

- 1. Uniforms (WYB supplied only)** - Grey baseball pants will be supplied by the individual player. Team hats (WYB supplied) must be worn by ALL players in the field (except catcher). Hats must be worn facing forward. Team shirts (WYB supplied) must be worn. Shirts must be tucked in. Metal cleats are not allowed. Jewelry is not allowed, except for medical alert bracelets. Boys are highly encouraged to wear cups. Catchers MUST wear a cup
- 2. The Diamond** - The bases are 60 feet apart. The pitching rubber is 46 feet from the back of home plate.
- 3. Visiting Team** - The team listed first on the schedule is the visiting team. The visiting team occupies the third base bench, bats first and provides a parent to run the scoreboard. **They will get the diamond for warm-up from 5:40-5:55.**
- 4. Home Team** - The team listed second on the schedule is the home team. The home team occupies the first base bench, supplies the game ball, provides a parent base umpire, gives a signed voucher to the home plate umpire before the game and fetches the first aid kit from the equipment room. **They will get the diamond for warm-up from 5:25-5:40.**
- 5. Reporting the Score** - The winning team reports the score to the designated person by the Division VP, preferably by email the same night as the game.
- 6. Length of Games** - Games are six innings in length. Weeknight games start at 6:00 pm and will start on time unless at the discretion of the league or umpire. An inning will not start after 8 pm. Games that are tied with no time remaining will remain tied. Games that are tied with time remaining will go into extra innings, as long as you don't start an inning after 8 pm. If you are playing a double-header to make up a rainout, consider playing shorter games, restricted by a time limit or by number of innings, to comply with the 8 pm rule. If playing a shorter game, both managers must agree on the length of the game before it starts. Once an inning starts, it should be played to completion unless stopped by weather or darkness.
- 7. Behavior** - **A.** Any manager, assistant coach or spectator using foul language or abusing others (verbally or physically) will be warned by the umpire (or asked to leave the facility, if warranted). If a warning is given, and a second incident occurs, the offending person will be asked to leave the facility. If he/she refuses to leave, the game will be called and the team having the guilty party will get a loss. Derogatory language and mistreatment of umpires will not be tolerated. **B.** Our umpires occasionally make bad calls, and they occasionally do not make calls as quickly or assertively as we would like. It is critical that we, coaches and parents, refrain from "helping" them out by calling out "STRIKE", "BALL", "SAFE", "OUT", "FAIR BALL", or "FOUL BALL". We must allow the umpire to make the call, right or wrong. Trying to influence the umpire is not good sportsmanship, and it will not be tolerated. Coaches, please mention this to your parents if you observe one of them doing this. **C.** Any Player throwing the bat will be warned once. If the same player throws the bat again, he will be called out. If this happens a third time, the player will be ejected and may face suspension from the league.
- 8. Dugout** - Only players and Coaches are allowed in the Dugout during games. The player who is on deck is allowed outside of the dugout and must have a batting helmet on. Players in the dugout are expected to practice good sportsmanship at all times. All Equipment must be kept behind the fence and inside the dugout, not out in the field of play.
- 9. Players in the Field** - Teams will put ten players on the field -- six in the infield and four in the outfield. If a team only has nine players, then they will play the following -- six in the infield and three in the outfield. The minimum number of players for a game to begin is seven from your own team. A team may then borrow up to two (2) boys from another team provided that boy(s) play(s) the outfield (right if one boy; right & left if two boys) the entire game. Players borrowed from another team, will only bat for their own team. The league at its sole discretion has the right to reschedule games where a team cannot field the minimum. In the spirit of good sportsmanship and for the development of our players, the four outfielders is meant to be played as follows: Left field, Left-center, Right-center, Right field. When only nine players are available on a team, then the outfield should be configured as follows: Left, Center, Right.
- 10. Batting** - The batting order will consist of all players in attendance and will be continuous. If a player arrives late, he must be added to the end of the batting order. All players bat their spot in the order regardless whether they are sitting out that inning or not. All base runners, batters and on-deck hitters must wear helmets. Only one on-deck batter is allowed at one time. The legal bat size is 2 5/8".

11. Sitting Out - Regarding playing in the field, no player shall sit more than one inning per game, if possible. If it is not possible, then no player shall sit two innings until all players have sat one inning. Managers should be able to work out a rotation to make this happen. Managers will keep track of innings sat from game to game, so all players should end up sitting about the same number of innings by the end of the season. If a player arrives late, the inning in progress when he arrives does not count as an inning sat.

12. Rotating Players - All players should bat and play in the field. No player may sit a second inning until all players have sat one inning. Also, no player shall sit more than two innings in a game. Each player must play at least one inning in the outfield and infield. Managers should use their own discretion with key positions. Don't have a boy pitch if he can't get the ball to home plate. Don't have a boy play first base or catcher if he can't catch.

13. Pitchers - Pitchers can only pitch three innings in a game and six innings in a week. One pitch thrown by a pitcher in any inning constitutes an inning pitched for that pitcher. All innings pitched must be consecutive. You cannot have a player pitch a couple of innings, put in a different pitcher, and then bring back the original pitcher later in the game. Once he is replaced, he cannot pitch again that game. The pivot foot must remain in contact with or may push off and drag away from the pitching rubber prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground. The windup and release should be one fluid motion. If a pitcher hits two batters in a game, that pitcher must be removed. Innings from a makeup game scheduled in the same week do not count toward the restriction on the pitchers innings per week. After the second meeting at the mound with the manager or coach with the same pitcher in the same inning, that pitcher must be pulled for a new pitcher. When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he shall be permitted to pitch and not exceed eight preparatory pitches to his catcher.

14. Hit by Pitch - This is a judgment call by the umpire. A batter hit by a pitch will be awarded first base if, in the opinion of the umpire, the batter did not have time to get out of the way. In addition to judging the speed of the pitch, the umpire will be looking to see if the batter made an attempt to get out of the way. First base will not be awarded if the batter had time to avoid being hit, but made no attempt to do so. If the pitch hits the ground before hitting the batter, the batter can still be awarded first base, subject to the umpire's judgment as described above. The fact that the ball hit the ground first is irrelevant. If a batter is hit by a pitch in the strike zone, the batter will not receive first base and will have a strike called against him.

15. Interference - Base runners must allow fielders access to make a play on a batted ball. If a base runner hinders access, even inadvertently, he will be called out. Similarly, fielders must get out of the way of players running the base paths. Fielders must also allow access for base runners to touch each base (unless they have control of the ball). This applies at home plate also, when the pitcher is covering home on a passed ball. Once the pitcher has the ball in his control, he can totally block home plate, but until he has the ball, he must allow the runner access to touch the base. Fielder interference will result in the base runner being called safe. Offensive Interference is an act by a member of the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference. Defensive Interference is an act by a fielder which hinders or prevents a batter from hitting a pitch. Umpires Interference occurs when an umpire hinders, impedes or prevents a catcher's throw attempting to prevent a stolen base or when a fair ball touches an umpire on fair territory before passing a fielder. Spectator Interference occurs when a spectator reaches out of the stand or goes on the playing field, and touches a live ball. If a base runner is struck by a hit fair ball, and is not in the batter's box, the runner is out. If a batter strikes the catcher's glove while swinging, the batter is awarded first base.

16. Sliding - Sliding is encouraged when there is a close play. Managers will teach their players proper sliding technique, and encourage them to slide often. Head first sliding is not allowed. A base runner must slide on any throw to home plate, as long as there is a reasonable chance to get him out. This is a judgment call by the umpire. If the base runner does not slide, and the umpire feels there was a reasonable chance to get him out, he will be called out.

17. Leadoffs - Leadoffs are not allowed.

18. Overthrows - If an overthrown ball is out of play (e.g. beyond the fence), then base runners are only allowed to advance one base. If an overthrown ball is within the field of play, there are no restrictions. **A player may not advance on an overthrow from the catcher to the pitcher.**

19. Stealing - Base runners cannot leave the base until the ball crosses the plate. **After a team leads by 5 or more runs the leading team may not steal.** If a base runner is attempting to steal home, the batter should step out of the

batter's box. If, in the umpire's opinion, the batter interferes with the play, the base runner is automatically out. If the base runner leaves the base early, if it is the first offense, a warning is given to the **team** and the player returns to base. On the second offense and **every offense thereafter**, the runner is called out even if it is not the same player. The play will be called dead and the base runner will be called safe even if he attempts to move on to the next base. **If the catcher throws to a base to attempt a pick off, the base runner may either attempt to return to their current base or attempt to move to the next base.**

20. Infield Fly Rule - The infield fly rule does NOT apply.

21. Intentional Walks - In the spirit of sportsmanship, intentional walks will not be allowed.

22. Bunting - **Bunting is allowed. If a batter has two strikes and then bunts foul, he is out. A hitter cannot fake a bunt and then swing away. This would create an unsafe situation for 3B, 1B or pitcher if they charge in to make the play. The batter may pull back from the bunt if the pitch is a ball, but they cannot pull back and then swing away. The hitter will be called out and play stops. There are no warnings or second chances for this rule. A drag bunt is within the rules, provided it meets definition of a bunt - hands separated without a swing. If a player holds the bat over the plate as if to bunt and then pulls back to swing, this is considered a fake bunt, even if his hands weren't separated.**

23. Dropped Third Strike - The batter is called out.

24. Foul Ball - Home plate, 1st base and 3rd base are in fair territory. If the ball hits home plate and then rolls foul, and is then touched by a player while the ball is still in foul territory, it is a foul ball. If the ball hits 1st /3rd base, or goes past 1st /3rd base in fair territory after touching the ground in fair territory, and then rolls beyond the base in foul territory, it is a fair ball. A foul ball that makes contact with the safety netting or the back stop is considered dead.

25. Complete Game -- A game halted by bad weather shall be ruled a complete game if at least four full innings have been played (or 3½ innings if the team coming up to bat in the bottom of the fourth is ahead). All incomplete games will be replayed from the beginning, as if the incomplete game never took place.

26. Make-Up Games - Rain outs are determined by the league. Managers should aggressively try to re-schedule games that are rained out. The home team manager must initiate the rescheduling process by contacting the opposing manager. The two managers will work with the Division VP for available fields to play the make-up game. Schoetz Park is open seven days a week and make-up games can be played on weekends. If a game is not played before the league tournament both teams will be assessed a loss for seating purposes.

27. Tie Breakers - If teams are tied for first place, the following tie breakers will be used:

1. Team played all scheduled games 2. Team has best W/L Record 3. Head to head Record 4. Runs Scored Head to Head (Most Runs) 5. Runs Allowed Head to Head (Least Runs) 6. Runs Scored Season (Most Runs) 7. Runs Allowed Season (Least Runs)

If there is still a tie after all of the tie breakers, a playoff game will be scheduled by the Division VP.

28. Practices - All practices at Schoetz Park must be scheduled through the Division VP and are scheduled on a first come, first serve basis. Practices are the responsibility of the Manager. Rained out practices will not be rescheduled unless there is field availability.

29. In-house Tournaments - The tournament layout will be at the sole discretion of the league and each Division VP. The same rules discussed above are in effect. For innings pitched purposes, the same innings per game rule is in effect. There are a few exceptions. There is no weekly limit in effect for pitchers. As for make-up games or rainouts, if the game has started, it will pick up from that exact point when the game resumes.

30. All Stars Game - The all-star game is played at the end of the season on All-Star Saturday. Players are chosen by vote of team (49%) and managers (51%). Managers have the discretion to ensure the best players represent each team. This is not and should not be a popularity contest. The number of players per team is at the sole discretion of the league. Only players available to attend game shall be picked. If a player is not able to attend he shall be replaced by a player on the same team.