will continue to be observed.

Note: The batter will be awarded 1st base in the event of a hit-batsman during kid pitch.

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IHSA RULE 3 SUBSTITUTING-COACHING-BENCH AND FIELD CONDUCT-CHARGED CONFERENCES (PAGES 24-30)

Section 1 Substituting

Art. 1... Rev...A pitcher must pitch consecutive innings. (except Liberty)

Art. 2... Rev...

Note: Once a pitcher is removed from the pitching position for any reason, he or she may not pitch again during that game. (except Liberty)

Art. 3... Prior to the defense team taking the field in any inning, a coach may substitute any player for any other player as long as it does not violate pitching regulations or D. PROCEDURES, Section 4, Art. 1... (minimum defensive inning rule below).

Art. 3... Rookie: No player may play more than two (2) innings total at the pitcher AND/OR 1st base positions each game. Junior: No player may play more than three (3) innings total at pitcher and/or first base positions each game during the regular season prior to the playoffs.

Art. 4...There is no designated hitter in any league. Liberty: Extra Batter. The extra batter is an optional tenth batter. The extra batter must be designated at the time of line up exchange. No substitution for the extra batter is allowed. An extra batter may not be used as a substitute in the field unless only eight other players are available for defense at the end of an offensive half inning. If the extra batter leaves the game for any reason other than injury, his place in the line-up becomes an automatic out. The extra batter is exempt from the minimum defensive inning requirement. No player may be an extra batter for two (2) games in a row.

Art. 7... Once a defensive player begins an inning, he or she must complete the inning at the same position.

Exception: Any player may be removed from play in event of an injury, disciplinary action or as a result of a pitching change. (Pitching change exception applies to Senior, Major, Minor, 14U, 12U, 10U, and 8U when the players are pitching.) To accommodate these "exception" changes, defensive players may be moved to new positions or removed from the game.

Note: If a player sits out for any portion of a defensive inning, the player is considered to have sat out for the entire inning for purposes of calculating the maximum number of sits.

Art. 8... In case of any injury to a player, he or she may be replaced by a player from the bench. In case of any injury to a batter who cannot continue the plate appearance, the at-bat shall be vacated. An injured player may

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return to the game after a rest of at least the remaining half inning in which the injury occurred.

Note: In the case of injury to a player, a coach should seek to apply immediate first aid and/or seek emergency medical care as necessary. If a parent or guardian is not present, he or she should be notified as soon as practicable. Park District personnel should be notified as soon as possible.

Note: The Park District also requires an injury report form be completed.

Art. 9... Each team will maintain the maximum number of permanent players required for each league by utilizing the "Waiting List" of eligible players until the "Waiting List" is exhausted.

Art. 10...The Farm Team System - Farm Team players may be used only to the extent to ensure a team has ~~nine (9)~~ ~~nine (9)~~ **ten (10)** ~~nine (9)~~ during the playoffs] players eligible for a game. In the event a coach foresees that his or her team will not have an adequate number of players for a game, he or she may add a player or players to the game day roster by utilizing the Farm Team System as follows:

Farm Teams are the next lowest age group of players and identified as follows:

Primary Team	Farm Team
Liberty League	Senior League
Senior League	Major League
Major League	Minor League
Minor League	Junior League
Junior League	Rookie League
Rookie League	No Farm Team
14U	12U
12U	10U
10U	8U
8U	No Farm Team

Note: In 8U, a team may borrow players from another 8U team, subject to approval of the opposing coach.

The coach seeking a Farm Team player to perform on his or her team must first obtain permission from the Farm Team coach and then the permission of the player's parent. Participation of a Farm Team player is not mandatory.

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Players brought up from the Farm Team system must be identified as such to the opposing coach and the umpire before the start of the game. The Farm Team player must wear an official uniform of either the Primary Team or the Farm Team from which he or she was recruited in order to play.

All players, both Primary Team and Farm Team, will play subject to the following limitations: Liberty: Other than the extra hitter, no players may sit out more than four defensive innings in a regulation game. Senior, Major, Minor and Junior: No players may sit out more than three defensive innings in a regulation game. Rookie: No players may sit out more than two defensive innings in a regulation game.

Note: A Farm Team player may not play more innings on defense than the fewest number of innings played by a Primary Team member.

e. Junior, Minor, Major, 8U, 10U, 12U and 14U:

Farm Team players may not pitch or play infield positions for the Primary Team.

Senior: Farm Team players may not pitch or play infield positions for the Primary Team unless there are not enough Primary Team players to field the six (6) infield positions. When there are less than six (6) available Primary Team players, Farm Team players may play any position except pitcher or catcher.

Farm Team players may not play pitcher or catcher under any circumstances.

Liberty: Farm Team players may play any position including extra batter.

f. Farm Team player(s) must occupy the last spot(s) in the batting order.

Note: Farm Team players must be registered with WPPA. Only Spring/Summer Season registrants may play up in the Spring/Summer Leagues. Only Fall Season registrants may play up in the Fall Leagues.

Note: Teams may not call up the same farm team player more than once during the playoffs.

Section 2 Coaching

Art. 4... Junior (first three full innings whether tee-ball hitting or coach-pitch) and Rookie: Two (2) coaches may be in the out-field area at a time to verbally assist defensive players. They may not cause any interference or make physical contact with any player. A ball put in play by a batter which hits a coach shall be considered to be a non-playable ball and will not count against the batter. The play may be re-played as if it had never occurred.

Art. 5... Junior (Tee-Ball at bats) and Rookie: There may be only one practice swing taken with a coach assisting the batter when the batter is at the plate. No ball can be placed on the tee for this purpose. When the ball is placed on the tee, the coach must stand behind the backstop or in line with the

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grandstand fence (out of the play area). Any physical assistance given the batter by a coach when the ball is on the tee will result in a strike assigned to the batter.

Art. 6... Junior (Tee-Ball at bats) and Rookie: The coach or a designated person from the team on offense shall be present behind the backstop to remove the "tee" for safety reasons after the ball has been hit and put into play. There must be a regular home plate under the "tee." If the "tee" is not removed, it will be considered interference and no base runner from 3rd base may advance. If the bases are loaded, the lead runner will be out and all other base runners will advance one (1) base.

Section 3 Bench and Field Conduct

Art. 1 Rev... (A coach shall not) use, or be under the influence of drugs or alcohol at any game or practice. Violation will mean immediate and permanent dismissal from coaching in the WPPA.

Note: IHSA rules prohibit use of tobacco and tobacco-like products near the field.

Note: All coaches, parents, and spectators are reminded that alcohol is not permitted on Park District property. This rule is enforced by Chicago Ordinance and subject to the City's enforcement policy.

Note: A coach or player ejected for any reason will sit out the next game. If the same coach or player is ejected from a second game, in the same or any other WPPA league, within the same season, he or she will be suspended indefinitely and will be required to appear before a disciplinary committee made up of board members before reinstatement.

Art. 5... Only team members and their respective recognized coaches (including a designated scorekeeper or pitch counter) are allowed on a team bench or in the team's dugout area while a game is being conducted. Spectators are not allowed on a team bench for any reason. All players are to remain on the bench except for the player at bat, the "on deck" player, and the pitcher and/or catcher warming up. Coaches not coaching a base, supervising a warming-up batter or pitcher, or coaching defense (Rookie and Junior) must remain in the dugout/bench-area while the game is being played. Coaches are not allowed in the well area (Minor and Major) or along the base line. Teams are permitted to allow one coach to stand near the on deck batter to maintain a safe environment.

Art. 6... There is no food allowed in the bench area during the game. Liquid refreshments are allowed if supplied by the coach or a designated parent

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and available for the entire team. No bottled water, bottled sports drinks, or soft drinks (bottled or cans) are allowed in the bench area.

Art. 7... At the end of a game, each team must clean up its dugout area and leave the dugout area before the next team enters the dugout area. Coaches are reminded that they are responsible for cleaning up any litter left in the viewing stand area from the spectators watching their game.

Section 4 Charged Conferences

Art 1 Rev...Each team, when on defense, may be granted not more than one charged conference per pitcher per inning. A charged conference is any conference including a non-playing team member (coach, assistant coach, etc.). Time granted for an obviously incapacitated player shall not constitute a charged conference. This total is not cumulative – that is, in the event a pitcher pitches without any charged conferences, subsequent pitchers cannot have more than one charged conference without penalty. After each pitcher change or inning change, the number of charged conferences resets and one is allowed before a change must be made. PENALTY: After the one allowed charged conference, a further conference must result in the removal of the current pitcher (as pitcher) and a replacement player at the pitcher position.

IHSA RULE 4 STARTING AND ENDING GAME (PAGES 30-33)

Section 1 Starting a Game

Art. 1... Thirty minutes prior to the first game of the day, the league commissioner will determine if the grounds and other conditions are suitable for starting the game. If the league commissioner is not available to make the decision, **another disinterested board member must make the decision.**

Art. 1 Rev... The home team is responsible for setting up all bases and always occupies the 3rd base side of the field.

Art. 2... If there are unusual conditions... (Welles Park Ground Rules)

f. Senior: Lost ball in backstop--Follow ISHA Rule 8-3-c&d.

g. Senior: If a ball on the fly hits the foliage of a tree in fair territory, it is a home run.

h. Major: If the field does not have a home run fence, any ball is playable off of the wall.

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- i. Major: If the field does not have a home run fence, and a ball goes into the stairwell untouched, it is a double. If the ball has been touched, it is a triple.
- j. Major: If a ball on the fly hits the tree in fair territory, it is a double; if a ball on the fly hits the tree in fair territory and carries over the fence, it is a home run.
- k. Major: If a ball is hit onto the top of the building, it is a home run.
- l. Major: If a ball hits on or directly above the smaller building it is a home run.
- m. Major: If the field does not have a home run fence, and a ball hits or goes under the bleachers in center field it shall be ruled a dead ball and the batter/runners will be awarded two bases from the last base occupied at the time of the call.
- n. Home run fences: for all leagues, in any situation where a temporary or permanent home run fence is in place, a ball traveling over the fence (even if it hits/touches the fence or a player) without first hitting the ground is a home run; a ball bouncing on the ground before reaching the fence, and then traveling over the fence is a ground rule double; a ball rolling under the fence is a ground rule double.

Art. 3 Rev... Before game time, each head coach must provide the opposing head coach with his or her line up, including the names of all players in attendance and their status, as follows:

- a. Able and eligible to play.
- b. Injured - unable to play.
- c. Being disciplined and will not play.
- d. Farm Team player. (See Rule 3-1-10.)

Note: All able and eligible players, including Farm Team players, will constitute the "batting order" and all players will bat during the entire game in the order established by the line up. The only exception to this rule exists if a player is temporarily or permanently removed from the game due to injury, illness, or disciplinary action or has to leave the game early for personal reasons.

Note: Before each game, the head coach from each team must identify themselves to the umpire.

Note: Liberty: Before the game each head coach must determine which of three line-up options to use. See the options described below.

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Note: Liberty: If there are only eight players, no penalty out must be taken.

Option 1 Line-up is nine batters in the batting order with remaining players listed as substitutes. Each substitute must replace a starter in the batting order for at least three consecutive full innings (both offense and defense). A starter can re-enter the game in same position in the batting order after the substitute has completed his three innings. In any case, the starter must play at least three full innings.

Option 2 Line-up is the nine (9) position players plus the extra batter (Rule 3, Sec 1, Art 4); any remaining players are listed as substitutes and must be substituted in same manner as in Option 1. The extra batter cannot be replaced.

Option 3 Line-up is to include all players in the batting order. In this case, the regular WPPA rules on batting orders and defensive innings played apply.

Note: Any player arriving after the beginning of the game is added to the end of the batting order, except in Liberty where the player may be listed as a substitute, and the other team is notified of same.

Art. 3 Rev... Major, Minor and Junior: Each team's line up must have at least nine (9) batters. If a line up has fewer than nine (9) batters, every number less nine (9) is an automatic out. During playoffs the minimum number of batters is the same nine (9).

Note: This rule may not be waived by the coaches or umpire unless each team has fewer than nine (9) [nine (9) in the playoffs] batters and both teams have the same number of batters in the lineup. Once the rule has been waived, it cannot be re-instated during that game. If a team starts the game with nine (9) [nine (9) in the playoffs] batters and for some reason falls below that number, no penalty will be assessed.

Note: 8U, 10U, and 12U: No automatic outs will be charged for a shortage of players.

Section 2 Ending a Regulation Game

Art. 1... A regulation game consists of

- a. Liberty, Senior, Major, 14U, 12U and 10U: seven (7) innings.
- b. Minor, Junior, and 8U: Six (6) innings.
- c. Rookie: Four (4) innings or ninety (90) minutes whichever is shorter.
- d. There is a two and one half (2 ½) hour time limit for all regular season games in Junior, Minor, Major, Senior, Liberty, 10U, 12U and 14U.

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e. There is a two (2) hour time limit for all regular season games in 8U.

Note: Except in Liberty, no inning is allowed to start within fifteen (15) minutes on the scheduled starting time of the next game.

Note: Except in Liberty, any game still being played at the scheduled starting time of the next game will end immediately and revert back to the score at the end of the previous inning, unless the home team is ahead, or unless the home team, having been behind at the end of the previous inning, has tied the game.

Note: In Liberty, the inning being played when the time limit has been reached will be completed. A new inning cannot start once the 2 ½ hour time limit has been reached.

Art. 2 Rev... A game is official after three and one-half (3 1/2) complete innings, if the home team is ahead, or four (4) complete innings if the visitors are ahead or if the game is tied. If the game must be called because of darkness, inclement weather, or time limit before it is considered official, it will be replayed at a later date, from the beginning. All pitch count rules remain in effect whether the game is official or not.

Art. 2 Rev... A game that is tied at the end of the last inning will be continued until a winner is determined, unless time limits, darkness or inclement weather intercedes. If an official regular season game is tied and cannot be continued because of time limits, weather or darkness, the game will remain a tie.

Note: For league standings, a tie game counts as one half (1/2) of a win and one half (1/2) of a loss.

Art. 3 Rev... In the event a coach thinks that a game should be called, or should be permitted to continue, and the umpire doesn't agree, the coach can stop play (at a dead ball situation) and appeal the umpire's ruling with a WPPA Board member. The Board member must not have a stake in the game and must be present at the game.

Section 4 Forfeited Game

Art. 1 Rev... If a team cannot field the minimum number of players within fifteen (15) minutes following the scheduled starting time of the game.

Art. 1 Rev... Omit 1-f. & Notes 1 & 2.

Note: Rookie: If there is a forfeit because not enough players showed up for a game, the two teams will divide the total number of players equally. The two teams should play a game regardless of how many players are available.

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Section 5 Protested Game

Art. 1... During the regular season, there will be NO protests allowed. The umpire, (head umpire, if there are two umpires) will be the final arbitrator of the rules. (For protest rules during playoffs, see D. Procedures, Section 5, Art 10)

Note: Head coaches are responsible for knowing IHSA and WPPA rules and for having a copy of each rule book in his or her possession during a game.

Section 6 Slaughter Rule

Note: Major, Senior and 14U: A "Slaughter Rule" will be imposed if any team has a fifteen (15) or more run lead after six (6) complete innings, or if the home team has a fifteen (15) or more run lead after five and one half (5 ½) innings. (Minor and 12U) A "Slaughter Rule" will be imposed if any team has a fifteen (15) or more run lead after five (5) complete innings, or if the home team has a fifteen (15) or more run lead after four and one half (4 ½) innings. Liberty uses the IHSA rule. There is no slaughter rule in Rookie or Junior.

IHSA RULE 5 DEAD BALL-SUSPENSION OF PLAY (PAGE 33-37)

Section 1 Dead Ball

Art 1... Ball becomes dead immediately when:

m. Omit.

n. Junior and Rookie: ...the ball is: (a) in the possession of the pitcher with both feet in the pitcher's circle, or (b) on the batting tee. A runner that is beyond a half-way mark may proceed safely to the next base, if unoccupied. (c) When in the umpire's opinion, an infielder controls the ball and the runners have stopped advancing, the umpire must call time to stop the play. The player with the ball should demonstrate some control of the situation. For example, if the player with the ball has his or her back to play DO NOT call time out.

o. Junior and Rookie: ...there are fewer than three bases occupied at the time that the ball is put into play, and a fielder receives the active ball and stands on home plate.

Note: If there are fewer than two outs, and a base runner has reached the half way mark between 3rd base and home, the base runner can score safely. If the fielder does not stand on home plate, but attempts to tag the base runner coming from 3rd base, the play and all base runners remain active until the ball is otherwise ruled dead by the umpire.

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Note: Major, Minor, 12U, 10U, and 8U: When in the umpire's opinion, an infielder controls the ball and the runners have stopped advancing, the umpire can and should call time to stop the play. The player with the ball should demonstrate some control of the situation. For example, if the player with the ball has his or her back to play DO NOT call time out.

Note: Junior and Rookie: After the ball is dead, it must be returned to the pitcher on the mound. (The umpire will call for the ball, which has to be sent to the catcher for placing on the tee.)

IHSA RULE 6 PITCHING (PAGES 37-40)

Section 1 Pitching Regulations

Art. 1 Rev...Major and Minor: Omit article.

Art. 1 Rev...Minor: There are no balks or illegal pitches.

Art. 2 Rev...Liberty, Senior, Major, Minor, 8U, 10U, 12U and 14U: The pitcher shall start his or her pitching motion with at least one foot in contact with the pitching rubber. One foot must remain in contact with the pitching rubber at all times until the ball is released.

Art. 3 Rev... Minor: Omit article.

Art. 1, 2, 3 Rev...Major and 12U: There will be a modified balk rule called by the umpires. This is designed to teach the pitcher how to properly pitch from the stretch. A pitcher may not stop his pitching motion to home plate after coming to a set position and lifting his lead foot. A pitcher may not throw to any base except home plate. In the event that a base runner is drawn off base by this kind of balk, the base runner is not ruled out and is not awarded a base. The base runner must proceed back to original base and play will resume.

~~Note: Senior: Players that are playing on baseball teams outside of WPPA will be limited to the single day pitch limit for their respective age. This limitation does not apply to players playing on school baseball teams.~~

Section 2 Infractions by Pitcher

Art. 1 Rev... Major, 8U, 10U, and 12U, and Minor: Umpires shall enforce these infractions only in extreme cases.

Art. 2 Rev... Major and Minor: Omit article.

Art. 3 Rev... Major and Minor: Omit article.

Art. 6... If a pitcher hits three batters in the same game, he or she is to be removed from the pitcher's position in that game (except in Liberty).

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Art. 7... Minor, Major, 8U, 10U, and 12U: Pitchers are not allowed to throw breaking pitches. Curveball, knuckle curve, slurve, slider, and screwball are examples of breaking balls. Change-ups are not considered breaking pitches.

Note: The ball is dead immediately when an illegal pitch occurs. A ball is awarded the batter. If the pitcher throws a second illegal pitch, the pitcher will be removed from the pitching position for the remainder of the game.

Section 3 Pitching Limits

Art. 1 Pitch Counts: (Spring/summer) This rule replaces all other pitching restrictions, there are no restrictions on the number of innings a pitcher may pitch in a game.

Note: The pitch count limits stated herein are based on the player's age as of the day the game is played. The weekly pitch count limits set forth below reset to zero on Thursday morning of each week.

Note: Players that are older than the age range of their division are subject to the pitch count levels for the age group of the division they are playing in – not the levels applicable to their ages. For example, a 13 year old player in the Major Division can only pitch 68 pitches per game.

Note: Players that are younger than the age range of their division are subject to the pitch count levels applicable to their ages – not the levels for the age group of the division in which they are playing. For example, a 12 year old player in the Senior Division can only pitch 68 pitches per game.

8 – 10 year olds:

52 pitches per game

75 pitches per week

1000 pitches per season

11 – 12 year olds:

68 pitches per game

100 pitches per week

1000 pitches per season

13 – 14 year olds:

76 pitches per game

125 pitches per week

1000 pitches per season

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15 – 16 year olds:
89 pitches per game
150 pitches per week
1200 pitches per season

17 – 18 year olds:
106 pitches per game
175 pitches per week
1200 pitches per season

Exception: If a pitcher reaches any pitching limit stated herein for his/her age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. The batter reaches base; 2. The batter is put out; 3. The third out is made to end the half-inning.

Note: If a pitcher exceeds any pitching limit, then the total number of pitches thrown, not the limit, is used for pitch count for all other purposes.

Recovery Days

Note: One day rest means if you pitch on Monday, you cannot pitch on Tuesday. Two days rest means if you pitch on Monday, you cannot pitch on Tuesday or Wednesday. Three days rest means if you pitch on Monday you cannot pitch on Tuesday, Wednesday or Thursday. Four days rest means you cannot pitch on Tuesday, Wednesday, Thursday or Friday. The number of hours between starts is not a factor.

8-10 year olds:
0 –20 pitches- no rest days required
21 – 33 pitches- 1 day rest
34 – 42 pitches- 2 days rest
43 – 50 pitches – 3 days rest
51 or more pitches- 4 days rest

11- 12 year olds:
0 –26 pitches- no rest days required
27 – 34 pitches- 1 day rest
35 – 54 pitches- 2 days rest
55 – 57 pitches – 3 days rest
58 or more pitches- 4 days rest

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13-14 year olds

0 – 29 pitches- no rest days required

30 – 35 pitches- 1 day rest

36 – 55 pitches- 2 days rest

56 – 69 pitches – 3 days rest

70 or more pitches- 4 days rest

15-16 year olds:

0 – 25 pitches- no rest days required

26 – 37 pitches- 1 day rest

38 – 61 pitches- 2 days rest

62 – 76 pitches – 3 days rest

77 or more pitches- 4 days rest

17-18 year olds:

0 – 26 pitches- no rest days required

27 – 44 pitches- 1 day rest

45 – 61 pitches- 2 days rest

62 – 88 pitches – 3 days rest

89 or more pitches- 4 days rest

Note: The head coach of each team in a given game must keep track of pitches for every pitcher on both teams used in the game. The job may be given to a parent volunteer, but it is the head coach's responsibility to ensure it is done. The two pitch-count keepers will compare numbers at the end of each half inning or when a particular pitcher is removed from a game. If there is a discrepancy that cannot be rectified before the umpire is ready to start the next inning or resume the game after a pitching change, the official pitch count will be determined to be an average of the two numbers.

Pitch counts must be recorded into the WPPA website by 9:00 am the day following the day of each game. The Head Coach can have a proxy enter the pitch counts, however, the Head Coach is responsible for the recording of the pitch counts and entry into the website. Each Division Commissioner for his/her appropriate Divisions shall monitor the timeliness of pitch count entries. After one warning, in the event a Commissioner finds that a coach has failed to enter pitch counts according to the time stated in these rules and

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reports this to the WPPA Board, a one-game suspension of the coach is triggered and shall be served at the next possible game.

Note: A player who has been removed as a pitcher in a game may not play the position of catcher in the remainder of the game. The position of catcher has the second-most overuse injuries, which can be exacerbated by moving from pitcher to catcher in the same day. A player may first play catcher then pitcher. This has not been shown to cause arm problems. **This rule shall not apply if the player pitched less than or equal to the number of pitches requiring zero days rest as outlined above.**

Art. 1 ...12U and 10U: For each game, one player on each team can pitch 3 innings in the game, for all other players, apply the following restrictions: (8U, 10U, and 12U) No pitcher may pitch more than 2 innings per game. No pitcher may pitch more than 3 innings per weekend. A pitcher who pitches more than one inning may not pitch another game on the same day or a game the next day. From one pitch up to three outs constitutes an inning pitched.

Section 4 Coach Pitch *

*Minor, Junior, and 8U Only

Art. 1... An offensive team coach (coach-pitcher) will pitch overhand to his own players. Junior only: The coach pitcher shall begin pitching after completing the batting order once (where all players on the team have batted off the tee) and all subsequent innings, or in the 4th and all subsequent innings, whichever shall first occur. Transition from tee to coach pitch may occur during the middle of an inning.

Note: Minor: For the 1st and 2nd innings, modified kid pitch will be used. (See Rule 2, Section 44 for a description of modified kid pitch.)

Art. 2... Junior only: If during coach pitch innings, a batter doesn't put one of the first five (5) pitched balls into play or strike out swinging, the coach will pitch a sixth pitch. The batter is out if he or she swings and misses or if the umpire calls the pitch a strike. If the umpire rules the pitch was not in the strike zone, the "sixth pitch" process is repeated. The strike will be called by the umpire from behind the plate in the appropriate position to observe the strike zone.

Art 3... Once the coach-pitcher pitches the ball, the coach-pitcher cannot instruct, coach or comment in any manner so as to influence any base runner or the batter.

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Art. 4...The coach-pitcher is not to interfere with the play or the ball during a game. This is a judgment call by the umpire. After the ball is put into play by the batter, the coach-pitcher should leave the field of play as soon as possible.

Note: If a batted ball strikes the coach-pitcher, the ball is considered dead, and the pitch does not count.

Note: If the coach-pitcher is ruled to have interfered with a play, it should be treated as interference with penalty given.

Art. 5... The coach-pitcher must keep one foot on the pitching rubber while he or she is pitching.

Art. 6... The exchange of the ball from the coach-pitcher to the catcher is a dead ball exchange unless the batter makes contact with the ball. The return exchange of the ball from the catcher is a dead ball exchange.

Art. 7... On defense, the defensive pitcher must be positioned within five feet of the pitcher's rubber.

IHSA RULE 7 BATTING (PAGES 41-44)

Section 1 Position and Batting Order

Art. 1... (regarding substitute batters)

Note: All able and eligible players must be in the lineup for the entire game except in Liberty. There can be no substitute batters or pinch hitters.

Section 2 Strikes, Balls and Hits

Art 1... A strike is charged to the batter when:

g. Junior (Tee-Ball at bats) and Rookie: There is any contact with the ball by the bat after the ball is placed on the tee, which does not result in a fairly hit ball.

Art. 4... Junior (Tee-Ball at bats) and Rookie: A ball is foul if it does not pass the diagonal line that is in front of home plate.

Section 4 A Batter is Also Out as in Above Penalty or When:

Art. 1... b. Minor, Junior (Coach Pitch), 8U: A third strike is called, whether or not the ball is caught by the catcher.

b. Senior, Major, 14U, 12U, and 10U: the IHSA third strike will apply. The rule reads "The batter is out when a third strike is not caught, provided a runner occupies first base and there are less than two outs. A runner is deemed to occupy first base if he/she was on first base before the pitch was

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thrown, regardless of whether he/she attempted to advance to second base by stealing or otherwise.”

Note: If there are two outs or if no runner occupies first base, the batter is not out, unless the third strike is caught. He or she is entitled to try to reach first base before being tagged out or thrown out”.

Note: (With less than two outs and first base unoccupied or with two outs: The runners can advance at their own risk. (Senior, Major, 14U, 12U and 10U: base runners can advance on a dropped 3rd strike – including base runners on 3rd base may attempt to advance home.) Note: Minor, and 8U: In either case, no base runner may advance past third base unless there is a batted ball.

Note: In the event of a dropped third strike, the first baseman is permitted to position himself or herself in foul territory and receive a throw from the catcher while tagging the orange safety base. The runner, consequently, will not be penalized for running to the inner white base to avoid contact.

Note: 12U: Runners may attempt to advance home from 3rd base at any time at their own discretion.

j. deleted

k. Junior and Rookie: ...he or she attempts to bunt the ball.

Note: In Minor bunting is allowed.

Note: (12U, 10U and 8U) Bunting is allowed, however, in the event that a batter shows bunt and then swings within the process of the same pitch, the batter is out.

Note: (8U) Bunting is not allowed when a coach is pitching.

Note: Fake bunting and then swinging is not permitted. The umpire will call a batter out if he shows bunt, and then pulls the bat back and swings. (This rule does not apply in Liberty.)

Section 5 10th Batter Rule

Art. 1... Rookie: 10th Batter Rule:

During each inning, each team at bat will continue to bat until three outs have been recorded, or until 10 batters have batted, whichever occurs first. If three outs have not been recorded before the 10th batter of the inning comes to bat, the coach of the team on offense will notify the opposing team and the umpire that the 10th batter is up to bat. To end the play after the ball has been put into play, the ball must be made dead in any of the following ways:

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- a. When the defensive team checks the progress of the runners.
- b. When the pitcher has the ball and has both feet in the pitcher's circle;
- c. When any defensive player creates an OUT;
- d. When any defensive player steps on home plate with possession of the ball.

Note: When the 10th batter has put the ball in play, a runner must cross home plate before the ball becomes dead to count as a scored run. This situation is played as if there were two outs.

Note: Any extra innings will be played without the 10th Batter Rule.

Section 5 Maximum Run Rule

Art. 1... Minor and 10U: Seventh Run Rule (this rule replaces the 10th Batter Rule in Minor)

During every inning except the last as determined by the umpire, each team at bat will continue to bat until 3 outs have been recorded, or until the seventh run of that half inning has scored, whichever comes first. No subsequent runs may score after the seventh run has scored. If the umpire is aware that the seventh run has scored, he or she should call time and end the inning. If not, when the umpire is notified, after the play and the ball is dead, that the seventh run has scored, he or she should immediately end the inning.

Art. 2... Junior and 8U: Sixth Run Rule

During every inning except the last as determined by the umpire, each team at bat will continue to bat until three (3) outs have been recorded, or until the sixth run of that half inning has scored, whichever comes first. No subsequent runs may score after the sixth run has scored. If the umpire is aware that the sixth run has scored, he or she should call time and end the inning. If not, when the umpire is notified, after the play and the ball is dead, that the sixth run has scored, he or she should immediately end the inning.

IHSA RULE 8 BASERUNNING (PAGES 44-54)

Section 1 When a Batter Becomes a Runner

Art. 1... A batter becomes a runner

c. Minor (Modified Kid Pitch innings), Junior, Rookie, and 8U: There will be no base on balls.

d. **Senior**, Major, Minor, 12U, 10U, and 8U: There will be no intentional walks, neither automatic as per IHSA rules or with four

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wide pitches ~~as in the Major Leagues~~. The pitcher must attempt to pitch to the batter. If the umpire feels this rule is being violated, he/she should warn the head coach of the defensive team, any further violation can result in the head coach being ejected.

Section 2 Touching, Occupying and Returning to a Base

Art. 5... Major, Minor, Junior, Rookie, 14U, 12U, 10U, and 8U: The umpire, at the end of play, will call all observed infractions of this rule without appeal by a coach or player. Senior and Liberty will observe the IHSA rule.

Art. 9... Minor, and 8U: The exchange of the ball from the catcher to the pitcher is a live ball exchange. However, a runner on third may not score in this situation and a runner from first or second must stop at third.

10U: Base runners may attempt to score in this situation unless at the start of the play there are baserunners at 1st base and at 3rd base. When the play starts with base runners on 1st base and 3rd base, the base runner on 1st base may attempt to steal 2nd base, however, the base runner on 3rd base may not attempt to steal home.

Art. 10... Major, Minor, 12U, 10U, and 8U: Base stealing will be allowed within the following guidelines.

In Major and 12U: A base runner may not leave a base before the pitcher, while in the act of pitching, releases the ball from his/her pitching hand.

In Minor, 10U and 8U: A base runner may leave the base when the ball crosses home plate.

Note: No head first slides allowed. A baserunner may not slide head first while advancing bases. A player may only slide head first when returning to a base previously occupied. Any baserunner sliding head first in violation of this rule will be called out. (This rule does not apply in Liberty.)

Note: In Major and Minor, prior to June 1st, in 8U, 10U, and 12U, prior to the second weekend, the first time a base runner leaves the base early, he or she will be warned. This will be a "Team Warning." The next time this base runner or any other base runner from that team leaves the base early, the offending runner will be called out. (The "Team Warning" is considered the first warning for all members of that team.) In Major and Minor, on or after June 1st, in 12U, 10U, and 8U, on or after the second weekend, the first time a runner leaves the base early, he or she will be called "out" without warning.

Minor, and 8U: A base runner may not steal home.

Note: A base runner who attempts to steal home, even mistakenly, must attempt to return to 3rd base without being tagged out.

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Art. 11... Junior, and Rookie: There is no base stealing.

Art. 12... Junior, and Rookie: There are no lead-offs. A base runner cannot leave the base until the ball has been hit.

Art. 13... Junior (Tee-Ball at bats) and Rookie: Half-Way Rule: After the umpire calls a "Dead Ball," a runner is given a base if he or she has advanced halfway or more; otherwise, the runner must return to the previous base.

Section 3 Base-running Awards

Art. 3 Rev... Each Runner is awarded:

Four Bases (home) if a defensive player's mitt and/or a cap is thrown at a fair ball (except in Senior and Liberty).

Art. 5 Rev... Junior and Rookie: On each batted ball where the first throw by an infielder results in the ball going out of play behind 1st base-- award one base to batter and runners from base occupied at start of play, i.e. batter occupied home, gets 1st base.

Art. 6... Junior and Rookie: Intentional rolling or bouncing of the ball on the playing field between defensive players during active plays is not permitted. All ball exchanges among defensive players must be airborne (overhand, or underhand for a short throw). If intentional rolling of the ball is observed by the umpire, he or she shall give a warning to all players and coaches regardless of which team incurred the rule infraction. On subsequent infractions, the umpire may call a base runner safe at a base if he or she determines that a player intentionally rolled or bounced a ball on the playing field during active plays.

Art. 7... Junior and Rookie: The pitcher fielding the ball must make an attempt to complete an airborne exchange of the ball with another defensive player to make a force out or put out at any base. If the pitcher chases the batter/runner down between home and 1st base instead of throwing the fielded ball to the 1st baseman, the runner will be ruled "safe" even if the tag is made by the pitcher.

Rookie: If a pitcher fields a ground ball and runs to home plate or any base for a force out instead of making an airborne exchange, then the runner will be safe even if the force is made by the pitcher.

Junior: The catcher must make defensive plays at home unless there is some extraordinary circumstance not related to the catcher's relative skill level, for example, the catcher is injured and cannot/could not continue to play. Otherwise, if another defensive player makes a(n otherwise) successful

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defensive play at home, the would-be out is negated and if the runner would have safely reached home, the run counts.

Section 4 Runner is Out

Art. 1 Rev...The Batter--Runner is out when

j. (infield-fly rule) There is no infield-fly rule in Rookie, Junior, Minor, 10U, and 8U.

k. His or her helmet is deliberately removed before time has been called by the umpire.

IHSA RULE 9 SCORING-RECORD KEEPING (PAGES 54-60)

IHSA RULE 10 UMPIRING (PAGES 60-62)

Section 1 General

Note: Umpires are selected, trained, scheduled and compensated by the WPPA. Eligibility is determined by the WPPA Board of Directors and managed by the Umpire Coordinator, who is a duly elected officer of the board. No umpire outside of the WPPA organization is authorized to participate in the program unless authorized by the board. Any coach or parent who has a complaint about the manner in which any umpire conducts himself or herself in sanctioned games is to submit that complaint to the board in writing.

Note: Rookie: Umpires will be provided for the games whenever possible. However, if an umpire is not provided, each team will provide a coach volunteer to umpire. They may umpire in tandem throughout the game (plate/field) or umpire alone for two (2) innings each.

Speed-up Rules

Courtesy Runners: Senior, Major, Minor, 14U, 12U, 10U, and 8U:

Art. 1 Rev... When there are two outs, a courtesy runner must be used for the catcher. The courtesy runner shall be the player that made the last batted out.

Art. 2... Omit.

Art. 3... Omit.

Art. 4... Omit.

Art. 5 Rev... If a Rookie League player must temporarily leave the game after reaching the base, he or she will be replaced as a runner by the last out (e.g. the runner forced at second).

Art. 1-3... May be used at umpire's discretion to speed up a game.

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Art. 1-4... Omit for all leagues.

D. PROCEDURES

Section 1 WPPA Board

Art. 1... The WPPA Board of Directors will meet the first Thursday of every month.

Art. 2... Board officers must attend the monthly board meetings. If a board member misses three meetings within a year, the board member may receive written notice from the board that he or she has been relieved from duty and his or her position will be filled by appointment.

Art. 3... If a league commissioner cannot attend a board meeting, it becomes the assistant commissioner's responsibility to attend the board meeting to ensure that every league is represented

Art. 4... The WPPA October board meeting will be closed to the public, in part, to discuss any disciplinary action (demotion, temporary suspension, permanent suspension or reprimands) deemed necessary against coaches.

a. Coaches may be informed in writing of any disciplinary action against them.

b. If a coach wishes to protest the board's action, he or she may appear ~~in person at the November board meeting~~ **before the executive board at a mutually-agreed time.**

Section 2 Pre-Season

Art. 1... Pre-season practice may begin four weeks prior to the official practice-game day. No coach may practice or encourage his players to practice on their own before this designated day. A team is allowed one, non-practice, team meeting prior to this day.

Art. 2... Trading: Deadline for trading of players will be set by the board. Other trades will be allowed if a parent requests the trade for reasons that are acceptable to the board president, both vice-presidents and the commissioner of the league involved.

Art. 3... Each head coach is to appoint a team parent. This team parent will be responsible for the following duties (where applicable): Help during team pictures, help in organizing the year-end picnic, help at Thillens, help in distributing any newsletters, organizing team refreshments and any other duties that require the interaction of the team parents.

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Art. 4... The board strongly recommends that each coach establish written rules to govern participation and discipline within the guidelines of the WPPA rules. The board also recommends that these written rules be submitted to the board.

Art. 5... If a coach encounters serious family problems or illness that makes him or her unable to fulfill his or her coaching duties, the WPPA board should be notified. The board will do whatever it can to help the team during the coach's absence.

Art. 6... The WPPA President will appoint commissioners subject to WPPA Board approval.

Art. 7... Each commissioner is to have an assistant.

Section 3 Practices

Art. 1... Coaches shall inform all players of practice times and any changes to previously published practice and game times.

Art. 2... (Spring/Summer Season) Number of practices during each week of the baseball season:

a. While schools are in session: Minimum of one (1) per week, maximum of two per week.

b. When schools are dismissed for the summer: minimum of one (1) per week, maximum of three (3) per week.

Art. 3... A practice shall be defined as any gathering of two (2) or more players at the request or direction of a head coach or assistant coach either directly or indirectly for the purpose of practicing or coaching baseball. Practices include gatherings at batting cages or at a coach's house or coming to a game more than ~~thirty (30) minutes~~ **one hour** before game time.

Art. 4... Practices should be no more than two (2) hours in length.

Art. 5... omit.

Art. 6... Any team may practice on any open and available field, but batting practices may only occur on the team's assigned field or the next league up, if available.

Note: When practicing at Welles Park, Senior league batting practice is limited to Diamond No.6. Park District regulations prohibit batting practice by Liberty teams at any Welles Park diamond.

Art. 7... If a coach is unable to attend a scheduled practice or game for whatever reason, an assistant coach or a responsible adult should take over and conduct the practice or the game.

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Section 4 Games-Players and Scheduling

Art. 1... Liberty: No players may sit out more than four defensive innings in a regulation game. Senior, Major, Minor and Junior: No players may sit out more than three defensive innings in a regulation game. Rookie: No players may sit out more than two defensive innings in a regulation game. Rookie: Each player must play at least one (1) inning in the infield, at pitcher, 1st base, 2nd base, 3rd base, shortstop, or short center.

Art. 2... Coaches are prohibited from discouraging a player's participation or encouraging a player not to show up for games or practices because the player is weak in baseball skills. Any violation of this rule will result in immediate and permanent removal of the coach from WPPA baseball.

Art. 3... The WPPA will furnish to each player, coach, and umpire the "Official Schedule of Games" for his or her respective league indicating calendar dates, days, times and team match-ups for regular season games. The Official Schedule of Games will also indicate dates available for rain make-up games and playoff games. Actual team match-ups during the playoffs will be posted once regular season rankings are determined. It is the obligation of all players, coaches, and umpires to make themselves available for these times throughout the season.

Note: No revision to the published schedule of games (other than changes caused by rain-outs) can occur unless authorized by the WPPA Board of Directors.

Art. 5... Any game which cannot be played due to inclement weather will be re-scheduled by the league commissioner. In the event that a team's complete season games cannot be played due to an insufficient number of Rain Days, the team's record will be based on the number of actual games played.

Section 5 Playoffs-Scheduling and Standings

Art. 1... Liberty, Senior, Major, Minor, and Junior: Each team makes the playoffs.

Art. 1... Guidelines regarding awards – These are guidelines and can be changed by the WPPA Board within the season without amending the rule book. All Rookie players receive medals. All Junior and Minor players will receive the same size trophy. First, second and third place, based on regular season play, will be inscribed. All other trophies will indicate "participant". Major and above will receive trophies for Word Series Champion and runner up only. All other players will receive a Welles Park Parents Association Youth Baseball tee-shirt.

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Art. 2... Until the League Championship, the team with the better regular season record is the "Home Team."

Art. 3... There will be two (2) umpires for each playoff game, when available.

Art. 4... There is no time limit in playoff games.

Playoff games must be played until a winner is determined.

Art. 4... In the event that a playoff game is rained out or called for darkness after it is an official game:

1.a... and the home team is ahead, the game is over and that team wins. For example, if a playoff game is called during the bottom of the 6th inning and the home team is ahead 6-5, the game is over and that team wins.

1.b... and the visiting team is ahead, and had the lead after the conclusion of the last complete inning played, the game will end and the visiting team will be deemed the winning team.

1.c... for all scenarios other than 1.a and 1.b above, the game will be suspended at that point, and the remainder of the inning will be played at a new time and if necessary, new venue.

2...After the resumption of a suspended game, the remainder of the interrupted inning shall proceed to its conclusion and, if one team is ahead, that team wins. After the resumption of a suspended game, the remainder of the interrupted inning shall proceed to its conclusion and, if the game is tied, the teams will continue play until a winner is determined.

2...omit.

Note: In the event that a playoff game is rained out prior to becoming an official game, the game is replayed in its entirety.

Art. 5... Regular-season pitching limitations remain in effect during the playoffs.

Art. 6... Senior, Major, Minor, and Junior: Each team will participate in the league's playoff series. Where there are divisions, winners will advance until a representative of each division is determined. Where there are no divisions, winners will advance to the League Championship.

Art. 6... The playoff format will be determined by the board each season. The possible choices are single-elimination, double-elimination, or round-robin formats. The choices will be made by the board – taking into consideration the advice of the commissioners of the according division.

Art. 6... Consolation games can be part of the post-season schedule.

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Note: Consolation games do not require two umpires but are otherwise considered playoff games, i.e. there is no time limit for consolation games, a winner must be determined, etc.

Note: Consolation games are considered "real" games for purposes of these rules.

Art. 7... League Championship: Liberty, Senior, Major, and Minor: When a single-elimination format is chosen, a best 2-games-out-of-3 series between division playoff winners will determine the League Champion.

Note: In the event that weather does not permit such a series, a single game will determine the champion.

Note: Junior: A single game will determine the League Champion between division playoff winners.

Note: Prior to the start of the league championship, a coin-toss will determine the "Home Team." Liberty, Senior, Major, and Minor: The coin-toss will determine the "Home Team" for the first game, the "Home Team" designation will alternate for the remaining games.

Art. 8... (Spring/Summer Season) Teams tied for first place in the standings at the end of the regular season games will have a one-game playoff to decide the division winner (weather and field availability permitting).

Note: (Spring/Summer Season) In the event of a three-way tie for first place, the following will apply. A single elimination, two-game playoff between the three teams will be played to determine the division winner and playoff seedings. If one team has a better record in head-to-head play with the other two teams, that team will receive a bye for game one. The other two teams will play, the loser will be seeded third and the winner will play the bye-team to determine the first and second seeds. If no team has a better record against both of the other two teams, a coin toss will determine the bye-team. In the event the games cannot be played due to weather and/or a lack of field availability, the 1st, 2nd, and 3rd places will be determined by the tie-breakers named in Art 9.

Art. 9...Tie-breakers for team placement other than for first place

- a. Head-to-head competition will be compared.
- b. The division record of the teams will be compared.
- c. Total runs scored in head-to-head competition will be compared.
- d. If all of these criteria result in a tie, then both teams will receive a trophy for the place in question. A coin toss will determine who plays where in the playoffs.

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Art. 10... Protests over rule interpretations during the playoffs must be settled at the time of the incident by a committee (minimum of three people) of available board members or their appointees. This means that the protesting head coach or acting head coach must ask for a protest from the umpire at the dead ball period immediately following or the dead ball period during the protested call. Once the protest is recognized, Board members must be found and consulted. In the event there are no Board members present, contact with a Board member must be obtained by phone and the board member must preside over a resolution remotely.

Section 6 Special Events

Art. 1... All head coaches and assistant coaches shall help promote all WPPA activities and fund raisers.

Art. 2... Thillens Day, photo day and the picnic date are known months in advance. There should be no reason, barring family illness, not to make these events.

Art. 3... Picnic day responsibilities: All coaches are required to pass out their teams trophies, promote the event, and organize or delegate to a team parent the responsibility of organizing the food and nonalcoholic beverages for their team. Coaches should provide for their own seating and tables at the picnic.

Note: (Spring/Summer Season) Not providing adequate coaching or parental supervision at Thillens or at the picnic will make the coach forfeit his or her coaching position in the WPPA forever.

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