

# **2019 RYS Baseball Coach's Manual**

**❖ PREP LEAGUE**

**❖ MINOR LEAGUE**

**❖ JUNIOR LEAGUE**

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Revision	Date	Author	Section	Description
2	5/12/17	R. Johnson	N/A	Updated dates for 2017. Updated committee members.
3	5/31/17	R. Johnson	5.16b	Clarified stealing rule for Minor League.
4	6/15/17	R. Johnson	6.16b	Removed following line from Junior League rules: “After pitching four non-strike pitches to the batter, the batter-runner must stop at first base unless a play is made on the batter-runner.” This rule was intended only for Prep and Minor Leagues.
5	5/7/18	R. Johnson	N/A	Updated dates for 2018.
6	5/1/19	R. Johnson	N/A	Updated dates for 2019. Moved Bat Matrix to its own document, “Bat Rules”.

## General Information

<b><i>Statement of Intent</i></b>	To provide a well-organized athletic program and to instruct all youth in the basic fundamentals of a given sporting activity, with an emphasis on team spirit, leadership, and sportsmanship.
<b><i>Objectives</i></b>	The participants are expected to gain self-confidence through team play and to develop their skills to the best of their individual capabilities. The emphasis should always be on good sportsmanship and the belief that each player is a winner. The coach must also impress upon the players that the team wins or loses the game, not the individual players.
<b><i>Volunteerism</i></b>	RYS is an all-volunteer program. Therefore, it may become necessary for a parent to umpire a game. RYS is grateful to all volunteers.
<b><i>Manual</i></b>	This manual is intended to assist coaches in managing the game of baseball. Not all rules or situations are covered. However, some situations are hi-lighted to help the participants, coaches and spectators have a positive experience. The Baseball Committee reserves the right to modify, change or eliminate any part of the Coach's Manual, as it deems appropriate and necessary. All efforts will be made to inform all parties of any changes.
<b><i>Eligibility of Players</i></b>	All players must have their registration approved by the Baseball Committee before the start of league play. A player's age is determined as of September 1st of the current year and this will be considered the player's age throughout the season. Teams moving from Rookie to Prep League will be required to be drafted by the coach (with the exception of the only the head coach's son or daughter who is automatically placed on the team). All players must provide a self-evaluation on-line or on their registration form. We will also be moving towards an end of season evaluation by the head coach that is submitted to RYS as a condition of coaching in future years.
<b><i>Draft</i></b>	Player alignment / drafts meetings are held for T-Ball, Coach Pitch, and Rookie to assign players to teams. At the higher levels of play <i>the draft is designed to promote parity</i> among teams in Prep, Minor, and Junior Leagues. Teams and individuals moving from Rookie to Prep League will be drafted onto a team. For teams and individuals moving up to Prep League, the coach will be required to draft all members of the team or individual players, excluding the head coach's son or daughter. As described above all players will be evaluated by the coach at season end. Players not evaluated will be placed in a sealed "blind" draft for purposes of being chosen by a team in the next season.
<b><i>Rain Out Information</i></b>	You can check the website: <a href="http://www.racineyouthsports.com">www.racineyouthsports.com</a> after 4:30pm. You may also call 886-8970 after 4:30 PM and listen for a possible message. A decision of a game(s) being cancelled due to inclement weather or field conditions will be made by this time.

## Coach Etiquette and Responsibilities

A coach's attitude can motivate the players and spectators in a positive or negative way. The coach's approach to the game should be respect toward the officials, the game, its rules and all participants, parents and spectators. The coach is key to the program.

### Coach Responsibilities

(This list is not all-inclusive, but rather is an essential guide.)

- ◆ Teach and practice good sportsmanship at all times
- ◆ It is mandatory for coaches to show up for all coaches' meetings or send a representative
- ◆ Be able to relate the intent and objectives of the program to the parents
- ◆ Be willing to put the RYS objectives before your personal goals
- ◆ Ensure all assistant coaches and players are knowledgeable of game rules and etiquette
- ◆ Practices may be conducted more than three times per week; however, players are only required to attend three practices, including games.
- ◆ Insure that the playing field and equipment is safe for play; inform league representative of unusual conditions. If any equipment is not to manufacturer's specifications, it must be reported to the Sports Director or turned in for exchange, i.e., cracked batting helmets.
- ◆ Know basic first-aid practices and emergency procedures; report all injuries to the Sports Director
- ◆ Insure all players are safe and are wearing all safety equipment. All catchers must wear protective equipment. Male catchers must wear a supporter and cup.
- ◆ Coaches must maintain their composure and behavior during all scheduled games and practices.
- ◆ Advise any unruly spectator to cease their action or leave the playing area.
- ◆ Provide assistance in enforcing all rules and disciplinary actions with umpires when necessary.
- ◆ Coaches, players, spectators or umpires will not tolerate profanity or abusive language.
- ◆ Any coach who attends a practice session or scheduled game intoxicated or under the influence of drugs or alcohol will be expelled from the league permanently.
- ◆ Smoking or use of intoxicating beverages or any drugs are not permitted at practice or on the playing field or bench by any coach, player or spectator.
- ◆ Coaches must remain at practice sessions and scheduled games until all of the team members are picked up by a parent or guardian, or are taken home by one of the coaches or parents
- ◆ The coach or assistant coach must report 15 minutes before the arrival of the team for each practice or game
- ◆ Insure that all players participate in practices and games
- ◆ Insure that each player regardless of ability feels important
- ◆ Only one designated head coach to be determined at the pre-game conference is permitted to request time from the umpire to discuss game situations
- ◆ Home team will supply the official scorekeeper. Visiting team is responsible to verify the score with the home team at the end of each half inning. Opposing teams must be given players numbers in the correct batting order.
- ◆ Coaches are responsible for calling in or submitting via website the final score of a game by midnight of the game day.
- ◆ Each team will furnish one new game ball before the start of game. Coach and T-ball leagues need only one ball per game.
- ◆ Inform all players and spectators that they must remain behind the backstop (only on the bench sides and not directly behind the batter)
- ◆ If no umpire is available for a game, an agreed upon volunteer or coach will umpire. They can do this from either behind the pitcher or catcher. A game cannot be rescheduled due to lack of an umpire. In cases where a parent or coach is umpiring, both teams have the right to put on umpire in the field.
- ◆ Keep team rosters up-to-date and inform the Sports Director of any changes
- ◆ Evaluate your team members at the end of the season and provide the evaluation to the Sports Director.
- ◆ Coaches should consider "Umbrella Liability Insurance" coverage (obtained through their current insurance company).

## Coach Do's and Don'ts

- ☺ Do show common courtesy to return all calls (up to 9:00 pm) or correspondence.
- ☺ Do use a 2x4 as a cushion when setting the pitching rubber.
- ☺ Do go over the ground rules prior to the start of EACH game.
- ☺ Do play the game if no umpire shows up, inform the Head of Umpires of the lack of an umpire immediately after the game
- ☺ Do have consideration and respect for the losing team by not running up the score
- ☹ Do not voice criticism in public of officials, coaches or the program. Any comments, preferably in writing, should be made to the Sports Director or your league representative.
- ☹ Do not conduct practice or play a game prior to the league draft.
- ☹ Do not conduct practice or play a game without a coach or assistant coach present.
- ☹ Do not allow practices to exceed two hours per practice.
- ☹ Do not pull out the straps on bases when removing the equipment.
- ☹ Do not ask the umpire(s) to remain if a game has been forfeited for any reason
- ☹ Do not call the umpire to reschedule a game.

## Umpire Responsibilities

The umpire is to arrive at the field at least 15 minutes before the scheduled start of the game. Five minutes before the scheduled start, the umpire is to clear the field of all practice and begin the pre-game conference. Present at the conference will be a minimum of the designated head coach and one player representative. The conference is to be held behind home plate. The designated head coach will be determined at this time and will sign the umpire's score sheet.

The umpire will control the game at all times. He or she will listen for unsportsmanlike comments and take action as necessary. The umpire(s) are also responsible for controlling coaches, players and spectators, although the coach will assist as necessary when players and or parents are unruly. Umpires are empowered to give warnings and eject players, coaches or spectators, but ejections may occur without (see Ejection / Suspension Procedure) as necessary. The umpire is to evaluate the team and coaches for sportsmanship on the Umpire Pay Sheet and turn this in to the Head of Umpires.

All ejections, warnings, and unusual situations are to be reported to the Head of Umpires immediately following the game in which the incident occurred.

The plate umpire is responsible for calling time outs, stopping a game due to lightning, confirming a score between innings, keeping track of time and recording protests. The plate umpire is to watch for pitching, fielding and base running infractions. The plate umpire will assist the base umpire only when asked by the base umpire.

The base umpire's primary responsibilities include calling time outs, watching for pitching, fielding and base running infractions. He or she will assist the plate umpire only when asked by the plate umpire. In the event of rain causing a game to be postponed, the game will be rescheduled. If the game was rained out, the home team coach has primary responsibility to call the league office and inform them of the rain out. The home team call must be made within 48 hours of the start of the scheduled game that was rained out.

## Rain Out Procedures

Weather permitting; all scheduled games must be played. If a team cannot play a game for non-weather related reasons, the postponing coach is responsible for calling the RYS office with appropriate time so the umpire(s) may be cancelled. The postponing coach is responsible for getting a replacement field, date, and to make any necessary arrangements or accept a forfeit. RYS is not responsible for obtaining fields or umpires for games that are not rescheduled by RYS, except rained out games. If a rescheduled game is not made up as scheduled, the game will be forfeited.

The rescheduling of a game cancelled due to weather will be determined by the RYS office and will be published on the RYS website. Cancelled games will normally be rescheduled for the following Friday or Saturday if a team cannot play the rescheduled game, that team will forfeit the game. . If possible, an advance rainout make-up schedule will be provided.

## Discipline, Forfeiture Procedure and Protests

### Discipline Procedures

It is understood that the plate umpire is in charge. Any umpire has the authority to warn or eject any coach, player or spectator for unsportsmanlike conduct or for defined infractions of the rules. A warning is not a prerequisite to an ejection. The coach is also responsible for taking charge of the players, assistant coaches and spectators before, during and after the game. The coach must assist the umpire(s) in enforcing ejections and abide by them regardless of their opinion. Play will not continue until the offender is out the playing area. Failure of the offending person(s) to leave in a reasonable amount of time will cause the game to be forfeited.

All ejections will be reported and reviewed by the Baseball Committee. The Committee will use the following to determine penalties for any unsportsmanlike conduct.

#### Suspension/Ejection Table

Number of Offense	Penalty
1 <sup>st</sup> Offense	Suspension for remainder of game plus next game; the offending person has a right to appeal within 24-hours from occurrence in question.
2 <sup>nd</sup> Offense of same ejected person	Suspension from all RYS activities until season end; a review of the offending person will be conducted by the Infractions Committee.

Note: If the violation is flagrant enough, the Baseball Committee can choose to take other appropriate action.

### Protest Procedures

A protest must be declared at the point of the infraction and must be filed with the umpire (if more than one umpire is working the game, the plate umpire is the umpire-in-chief (UIC)) and opposing coach before the next pitch or before the UIC leaves the field of play. The protest must be submitted **in writing** within 48-hours to the Sports Director and Head of Umpires and must include the following information: inning, number of outs, batter and jersey number, batter's count, base runner's location and jersey number. A detailed explanation must also be included to the justification of why the game is under protest. The UIC will also record this information on the back of the Umpire Pay Sheet and report the protest to the Umpire Coordinator.

A protest will be considered only when it is based on an interpretation of playing rules or the use of an ineligible player. **No protest will be considered on a decision involving an umpire's judgment.**

The Protest Committee shall convene to discuss the merits of the protest. The Committee will consist of the Sports Director, Baseball Committee personnel, and Head of Umpires. The Committee shall act as quickly as possible to resolve the protest. The decision by the Protest Committee is final. If the protest occurs during playoffs or championship game, a Baseball Committee designee will handle it at the time of the protest and this decision is final.

The exception to the protest time frame as outlined above is player eligibility, which will apply the entire season. If a player is discovered to be ineligible to play in the assigned league because of age regardless of when during the season the discovery was made, that player will be placed on a team in an appropriate league and will be suspended for two games. If a player is found to be ineligible due to an RYS oversight, the player will be placed in an appropriate league but will not be suspended. Any requests for a player to be assigned to a league that is not age appropriate must submit this request in writing and approved in writing by the Sports Director prior to the start of the season. If a protest is allowed, the game will resume from the exact point of when the infraction occurred. The League and Head of Umpires shall select the date and time and umpires to resume a protested game. All protested games will be made up prior to the end of the season, if it has a possible bearing on the final standings. If the protesting team is not able to field a team for the designated make-up time, the protest shall be ruled invalid and the results of the game shall stand. If the non-protesting team is not able to field a team for the designated make-up time, the game shall be forfeited and a score of 7-0 shall be awarded to the protesting team.

Note: Failure to follow the above procedures will result in the protest being nullified.

## Prep League

### 4.0 Game Play

- 4.01 Rules** The league will play National Federation (WIAA) Rules with the following exceptions and clarifications:
- 4.02 Field Dimensions** The bases will be 60' measured from the back edge of 1<sup>st</sup> and 3<sup>rd</sup> bases to the center of 2<sup>nd</sup> base. The pitching rubber shall be 46' measured from the front edge of the rubber to the tip of home plate. The batter's box shall be a rectangle 3' x 6'. ◊
- 4.03 Equipment** Players may wear baseball, soccer-style or tennis shoes. No metal spikes allowed. Wood bats are allowed (see 4.15a, *Batting: Bat Size*, 4.15b, *Batting: Manufacturer Mark and Penalty*). Bats will be available for inspection by the umpire throughout the game. Full uniforms are required. If a player is not in full and proper uniform, the player cannot play.
- 4.04 Game Length** All games will be seven innings or one hour and 45 minutes, whichever comes first. No new inning will start after one hour and 45 minutes from the start of the game; the time at the last out will be considered the end of inning. If a game cannot be completed, scores revert to the last completed inning. A game is considered complete after 4 innings unless the home team is ahead after 3 ½ innings.
- 4.04a Game Length:  
Tied Game In the event of a tie at the end of the seven innings, if time permits extra innings may be started but must be completed to be considered a complete inning, otherwise the score will revert to the last completed inning.
- 4.04b Game Length:  
Game  
Interruption Games stopped for more than five minutes, other than in cases of lightning (see 4.05, *Lightning*) will also stop the clock and will restart at the first pitch by the pitcher.
- 4.05 Lightning** At the first sighting of lightning, the game will cease IMMEDIATELY! The game shall not restart until 30 minutes have past since the last sighting of lightning. Do not leave the area for at least 30 minutes. If a game can resume within 30 minutes and one of the teams is not available to complete an official game, that team will forfeit the game by a score of 7-0. Sitting in the dugout or covered bench is **NOT** adequate protection from lightning.
- 4.06 Called/Cancelled Games** Games called due to inclement weather are complete games if the required number of innings is played (see 4.04, *Game Length*). Any game called based on the elapsed game time is considered complete regardless of the number of innings played. The score shall revert to the previous inning if a complete inning cannot be played unless the home team is leading. A tie will be recorded as ½ win, ½ loss for league standings. No games will be considered suspended except for playoff and championship games.
- 4.07 Starting and Ending of Game** An official game may be played if a minimum of eight players is present within ten minutes of the scheduled start of the game, otherwise the game shall be forfeited. If neither team is able to provide enough players by the scheduled start time, each team will record ½ win and ½ loss. A team may complete an official game with only eight players.
- 4.07a Starting and  
Ending of Game:  
Player Position Ten players may be on the field with four outfielders. The **outfielder must stay in the outfield (grass edge)** and is not allowed to move into an infield position, i.e. deep short.

- 4.07b Starting and  
Ending of Game:  
Late Arrival If the ninth player arrives and his or her team is on defense, that player is ineligible to enter until the team is on offense. The ninth player is recorded as an out in the batting order the first time that he or she should have batted.
- 4.08 Slaughter Rule** There will be a maximum of five (5) runs allowed per inning, except for the final inning of the game. The last inning will be determined prior to the start of the inning. Umpires will end the game if there is a ten or more run differential after four innings.
- Note: An **end-of-game** discussion between both coaches and umpire should occur 10 minutes prior to the end of the game (regardless where the game is at the 10 minute mark).*
- 4.09 Pre-game and Conferences** Each team is permitted five minutes of infield practice before the scheduled start of the game. The home team will have the field last. The pre-game conference will begin promptly five minutes before the scheduled start of the game. The head coach (or in the case of a team having co-coaches, the head coach will be determined at this time) and one player representative from each team will be present at the pre-game conference. Both the first and last name along with jersey number will be listed on the official line-up card. Games will start on time. Practice or warm-up time will be forfeited to insure on time starts.
- 4.10 Speed-up Rule** The catcher will get ready when there are two outs. If the catcher is on base, the last runner out will run for him or her.
- 4.11 Coaching** Only one *designated head coach* may request “time” to have a discussion with an umpire. Head coaches, assistant coaches, players and parents will refrain from the use of foul, abusive, threatening language toward any other coach, player (even if their own son or daughter) or umpire on either team. Coaches will remain at least three feet from the umpire throughout the game.
- 4.11a Coaching:  
Obstruction Coaches are not permitted to physically touch a runner during the pursuit of a play. The penalty is an out. Examples are aiding a runner if he or she falls, slowing a runner to keep him or her at the base or stepping in front of the runner to slow him or her down.
- 4.11b Coaching:  
Requesting Time Coaches are only permitted to request time and must wait for the umpire to grant it before going on to the field or beginning a discussion with a player or umpire. Only **one offensive time out** will be granted.
- 4.12 Pitching** Pitchers are allowed to pitch a **maximum of 9 outs per game**. Any pitcher may return to pitch only **once** per game. (See *Eligibility of Players*)
- 4.12a Pitching:  
Game Situations Pitchers are allowed to throw four balls before the batter is given a walk. *Intentional walks* are permitted with notice being given to the umpire. Balks are not called. The coach shall instruct the pitcher to continue with the follow through once the delivery of the ball has begun. New pitchers will be allowed four (4) warm-up pitches for new pitchers, and returning pitchers will be allowed two (2) warm-up pitches. Any non-adult warming up a pitcher must wear a catcher’s mask regardless of where the warm-ups occur.
- 4.13 Fielding All players must play at least three complete defensive innings.**
- 4.13a Fielding:  
Positioning Ten defensive players, if enough players are present, must be placed on defense and four outfielders must be used. Fielders with exception of the catcher, who will have both feet in the *catcher’s box*, must keep one foot in fair territory until the ball is pitched. Outfielders must remain in the outfield (grass edge) until the ball crosses the plate.

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- 4.13b Fielding:  
Substitutions A starting and non-starting player may be *freely substituted* throughout the game.
- 4.13c Fielding:  
Game Situations Fielders must not obstruct a runner or change the pattern of play. When an obstruction occurs, the ball becomes dead at the end of the playing action and only the obstructed runner is awarded at least one base from the base occupied at the time of the pitch.
- 4.14 Catching** Catchers are not permitted to talk to or otherwise distract the batter. The first offense will result in a team warning, the second offense will result in an ejection of the offending player.
- 4.14a Catching  
Interference Catchers may not *interfere* with a batter's attempt to hit the ball. The penalty is that the batter is awarded first base, all runners return to the base occupied at the time of the pitch. If a runner was stealing at the time of the pitch, the runner will remain at the base occupied at the time of the infraction.
- 4.15 Batting** All players present will be placed in the batting order and will bat around. No designated hitters or substitutes will be allowed. If the batting order drops to eight players, an out will be registered only once and only when that batter was due up in the line up.
- 4.15a Batting:  
Bat Type Wood or metal and composite bats are permitted. All bats must be marked with silk screen or with some other permanent manufacturer's labeling device. No labels, decals, or stickers are acceptable. Dented or repaired bats are not permitted for use during practice or at game times.
- 4.15b Batting:  
Bat Specifications See the Bat Rules document for the specifications.
- 4.15c Batting:  
Manufacturer Mark See the Bat Rules document for the specifications.
- 4.15d Batting  
Protective Equipment All batters must wear protective head gear (see 4.16a, *Base running: Protective Equipment* for penalties for removal of helmet)
- 4.15e Batting:  
Dropped Third Strike/Foul Tip *Dropped third strike* is not in effect in the Prep League. The ball is alive if the catcher catches a *foul tip*. ◊
- 4.15f Batting:  
Ejected/Injured Player Leaves If a player is no longer allowed or able to bat due to either ejection or injury, no further penalty will be incurred when the batter is due up in the line-up unless the number of batters drop to eight as a result (see 4.07, *Starting and Ending of Game*, and 4.15, *Batting*)
- 4.16 Base running** Designated runners with the exception of the prescribed speed-up rule, will not be allowed if a player is able to play defense. In the event a player is injured during the game, a substitute can run for this player. The substitute runner will be the last batter out. If the injury occurs before the first out, the last out of the previous inning will run. The injured player may be substituted with the last out only once per game, otherwise he or shall be removed for the remainder of the game.
- 4.16a Base running:  
Protective
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	Equipment	All base runners must wear protective headgear. A player removing his or her helmet while on the field of play, except when the ball is dead will result in the following penalty, first time will be a team warning, a second occurrence the offending player will be called out unless the offending player was ruled out, and the third offense and all subsequent violations will result in the ejection of the offending player.
4.16b	Base running: Stealing	Runners may steal 2 <sup>nd</sup> and 3 <sup>rd</sup> base after the ball crosses home plate. The penalty for leaving early is an automatic out. There is no stealing of home and a runner cannot score from third base if the catcher is attempting to throw out a runner stealing second base. (The runner will return to third base.) After pitching four non-strike pitches to the batter, the batter-runner must stop at first base unless a play is made on the batter-runner.
4.16c	Base running Base runner Contact	Base runners must avoid a batted ball and may not <i>interfere</i> with a fielder attempting to field a ball or make a play on a runner. The penalty is that the ball is dead immediately, the runner is out, the batter is awarded first base and other runners return to the bases occupied at the time of the infraction. Base runners are not required to <i>slide</i> into a base. If the contact was <i>maliciously intended</i> the ball is immediately dead, runners return to the base occupied at the time of the infraction and the offender will be ejected from the game at the end of playing action. Runners attempting to score with a potential <i>play</i> at the plate must either legally slide or “give-up” to avoid unnecessary contact.
4.16d	Base running: Infield Fly Rule <sup>◇</sup>	The Infield Fly Rule will be NOT be in effect.

**Note:** In the spirit of fair play, please report violations that cannot be resolved with the other coach and game umpire to [info@racineyouthsports.com](mailto:info@racineyouthsports.com).

## Minor League

### 5.0 Game Play

- 5.01 Rules** The league will play National Federation (WIAA) Rules with the following exceptions and clarifications:
- 5.02 Field Dimensions** The bases will be 70' measured from the back edge of 1<sup>st</sup> and 3<sup>rd</sup> bases to the center of 2<sup>nd</sup> base. The pitching rubber shall be 50' measured from the front edge of the rubber to the tip of home plate. The batter's box shall be a rectangle 3' x 6'.
- 5.03 Equipment** Players may wear baseball, soccer-style or tennis shoes. No metal spikes allowed. Wood bats are allowed (see 5.15a, *Batting: Bat Size*, 5.15b *Batting: Manufacturer Mark and Penalty*). Bats will be available for inspection by the umpire throughout the game. *Full uniforms* are required. If a player is not in full and proper uniform, the player cannot play.
- 5.04 Game Length** All games will be seven innings or two hours, whichever comes first. No new inning will start after two hours from the start of the game; the time at the last out will be considered the end of inning. If a game cannot be completed, scores revert to the last completed inning. A game is considered complete after five innings unless the home team is ahead after 4 ½ innings.
- 5.04a Game Length:  
Tied Game In the event of a tie at the end of the seven innings, if time permits extra innings may be started but must be completed to be considered a complete inning, otherwise the score will revert to the last completed inning.
- 5.04b Game Length:  
Game  
Interruption Games stopped for more than five minutes, other than in cases of lightning (see 5.05, *Lightning*) will also stop the clock and will restart at the first pitch by the pitcher.
- 5.05 Lightning** At the first sighting of lightning, the game will cease IMMEDIATELY! The game shall not restart until 30 minutes have past since the last sighting of lightning. Do not leave the area for at least 30 minutes. If a game can resume within 30 minutes and one of the teams is not available to complete an official game, that team will forfeit the game by a score of 7-0. Sitting in the dugout or covered bench is **NOT** adequate protection from lightning.
- 5.06 Called/Cancelled Games** Games called due to inclement weather are complete games if the required number of innings are played (see 5.04, *Game Length*). Any game called based on the elapsed game time is considered complete regardless of the number of innings played. The score shall revert to the previous inning if a complete inning cannot be played unless the home team is leading. A tie will be recorded as ½ win, ½ loss for league standings. No games will be considered suspended except for playoff and championship games.
- 5.07 Starting and Ending of Game** An official game may be played if a minimum of eight players is present within ten minutes of the scheduled start of the game, otherwise the game shall be forfeited. If neither team is able to provide enough players by the scheduled start time, each team will record ½ win and ½ loss. A team may complete an official game with only eight players.
- 5.07a Starting and  
Ending of Game:  
Player Position Ten players may be on the field with four outfielders. **The outfielder must stay in the outfield (grass edge) and is not allowed to move into an infield position, i.e. deep short.**

- 5.07b Starting and Ending of Game:  
Late Arrival If the ninth player arrives and his or her team is on defense, that player is ineligible to enter until the team is on offense. The ninth player is recorded as an out in the batting order the first time that he or she should have batted.
- 5.08 Slaughter Rule** There will be a **maximum of five (5) runs allowed per inning**, except for the final inning of the game. The last inning will be determined prior to the start of the inning. Umpires will end the game if there is a ten or more run differential after four innings.
- Note: An **end-of-game** discussion between both coaches and umpire should occur 10 minutes prior to the end of the game (regardless where the game is at the 10 minute mark).*
- 5.09 Pre-game and Conferences** Each team is permitted five minutes of infield practice before the scheduled start of the game. The home team will have the field last. The pre-game conference will begin promptly five minutes before the scheduled start of the game. The head coach (or in the case of a team having co-coaches, the head coach will be determined at this time) and one player representative from each team will be present at the pre-game conference. Both the first and last name along with jersey number will be listed on the official line-up card. Games will start on time. Practice or warm-up time will be forfeited to insure on time starts. Line-up cards must be exchanged between coaches.
- 5.10 Speed-up Rule** The catcher will get ready when there are two outs. If the catcher is on base, the last runner out will run for him or her.
- 5.11 Coaching** Only one *designated head coach* may request “time” to have a discussion with an umpire. Head coaches, assistant coaches, players and parents will refrain from the use of foul, abusive, threatening language toward any other coach, player (even if their own son or daughter) or umpire on either team. Coaches will remain at least three feet from the umpire throughout the game.
- 5.11a Coaching:  
Obstruction Coaches are not permitted to physically touch a runner during the pursuit of a play. The penalty is an out. Examples are aiding a runner if he or she falls, slowing a runner to keep him or her at the base or stepping in front of the runner to slow him or her down.
- 5.11b Coaching:  
Requesting Time Coaches are only permitted to request time and must wait for the umpire to grant it before going on to the field or beginning a discussion with a player or umpire. Only **one offensive time out** will be granted.
- 5.12 Pitching** Per game, pitchers are allowed to pitch a **maximum of 9 outs**. Any pitcher may return to pitch only **once** per game. (see *Eligibility of Players*)
- 5.12a Pitching:  
Game Situations Pitchers are allowed to throw four balls before the batter is given a walk. *Intentional walks* are permitted with notice being given to the umpire. Balks are not called. The coach shall instruct the pitcher to continue with the follow through once the delivery of the ball has begun. New pitchers will be allowed four (4) warm-up pitches for new pitchers, and returning pitchers will be allowed two (2) warm-up pitches. Any non-adult warming up a pitcher must wear a catcher's mask regardless of where the warm-ups occur.
- 5.13 Fielding** **All players must play at least three complete defensive innings.**
- 5.13a Fielding:  
Positioning Ten defensive players, if enough players are present, must be placed on defense and four outfielders must be used. Fielders with exception of the catcher, who will have both feet in the *catcher's box*, must keep one foot in fair territory until the ball is

- pitched. Outfielders must remain in the outfield (grass edge) until the ball crosses the plate.
- 5.13b Fielding:  
Substitutions A starting and non-starting player may be *freely substituted* throughout the game.
- 5.13c Fielding:  
Game Situations Fielders must not obstruct a runner or change the pattern of play. When *obstruction* occurs, the ball becomes dead at the end of the playing action and only the obstructed runner is awarded at least one base from the base occupied at the time of the pitch.
- 5.14 Catching** Catchers are not permitted to talk to or otherwise distract the batter. The first offense will result in a team warning, the second offense will result in an ejection of the offending player.
- 5.14a Catching  
Interference Catchers may not *interfere* with a batter's attempt to hit the ball. The penalty is that the batter is awarded first base, all runners return to the base occupied at the time of the pitch. If a runner was stealing at the time of the pitch, the runner will remain at the base occupied at the time of the infraction.
- 5.15 Batting** **All players present will be placed in the batting order and will bat around.** No designated hitters or substitutes will be allowed. If the batting order drops to eight players, an out will be registered only once and only when that batter was due up in the line up.
- 5.15a Batting:  
Bat Type See the Bat Rules document for the specifications.
- 5.15b Batting:  
Bat  
Specifications See the Bat Rules document for the specifications.
- 5.15c Batting  
Protective  
Equipment All batters must wear protective head gear (see 5.16a, *Base running: Protective Equipment* for penalties for removal of helmet)
- 5.15d Batting:  
Dropped Third  
Strike/Foul Tip *Dropped third strike* is not in effect. The ball is alive if the catcher catches a *foul Tip*.
- 5.15e Batting:  
Ejected/Injured  
Player Leaves If a player is no longer allowed to bat due to either ejection or injury, no further penalty will be incurred when the batter is due up in the line-up unless the number of batters drop to eight as a result (see 5.07, *Starting and Ending of Game*, and 5.15, *Batting*)
- 5.16 Base running** Designated runners with the exception of the prescribed speed-up rule, will not be allowed if a player is able to play defense. In the event a player is injured during the game, a substitute can run for this player. The substitute runner will be the last batter out. If the injury occurs before the first out, the last out from the previous inning will run. The injured player may be substituted with the last out only once per game, otherwise he or shall be removed for the remainder of the game.
- 5.16a Base running:  
Protective  
Equipment All base runners must wear protective headgear. A player removing his or her helmet while on the field of play, except when the ball is dead will result in the following penalty, first time will be a team warning, a second occurrence the offending player will be called out unless the offending player was ruled out, and the

third offense and all subsequent violations will result in the ejection of the offending player.

5.16b Base running:  
Stealing

Runners may steal after the ball crosses home plate. The penalty for leaving early is an automatic out.

Stealing home is allowed. The only instance when a runner on third cannot steal home is when there are runners on first and third, and the runner on first is stealing second base. The catcher must also keep the ball in front of them, by either catching the ball or blocking it so that it drops near their feet. If the pitch results in a passed ball (the ball gets past the catcher and near the backstop), the runner on third is allowed to steal home. The umpire will make the call on whether the pitch is considered a passed ball or not. If the umpire rules the pitch not a passed ball, and the runner on third attempts to steal home, they will be sent back to third base with no penalty.

5.16c Base running  
Base runner  
Contact

Base runners must avoid a batted ball and may not *interfere* with a fielder attempting to field a ball or make a play on a runner. The penalty is that the ball is dead immediately, the runner is out, the batter is awarded first base and other runners return to the bases occupied at the time of the infraction. Base runners are not required to *slide* into a base. If the contact was *maliciously intended* the ball is immediately dead, runners return to the base occupied at the time of the infraction and the offender will be ejected from the game at the end of playing action. Runners attempting to score with a potential *play* at the plate, must either legally slide or “give-up” to avoid unnecessary contact.

5.16d Base running:  
Infield Fly Rule ◊ The Infield Fly Rule will NOT be in effect.

**Note:** In the spirit of fair play, please report violations that cannot be resolved with the other coach and game umpire to [info@racineyouthsports.com](mailto:info@racineyouthsports.com).

## Junior League

### 6.0 Game Play

- 6.01 Rules** The league will play National Federation (WIAA) Rules with the following exceptions and clarifications:
- 6.02 Field Dimensions** The bases will be 90 feet measured from the back edge of 1<sup>st</sup> and 3<sup>rd</sup> bases to the center of 2<sup>nd</sup> base. The pitching rubber shall be 56 feet measured from the front edge of the rubber to the tip of home plate. The batter's box shall be a rectangle 4' x 6'.
- 6.03 Equipment** Players may wear baseball soccer-style or tennis shoes. No metal spikes allowed. Wood bats are allowed (see 6.15a, *Batting: Bat Size*, 6.15b, *Batting: Manufacturer Mark and Penalty*). Bats will be available for inspection by the umpire throughout the game. Only bats that are approved by the league will be allowed (see, *Batting: Bat Rule 6.15a and Penalty*). Full uniforms<sup>o</sup> are required. If a player is not in full and proper uniform, the player cannot play.
- 6.04 Game Length** **All games will be seven innings or two hours and ten minutes**, whichever comes first. No new inning will start after two hours and ten minutes from the start of the game; the time at the last out will be considered the end of inning. If a game cannot be completed, scores revert to the last completed inning. A game is considered complete after five innings unless the home team is ahead after 4 ½ innings.
- 6.04a Game Length:  
Tied Game In the event of a tie at the end of the seven innings, if time permits extra innings may be started but must be completed to be considered a complete inning, otherwise the score will revert to the last completed inning.
- 6.04b Game Length:  
Game Interruption Games stopped for more than five minutes, other than in cases of lightning (see 6.05, *Lightning*) will also stop the clock and will restart at the first pitch by the pitcher.
- 6.05 Lightning** At the first sighting of lightning, the game will cease IMMEDIATELY! The game shall not restart until 30 minutes have past since the last sighting of lightning. Do not leave the area for at least 30 minutes. If a game can resume within 30 minutes and one of the teams is not available to complete an official game, that team will forfeit the game by a score of 7-0. Sitting in the dugout or covered bench is **NOT** adequate protection from lightning.
- 6.06 Called/Cancelled Games** Games called due to inclement weather are complete games if the required number of innings are played (see 6.04, *Game Length*). Any game called based on the elapsed game time is considered complete regardless of the number of innings played. The score shall revert to the previous inning if a complete inning cannot be played unless the home team is leading. A tie will be recorded as ½ win, ½ loss for league standings. No games will be considered suspended except for playoff and championship games.
- 6.07 Starting and Ending of Game** An official game may be played if a minimum of eight players is present within ten minutes of the scheduled start of the game, otherwise the game shall be forfeited. If neither team is able to provide enough players by the scheduled start time, each team will record ½ win and ½ loss. A team may complete an official game with only eight players.
- 6.07a Starting and  
Ending of Game:

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|-------------|---|---|
|             | Player Position                                 | Ten players may be on the field with four outfielders. The outfielder must stay in the outfield (grass edge) and is not allowed to move into an infield position, i.e. deep short.  |
| 6.07b       | Starting and<br>Ending of Game:<br>Late Arrival | If the ninth player arrives and his or her team is on defense, that player is ineligible to enter until the team is on offense. The ninth player is recorded as an out in the batting order the first time that he or she should have batted.   |
| <b>6.08</b> | <b><i>Slaughter Rule</i></b>                    | There will be a <b>maximum of five (5) runs allowed per inning</b> , except for the final inning of the game. The last inning will be determined prior to the start of the inning. Umpires will end the game if there is a ten or more run differential after four innings.<br><br><i>Note: An end-of-game discussion between both coaches and umpire should occur 10 minutes prior to the end of the game (regardless where the game is at the 10 minute mark).</i>  |
| <b>6.09</b> | <b><i>Pre-game and Conferences</i></b>          | Each team is permitted five minutes of infield practice before the scheduled start of the game. The home team will have the field last. The pre-game conference will begin promptly five minutes before the scheduled start of the game. The head coach (or in the case of a team having co-coaches, the head coach will be determined at this time) and one player representative from each team will be present at the pre-game conference. Games will start on time. Both the first and last name along with jersey number will be listed on the official line-up card. Games will start on time. Practice or warm-up time will be forfeited to insure on time starts. |
| <b>6.10</b> | <b><i>Speed-up Rule</i></b>                     | The catcher will get ready when there are two outs. If the catcher is on base, the last runner out will run for him or her.   |
| <b>6.11</b> | <b><i>Coaching</i></b>                          | Only one <i>designated head coach</i> may request “time” to have a discussion with an umpire. Head coaches, assistant coaches, players and parents will refrain from the use of foul, abusive, threatening language toward any other coach, player (even if their own son or daughter) or umpire on either team. Coaches will remain at least three feet from the umpire throughout the game.   |
| 6.11a       | Coaching:<br>Obstruction                        | Coaches are not permitted to physically touch a runner during the pursuit of a play. The penalty is an out. Examples are aiding a runner if he or she falls, slowing a runner to keep him or her at the base or stepping in front of the runner to slow him or her down.  |
| 6.11b       | Coaching:<br>Requesting Time                    | Coaches are only permitted to request time and must wait for the umpire to grant it before going on to the field or beginning a discussion with a player or umpire. Only one offensive time out will be granted.  |
| 6.12        | Pitching:<br>Pitch Count                        | Per game, <b>pitchers are allowed to pitch a maximum of 9 outs</b> . Any pitcher may return to pitch only <b>once</b> per game. (See <i>Eligibility of Players</i> )  |
| 6.12a       | Pitching<br>Warm-ups                            | New pitchers will be allowed four warm-up pitches for new pitchers, and returning pitchers will be allowed two warm-up pitches. Any non-adult warming up a pitcher must wear a catcher's mask regardless of where the warm-ups occur.   |
| 6.12b       | Pitching:<br>Intentional Walks                  | Pitchers are allowed to throw four balls before the batter is given a walk. <i>Intentional walks</i> are permitted with notice being given to the umpire.   |
| 6.12c       | Pitching:                                       |   |
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- Balks Balks are enforced after one warning to each pitcher. The coach shall instruct the pitcher to continue with the follow through once the delivery of the ball has begun.
- 6.13 Fielding All players must play at least three complete defensive innings.**
- 6.13a Fielding:  
Positioning Ten defensive players, if enough players are present, must be placed on defense, and four outfielders must be used. Fielders with exception of the catcher, who will have both feet in the *catcher's box*, must keep one foot in fair territory until the ball is pitched. Outfielders must remain in the outfield (grass edge) until the ball crosses the plate.
- 6.13b Fielding:  
Substitutions A starting and non-starting player may be *freely substituted* throughout the game.
- 6.13c Fielding:  
Game Situations Fielders must not obstruct a runner or change the pattern of play. When *obstruction* occurs, the ball becomes dead at the end of the playing action and only the obstructed runner is awarded at least one base from the base occupied at the time of the pitch.
- 6.14 Catching** Catchers are not permitted to talk to or otherwise distract the batter. The first offense will result in a team warning, the second offense will result in an ejection of the offending player.
- 6.14a Catching  
Interference Catchers may not *interfere* <sup>◇</sup> with a batter's attempt to hit the ball. The penalty is that the batter is awarded first base, all runners return to the base occupied at the time of the pitch. If a runner was stealing at the time of the pitch, the runner will remain at the base occupied at the time of the infraction.
- 6.15 Batting** <sup>◇</sup> All players present will be placed in the batting order and will bat around. No designated hitters or substitutes will be allowed. If the batting order drops to eight players, an out will be registered only once and only when that batter was due up in the line up.
- 6.15a Batting:  
Bat Type See the Bat Rules document for the specifications.
- 6.15b Batting:  
Bat  
Specifications See the Bat Rules document for the specifications.
- 6.15c Batting  
Protective  
Equipment All batters must wear protective head hear (see 6.16a, *Base running: Protective Equipment* for penalties for removal of helmet)
- 6.15d Batting:  
Dropped Third  
Strike/Foul Tip *Dropped third strike* <sup>◇</sup> is in effect. The ball is alive if the catcher catches a *foul tip*. <sup>◇</sup>
- 6.15e Batting:  
Ejected/Injured  
Player Leaves  
Game If a player is no longer allowed to bat due to either ejection or injury, no further penalty will be incurred when the batter is due up in the line-up unless the number of batters drop to eight as a result (see, 6.07, *Starting and Ending of Game*, and 6.15, *Batting*)

- 6.16 Base running** Designated runners with the exception of the prescribed speed-up rule, will not be allowed if a player is able to play defense. In the event a player is injured during the game, a substitute can run for this player. The substitute runner will be the last batter out. If the injury occurs before the first out, the last out of the previous inning will run. The injured player may be substituted with the last out only once per game, otherwise he or shall be removed for the remainder of the game.
- 6.16a Base running:  
Protective  
Equipment All base runners must wear protective headgear. A player removing his or her helmet while on the field of play, except when the ball is dead will result in the following penalty, first time a team warning, a second occurrence and all subsequent occurrences will result in an ejection of offending player after the playing action is complete.
- 6.16b Base running:  
Stealing ◊ Runners may lead-off and steal at anytime, with the exception that the team ahead in the score by seven (7) or more runs may not steal on a pitched ball. The ball is dead and runner(s) return to the base occupied at the time of the pitch. Regardless of the score, any runner may advance if a play is made on any other runner.
- 6.16c Base running  
Base runner  
Contact Base runners must avoid a batted ball and may not *interfere* with a fielder attempting to field a ball or make a play on a runner. The penalty is that the ball is dead immediately, the runner is out, the batter is awarded first base and other runners turn to the bases occupied at the time of the infraction. Base runners are not required to *slide* into a base. If the contact was *maliciously intended* the ball is immediately dead, other runners return to the base occupied at the time of the infraction and the offender will be ejected from the game at the end of playing action. Runners attempting to score with a potential *play* at the plate, must either legally slide or “give-up” to avoid unnecessary contact.
- 6.16d Base running:  
Infield Fly Rule ◊ The Infield Fly Rule will be in effect. Runners may run at their own risk once the ball is caught or initially touched by a fielder. If the ball is caught the runner must have tagged up before advancing or attempting to advance to the next base. The infield fly will only be in effect if the umpire has called the Infield Fly Rule.

**Note:** In the spirit of fair play, please report violations that cannot be resolved with the other coach and game umpire to [info@racineyouthsports.com](mailto:info@racineyouthsports.com).