



## WESTFIELD BASEBALL LEAGUE

### INTERNATIONAL LEAGUE RULES (5<sup>th</sup> / 6<sup>th</sup> Grades)

#### I. PLAYING RULES

Will be in accordance with the current Official Rules of Cal Ripken Baseball, a division of Babe Ruth Baseball. Supplementing, or in certain cases superseding, those rules, the following rules are applicable to the International League:

##### A. Pitching

1. The League week begins on Saturday and ends on Friday.
2. A pitcher may pitch a maximum of four innings per day and six innings per league week
3. One ball pitched is considered one inning.
4. No pitcher may pitch more than four innings in the same game, even if the game goes into extra innings or is interrupted and resumed at a later date.
5. **MANDATORY REST FOR PITCHERS AS FOLLOWS (NO EXCEPTIONS):**
  - a. 3 or 4 innings pitched – 2 calendar days rest. For example, if a player pitches 3 innings on Monday, they are eligible to pitch again on Thursday.
  - b. 2 innings pitched – 1 calendar day rest. For example, if a player pitches 2 innings on Monday, they are eligible to pitch another 2 innings on Wednesday.
  - c. 1 inning pitched – 0 calendar day rest.
6. A pitcher removed from the mound during a game may not return as a pitcher in the same game.
7. The manager of each team is obligated to record and preserve the number of innings pitched and the games in which said innings were pitched, by all players on his/her team.
8. Curve balls are not permitted. A curve ball which is not put into play will be deemed a ball. If a curve ball is put in play results in an out, the play shall be deemed void and recorded as a ball. If a curve ball results in a batter reaching first base safely, and does not otherwise result in an out, the play will stand. Whether a pitch is curved or not is a judgment call by the home plate umpire.
11. A pitcher must be replaced if he hits 2 batters during any half-inning or 3 batters during the course of a game.
12. The coach is permitted one trip to the mound per inning per pitcher; on the second trip the coach must replace the pitcher.
13. Failure to comply with any of the pitching rules will result in automatic forfeiture of the game in which the non-compliance occurred.
14. Balks will be called with the following exceptions: (a) no balks will be called until after one warning has been issued per pitcher.

##### B. Player Eligibility

1. Free Substitutions of Players will be used by League to gain maximum player involvement and maximum enjoyment of the game by all players. GOAL: NO PLAYER WILL SIT OUT



**2 CONSECUTIVE INNINGS.** The free substitution rule applies to all players with the exception of the pitcher. If a pitcher is removed, he cannot re-enter the game as a pitcher in a subsequent inning.

2. All position players may be freely substituted in the beginning of each inning as desired.
3. The batting order shall include all players in attendance (factoring in the number of players on the opposing team for scoring purposes). Each team shall bat until 3 outs have been recorded.
4. There shall be no exchanging or trading of players between teams after rosters been established at the conclusion of the draft.
5. In the event any player is absent from 3 games, the team manager must personally notify the League Director at once, stating the reason(s) for such absence. Any manager may, during the season, drop any players who do not maintain a reasonable record of attendance at practices and games, or who act in any way detrimental to the welfare of the team. However, such action by the manager must first be approved by the League Director
6. Any International League player who resigns from a team becomes automatically ineligible for the balance of the current season and, thus, may not join any other league team
7. In order to be eligible for participation in summer travel, a player must participate in at least 75% of the games played by his/her Major or International team, unless the player is injured and obtains approval of the League Director.
8. Participation in a league game by an ineligible player will result in an automatic forfeiture. No formal protest is necessary in such instance.
9. If a player does not participate in an originally scheduled game, the player is ineligible to participate in the continuation of that game should it be postponed.

### **C. Protests**

1. In case of protest arising out of an umpire's interpretation of a playing rule, the manager must announce his/her intention to play the game under protest AT ONCE and before the next play beings. Protests must be in writing and postmarked or delivered to the League Director with 48 hours after the conclusion of the game. A protest will be disallowed if not timely filed.
2. The League President and two members of the Rules Committee shall make the decision on all protests, which decision will be final. Any protest involving the judgment call of an umpire will be disallowed. If any protest is upheld, the game will be replayed from the point of protest, with the League director being sole arbiter as to the conditions that existed at the time of the protest.
3. Every effort should be made to resolve the dispute on the field without recourse to a formal protest.

### **D. Game Times**



1. An official game is 6 innings or two hours from the start of the first pitch - whichever occurs first.
2. No new inning shall start after one hour and forty-five minutes from the first pitch. If an inning is started before 1:45 minutes from the start of the game, the inning must be completed (unless interrupted for weather or darkness).
3. If a game is interrupted due to weather or darkness, it will be considered an official game if 4 innings (3 and one-half if the home team is ahead) have been played. The umpire will make the final decision as to whether to postpone a game for any reason.
4. If weather or darkness requires a game to be interrupted before it is an official game, it will be continued from the point of interruption at the earliest practical date with the same lineups and umpires being maintained to the fullest extent possible.
5. Mercy rule is as follows: 12 runs after 4 innings, 10 runs after 5 innings.
6. Whenever a game must be rescheduled, the date, time and place of the replay shall be decided by the League Director.
7. All games are to be played on their scheduled date. Any postponed game, other than weather related will result in a forfeit unless approved by the league director. Field capacity severely limits the playing of non-scheduled make up games

#### **E. Equipment**

1. Batters and base runners must wear helmets.
2. Catchers must wear a helmet, chest protector, shin guards and a cup.
3. Bats must have the USABaseball stamp. Coaches are responsible for ensuring legal bats are being used.
4. No metal spikes are allowed to be worn by any player.

#### **F. Other Playing Rules**

1. The home team shall occupy the benches along the first base side of the field.
2. A mandatory "speed up" rule is in effect. Specifically, a manager must pinch run for the catcher to be used the following half inning when there are two outs. The pinch runner shall be the player with the last batted out.
3. Dropped third strike rule is **NOT** in effect.
4. Infield fly rule is in effect.
5. Players may lead off of all bases.
6. Base runners are permitted to steal 2<sup>nd</sup> and 3<sup>rd</sup> base. Stealing of home is not permitted on a pitch, however runners on 3<sup>rd</sup> may advance on an overthrow, either on a ball in play or on an overthrow on a steal of 3<sup>rd</sup> base.
7. Feet first slide is mandatory whenever there is a close play at 2nd, 3rd or home plate.
8. Head-first sliding is not allowed unless a player is returning to a base (violations will



result in the player being ruled out)

9. Sliding into first base is an automatic out.
10. Most games will be umpired by carded umpires. If an umpire does not show up, it acceptable to use a parent or coach to umpire agreed to by each manager.
11. Team may use a manager, assistant manager, and/or coaches as base coaches. Any base coach who interferes, verbally or otherwise, with a player or players on the opposing team may be removed from the field of play by the umpire in charge. A manager or assistant manager must be in the dugout at all times supervising the players.

### **G. Responsibilities of the Manager**

1. Must field a completely uniformed team (including caps) at the scheduled time and place, ready to go ON TIME. In the event one team cannot field 8 players within 10 minutes after the scheduled starting time, the umpire shall declare a forfeit.
2. A team may play with 8 players. The 9th position at bat, for teams playing with 8 players, will not automatically be recorded as an out each time that batting position is due up.
3. Must conduct himself/herself in a sportsman-like manner, setting the example for all members of the team. Any manager who interferes, verbally or otherwise, with a player or players on the opposing team, may be removed from the field of play by the umpire in charge.
4. Must keep members of the team, and fans of the team, under control at all times.
5. Keep all players should be on the players' bench except for those at bat, in the on-deck circle, on the field or in the bullpen warming up.
6. If the home team, manager must see that the field equipment (bases, umpire's gear, etc.) is on hand and available at least 15 minutes before the scheduled starting time.
7. If the home team, manager must have two new baseballs, plus other playable balls, on hand for the plate umpire prior to start of play.
8. Must represent his/her team at all league meetings, or have assistant manager attend in his/her absence.
9. When there is a dispute on the field, only the manager and umpire(s) will discuss it. The assistant manager, and/or coaches, and all other adults, are to remain off the field.
10. Managers shall not intimate or berate the umpire(s).
11. Must assign a team scorer (who will be the official scorer when the team is the home team) for all games. The scorer for each team shall confer after each half inning, or full inning, to confirm the number of runs scored.
12. Must assist umpire in keeping the game moving. Instruct players to trot on and off the field, appoint someone to warm-up pitchers, have scorer keep batters aware of their turn to hit, help catcher putting on equipment, etc.
13. Must rake the field and clean the dugout (bench) area after each game. During the game, must see to it that team members do not litter the field or dugout (bench) area or



otherwise damage the field.

14. Must keep the League Director aware of any equipment needs so that games are not delayed.
15. During all games and practice sessions, precautions for the safety of both players and spectators must be observed. Any player or spectator injuries, or damage to property must be reported without delay to the League Director in order to comply with the requirements of WBL insurance coverage.
16. In the event any manager or assistant manager is ejected from a game for any reason, the manager or assistant manager will automatically be suspended for the entire following game. At the discretion of the League Director the suspension may be increased.

## **H. PLAYOFFS**

1. There shall be playoffs at the end of the regular season.
2. The format will be decided by the League Director, in consultation with the team managers, and must be announced before the season starts.

## **I. SLIDING, COLLISIONS AND INJURY**

It is the policy of the Westfield Baseball League to enforce rules that discourage collisions between offensive and defensive players, and conduct that is likely to result in injuries. Managers should instruct players to comply with the following rules:

1. Base runners should be taught and encouraged to slide in most game situations. A base runner will not be called out for not sliding if there is no contact or if there is only, in the judgment of the umpire, incidental contact with the defensive player handling the ball. A base runner will be called out for not sliding if there is contact with the defensive player handling the ball.
2. In the event a runner is called out by the umpire for not sliding, the ball is dead and no further advance by any base runner is permitted. The runners between bases must return to the base left.
3. A base runner whose failure to slide is coupled with an apparent deliberate collision or attempt to collide with the fielder shall be called out and ejected from the game. The incident must be reported to the League Director by the umpire without delay.
4. A defensive player shall not fake a tag at a baserunner when the player does not have the ball. A player violating this rule shall first be warned by the umpire and then, if it occurs again in the same or subsequent game, shall be ejected from the game. The incident must be reported to the League Director by the umpire without delay.
5. The umpire must call time to stop play and attend to the injury. Thereafter, the umpire shall award any runners the bases he/she believes they would have attained had play not been stopped.
6. "Slashing" is prohibited. If, in the discretion of the umpire, a player "slashes" or attempts



to “slash”, that player shall automatically be called out by the umpire, the ball is dead and no further advance by any base runner is permitted.

**Rules Applicable to all Leagues.**

1. The philosophy of the Westfield Baseball League is that coaches are to coach and should not be interfering with the umpires in any manner other than to address safety or administrative issues, in which case coaches shall have the final decision. To the extent any manager or coach has any difficulty with an umpire; this concern should not be expressed to the umpire, but should instead be raised to the League Director. League Directors may suspend any manager in their league for improper conduct pending the scheduling of any emergency Westfield Baseball League meeting. Both manager and Director will have the opportunity to speak at this meeting after which the Westfield Baseball League board will vote to remove or reinstate said manager.
2. At any time, upon the mutual agreement of the opposing managers and with the approval of the League Director, any rule may be added, deleted or modified if they believe it will be in the best interest of the players.