



WNY Premier Baseball Travel League

Purpose:

The objective of the WNY Premier Baseball Travel League is to promote safe competitive baseball activities, while developing youth players in the areas of good sportsmanship, baseball knowledge/skills, the healthiness of youth sports activities, and the importance of teamwork.

This will be achieved by Team Manager, Coaches, League Directors, Parents and Umpires being in agreement to uphold the rules of this league and set positive examples for the Players in victory or defeat.

League and Playoff Format:

- Each team will play 10 games (weather permitting) with league minimum 8 games played.
- Playoff breakdown will be grouping of 4 teams which will be configured by league record (could be different if an odd number of teams in the division).

General Rules 13U:

- A player cannot turn 14 before **April 30th, 2020**. Team managers will be required to submit rosters, players' birth certificates and proof of insurance before the start of the season. An additional player may be added to a team after the roster is submitted with league approval. If a team uses an ineligible player and/or an ineligible pitcher, the game shall automatically be forfeited, and the coach will be subject to suspension.
- The bench or dugout on the first base side is assigned to the home team and the visiting team uses the bench or dugout on the third base side.

- Games will be played on a 90 foot base/60 foot pitching mound diamond. BBCOR bats or wood bats are to be used at 13U.
- All games will be 7 innings with no new inning beginning after 2:15 minutes. League games that are tied after the time limit has been reached, will be scored as a tie. Playoff games that are tied after the time limit has been reached will play until there is a winner.
- A game is complete after 4 complete innings.
- Both the home and opposing teams Team Managers will meet 5 minutes prior to game time for Ground Rules.
- All batters, base runners, pitchers warming up on the mound and player base coaches must wear helmets at all times. Catchers must wear all equipment including a mask, when warming up a pitcher on the field of play.
- Home team in Playoff games will be the higher seeded team.
- Dropped Third Strike rule will be in effect.
- In-field fly rule will be in effect.
- The minimum number of players to play is 8.
- If a player is injured and unable to play that spot in the lineup can be skipped in the batting order without penalty. If the player is removed while on the bases, the player who the last out was recorded against will be inserted as the baserunner. If the injured player is able to return, they must be inserted back into the lineup the next time their spot in the batting order comes up. If they are unable to re-enter at this point, they must be removed for the remainder of the game with no penalty to the team.
- Coaches will bat their entire bench and players that arrive after the game begins will be placed at the bottom of the batting order. If the entire lineup has cycled, the player cannot be added.
- Bunting is allowed at any time during the game. Foul bunts with 2 strikes will be considered an out.
- Defensive substitutions may be made freely.
- Catcher/Pitcher Speed Up Rule – A courtesy runner may be used if the offensive team's catcher/pitcher is on base with 2 outs. The courtesy runner MUST be the player that recorded the 2nd out of the inning. The game will not be delayed allowing for a courtesy runner. If the runner is not immediately prepared to take the field, play will continue until such time he / she is ready.
- Any protests or rules in question must be addressed immediately with the umpire and the umpire will have the final decision.
- Teams are allowed 5 minutes each infield practice prior to games if time permits.
- 13U and Above can use metal spikes.
- Any unsportsmanlike conduct (swearing, throwing of equipment, etc.) by a player may result in immediate ejection of the player from the game and

subject him/her to additional disciplinary. Players fighting are subject to possible suspension for the year.

- Teams will split umpire fees (2 umpires).
- A decision to postpone a game due to unplayable conditions is up to the coaches prior to the start of the game. Once the game begins, it is the umpire's decision.
- Smoking and alcohol consumption are NOT allowed at any facility.

Behavior:

- Unsportsmanlike behavior of any kind WILL NOT be tolerated. This includes players, coaches, parents, fans & anyone else in attendance.
- No judgment call may be debated by any manager, coach, player or fan. Rule interpretations may only be raised by the **team manager**, not coaches.
- The team's Manager is responsible for the behavior of his team and their fans. If any player, coach or fan is ejected from a game, they **MUST** leave the facility and will remain ejected for the remainder of the game. If the manager is ejected, they must leave the facility and will receive a 1 game suspension. If a coach is ejected, they must leave the facility and they will receive a 1 game suspension. If the behavior happens with the same individual more than 1 time, they will have to meet with the league commissioners for a hearing and ruling on their attendance for the remainder of the season will be decided.

Run Rule:

- A team may score a maximum of 6 runs / inning with the exception of the 7th inning. A team may score unlimited runs in the 7th inning. During the playoffs, there **will be no 6 runs rule**.

Bats:

- This league is a **BBCOR Bat/Wood Bat** league and this rule will be enforced. If a batter is found to use an illegible bat ("used" defined as held the bat in the batter's box for at least one pitch), the batter will be declared out, and the runners will not advance. If the bat is discovered after the player hits, the batter will be declared out, and the runners will return to the positions they were at the beginning of the batter's appearance. If the bat is not discovered until after the next play (i.e., next pitch), play continues with no penalty.

Base Running:

- Lead-offs and stealing is allowed.

- If a fielder, who is in a position to make a play at any base, the base runner must slide to avoid collision, or the play will result in an automatic out.
- Head first slides are allowed.
- Players must request and be granted time by the umpire for a dead ball to occur. Coaches may not call time for their players when a player is getting up from sliding into a base.
- There is stealing of home. With runners on first and third and the runner from first goes to steal second, the runner at third can advance to home at their own risk.

Defensive Rules

- Defensive Positioning. Teams may field nine players on defense. Three outfielders, four infielders, a pitcher, and a catcher. Defensive substitutions can be made freely.
- At no time should an outfielder be placed in the infield as an over shift.
- Catchers must be in full protective equipment. The catcher must not block home plate or otherwise impede a runner from scoring if he doesn't have the ball (This is a judgement call by the umpire).
- Infield fly rule does apply.

Pitching:

- A player may pitch no more than 12 consecutive outs per game. If a player does not record an out but pitches the entire inning that ends due to the 6 run rule it will be counted as 3 outs. If a player comes in for relief and does not record an out and the inning ends due to the 6 run rule that will be counted as 1 out.
- Once a player is removed from the mound, he is not allowed to pitch for the remainder of the game.
- If a pitcher hits 3 batters in an inning, he must be removed from pitching for the remainder of the game.
- A player must be removed from pitching upon the second mound visit by a coach in the same inning.
- Balk rule is applied.
- There are no intentional walks.
- Pitchers must wear protective helmets while warming up.