



# 2018 RULES SUPPLEMENT

## 2018 PEWAUKEE YOUTH BASEBALL RULES (AAA)

### ELIGIBILITY/REGISTRATION

#### **WHO IS ELIGIBLE?**

Boys and Girls who are in the fifth or sixth grade (AAA) at the time of spring registration

#### **DO I HAVE TO BE A PEWAUKEE RESIDENT?**

Everyone is welcome, including non-Pewaukee residents! Please note that priority is given to Pewaukee residents.

#### **ARE EXCEPTIONS MADE**

Any requests to waive the eligibility requirements must be approved by the Pewaukee Youth Baseball Board of Directors prior to registration. Requests will be handled on a case-by-case basis. All decisions made by the board are binding and final.

#### **DO I NEED TO REGISTER BEFORE I CAN PLAY?**

Yes. Please also note that once teams are filled to capacity, no more registrations will be accepted and a waiting list will be started in the event players drop out.

#### **WHAT TEAM WILL I BE ON?**

Players will be assigned to teams within a specific division based on their grade level at time of spring registration AAA (5th and 6th graders), not what grade level they will be going into next year. For example, a player who is currently in 5th grade will play in the AAA division.

#### **CAN I PLAY WITH MY OLDER BROTHER IN HIS DIVISION?**

No. However, with the approval of the Pewaukee Youth Baseball Board of Directors, a player may be assigned to a different division if exceptional or unusual circumstances warrant such an assignment. Requests will be handled on a case-by-case basis. All decisions made by the board are binding and final.

#### **WHAT HAPPENS IF MY TEAM PLAYS WITH AN INELIGIBLE PLAYER?**

Teams will forfeit all games in which this ineligible player participated in.

#### **CAN MY COACH KICK ME OFF THE TEAM IF I MISBEHAVE?**

No, unless the coach gets prior approval from the Pewaukee Youth Baseball Board of Directors.

### EQUIPMENT

#### **TELL ME ABOUT THE CATCHER'S GEAR**

Teams will be furnished with shin guards and straps, chest protector, catcher's face mask and a catcher's glove. No player may play the catcher's position without the use of all this equipment, however, a player or team may substitute its own catching equipment for the equipment supplied by the league. If any equipment is needed during the game, it needs to be borrowed from the other team. It is highly recommended that all players playing the catcher's position wear all necessary protective gear.



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## **TELL ME ABOUT THE BALLS AND BATS**

Teams will be furnished with practice and game balls. Each team needs to supply a new game ball for each game. Bats should follow these rules:

- NO cracked, splintered or altered bats may be used
- NO softball bats are allowed
- NO wooden bats are allowed

In addition, players are asked not to throw bats during a game, regardless if it is their bat or the league's bat. Players can be called out at the discretion of the home plate umpire for excessive or deliberate bat throwing.

## **TELL ME ABOUT THE HELMETS**

Like the bats, balls and catcher's gear, teams will be furnished with a supply of helmets. During games, batters, on-deck batters and base runners are required to wear a helmet. Players who intentionally remove their helmet during base running can be called out at the discretion of the home plate umpire.

## **TELL ME ABOUT THE UNIFORM**

Players will be supplied with a team uniform, which typically includes a shirt, hat and socks. Players must wear the uniform as provided by the league at each game. Please note that for those parts of the uniform not provided by the league such as baseball pants, players are free to wear whatever they'd like; however, we do recommend players wear white or gray baseball pants.

## **CAN I WEAR BASEBALL SHORTS INSTEAD OF PANTS?**

Yes, however the league highly recommends players wear plain white or gray baseball pants and not baseball shorts.

## **CAN I WEAR SHOES WITH METAL SPIKES?**

No. Players who are found or identified wearing shoes with metal spikes will not be allowed to play. Players who deliberately wear these types of shoes can be ejected from a game at the discretion of the home plate umpire.

## **CAN I WEAR WRISTBANDS?**

Yes. Please note that pitchers cannot wear wristbands on their throwing hand or wear any article of clothing or jewelry that can be distracting to a batter. The home plate umpire will ask pitchers to remove clothing or jewelry he deems distracting to a batter.

## **DO I HAVE TO WEAR A CUP?**

Boys who are playing the catcher's position should wear a protective cup; it is for their safety. This is optional for girls. Parents and coaches are responsible for enforcing this, not the league.



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### “RULES OF THE GAME”

#### 1. RULES

1.1. The league will play "National Federation of State High School Rules" with the following clarifications and exceptions:

#### 2. ROSTERS

2.1. The Commissioner will determine the number of players per team.

2.2. A player may only play on one team in the LCYBS/PYB program during a season.

Select players or players from a try-out team are not eligible for play in the LCYBS/PYB recreation league. If a select or try-out player is found playing in a recreation game, that team will automatically forfeit the game. No variation of this rule will be accepted.

#### 3. AGE REQUIREMENTS

##### 3.1. 5<sup>th</sup>/6<sup>th</sup> Grade

3.1.1. The school grade that the player is in at the time of sign up.

3.1.2. Any exception must be approved by board or commissioner.

#### 4. PARTICIPATION

4.1. Each player must play a minimum of three (3) innings in the field. In case of disciplinary reason, the opposing coach must be notified first.

#### 5. BASE PATH, PITCHING DISTANCE, DROPPED 3<sup>RD</sup> STRIKE, INFIELD FLY

5.1. Bases and pitching rubbers will be placed at the following distances:

<u>AAA</u>	<u>Base Length</u>	<u>Pitching Distance</u>	<u>Advance on Dropped 3<sup>rd</sup> Strike</u>	<u>Enforce Infield Fly</u>
5 <sup>th</sup> /6 <sup>th</sup> Grade	70 feet	50 feet	No	Yes

5.2 First Base Double Bags LCYBS/PYB uses two bags at first base for the stated purpose of the player's safety. On plays at first base, the runner must only use the outside orange base while the fielder must use base closet to second base.

#### 6. GAME LENGTH

6.1. Each game will be seven (7) innings in duration for the 5<sup>th</sup>/6<sup>th</sup> Grade

6.2. Game time limits will be 2 hours for each league.

6.3. A new inning will not start after the time limit has elapsed. In the event of a tie after 7 innings and time still remains, additional innings may be played until a winner is determined or the time limit expires. Any inning started prior to the time limit expiring must be completed.

6.4. Each team is required to show up on time according to the schedule. There will be a 15 minute grace period for a team to field a compliant team. After 15 minutes the game is a forfeit.



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6.5. In the case of rain during a game – 4 ½ innings or 1 hour of game play, whichever comes first

## 7. INNINGS

7.1. 5<sup>th</sup>/6<sup>th</sup> Grade – one inning is three outs or 7 runs scored – whichever occurs first.

## 8. RAINOUTS

8.1. Home team has 24 hours to contact Commissioner to advise of rainout. Once Commissioner advises teams of field availability, coaches have 48 hours to decide on new game date/time. Failure to do so may risk forfeit.

For PYB vs PYB games that are called before they are official the home team's head coach must email the Division Coordinator or the PYB Rec Coordinator within 24 hours. The league shall reschedule said game subject to the following guidelines:

- PYB will attempt to provide a field for a makeup game. Field scheduling may not be able to accommodate all games. Only one date/time will be given for a makeup game.
- Both coaches are required to notify PYB of their team's availability at least 48 hours prior to the makeup game. If BOTH coaches do not notify PYB of their team's availability, the game is cancelled. This is to avoid late notification to parents and umpires of a cancelled game.
- If both coaches have confirmed their availability within 48 hours, the game will proceed as scheduled. Cancellation by a team within 48 hours will result in a forfeit.

## 9. RUN RULES – GAME AND INNING

9.1. If a team is behind by 10 or more runs after five innings of play, it shall be considered a completed game.

9.2. The maximum number of runs a team can score in a given at-bat is 7. The ONLY exception to the 7 run limit is a team who enters their last at-bat behind by more than 7 runs. In this specific scenario, the team can score as many runs in order to win the game.. This applies to ONLY the last inning.

## 10. FORFEITS

10.1. All forfeits must be submitted to and approved by the League Commissioner /board before being posted to the standings.

10.2. Every effort must be made to play every league game.

## 11. COURTESY RUNNER

11.1. A courtesy runner may be used at any time for the pitcher of record or the catcher of record. The same player may not be used for both in the same inning.

11.2. A courtesy runner for the catcher is mandatory after 2 outs.

11.3. Pitcher or catcher of record means the player in those positions the previous defensive inning. In the case of the visiting team, in the 1st inning, it is the player who will pitch or catch in the bottom of the inning.

11.4. Using a continuous batting order, the player making the last out *must* be used as the courtesy runner for either the pitcher or catcher, but not for both in the same inning.



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## 12. LEADING OFF/STEALING

- 12.1. A runner may leave a base only after the ball crosses the plate.
- 12.2. The runner will be called out for leaving early and the pitch will not be allowed.
- 12.3. Stealing is allowed in the 5<sup>th</sup>/6<sup>th</sup> grade league.
- 12.4. NO STEALING HOME (No advance on wild pitches or pass balls). The only way a runner at 3<sup>rd</sup> base can advance home is if the ball is put in play by the batter or if the catcher makes a play on the base runner via throw. An errant throw back to the pitcher is not a ball put in play. If a runner at 3<sup>rd</sup> base leaves for home on a ball thrown back to the pitcher – whether caught or mishandled – the umpire shall return the base runner to 3<sup>rd</sup> base.

## 13. PLAYERS

- 13.1. There may be no more than 9 players in the field at one time for 5<sup>th</sup>/6<sup>th</sup> league
- 13.2. A minimum of three players must be positioned in the outfield and a minimum 30 feet behind the infield. When playing with 9 players.
- 13.3. To start a game, a team must have a minimum of 7 players in the field. Teams will use a continuous batting order and bat their entire team.
- 13.4. A team utilizing a continuous batting order may also freely substitute their players on defense without regard to reentry rule.
- 13.5. If utilizing a continuous batting order, and a player leaves the game or in the event of team with a player shortage at the start of the game, there will be NO automatic out recorded for the spot(s) in the batting order.
- 13.6. Game reschedules are NEVER due to player shortage. If this takes place, Commissioner will service guilty team a forfeit for the game.

## 14. PITCHERS

- 14.1. Pitchers in the 5<sup>th</sup>/6<sup>th</sup> Grade League may pitch up to 3 innings in one game
- 14.2. The maximum a pitcher can pitch during a week is 6 innings.
- 14.3. If there are more than two games in a given pitching week a pitcher's maximum will be increased to 9 innings per week
- 14.4. For the end of season tournament, pitchers must take a game off if they have pitched in 2 consecutive games.
- 14.5. The pitching week is Sunday through Saturday
- 14.6. One pitch constitutes an inning.
- 14.7. Once removed as a pitcher, a player may not return as a pitcher.
- 14.8. The pitcher's foot must be touching the rubber when delivering a pitch. If the foot leaves the rubber during the wind-up before the ball is pitched, it is a dead ball, no pitch.

## 15. BALKS

- 15.1. Balks will be called in the 5<sup>th</sup>/6<sup>th</sup> Grade League
- 15.2. For the 5<sup>th</sup>/6<sup>th</sup> Grade League there will be 2 warnings per pitcher.

## 16. SLASH BUNTS

- 16.1. For safety reasons, slash bunts are prohibited at the 5<sup>th</sup>/6<sup>th</sup> Grade League. A slash bunt is when the batter shows a bunt then pulls back and swings away or slaps at the ball. The batter will be called out and no runners may advance.

## 17. SLIDING

- 17.1. There is NO MANDATORY SLIDE RULE!



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17.2. There is no head first sliding in the 5<sup>th</sup>/6<sup>th</sup> Grade League. Otherwise the sliding rules for the LCYBS/PYB are all the same as the NFHS book rules.

17.3. There are two main points:

17.3.1. The Force Play Slide Rule:

17.3.1.1. Any runner who is in a force play, must either slide directly into the base or run himself out of the play avoiding contact with the fielder. If this is not done, this is considered interference and the runner is out and the B/R is automatically out for a double play, and all other runners must go back to the base they occupied at the time of the pitch. The runner may not “take out the fielder to break up the double play.” If the runner slides, it must be a legal slide according to book rule and if the second basemen is on the bag and the runner makes a legal slide into the bag and there is contact, interference should not be called.

17.3.2. Plays at the plate: Summary of the NFHS rule:

17.3.2.1. When there is a potential play at the plate, and the catcher is attempting to catch a thrown ball, the runner must either make a legal slide or avoid contact. The catcher has the right to be in the base-path to field the thrown ball. The runner is responsible for avoiding contact. If the catcher is not attempting to receive a thrown ball and is in the base path, then the catcher has committed obstruction and the runner is awarded home. The runner has the right to reestablish his base path by running no more than 3 feet to either side of the base path to avoid contact. If the runner does attempt to avoid contact and there is incident contact then this is a judgment call by the umpire. If the runner commits malicious contact, the runner is out and ejected.

## 18. EQUIPMENT

18.1. SPIKES:

18.1.1. No metal spikes are allowed.

18.2. HELMETS:

18.2.1. Helmets must be worn at all times by any offensive player on the playing field for any reason. Batboys must wear helmets at all times when on the field.

18.3. BASEBALLS:

18.3.1. Two league approved game baseballs will be provided by the home team.

18.3.2. Approved game balls will be determined by the Commissioner

18.4. BATS:

18.4.1. Bats are limited to a 2 5/8” maximum barrel diameter.

18.5. UNIFORMS:

18.5.1. All players on one team must have the same uniform if possible.

## 19. MISCELLANEOUS

19.1. FIELDS:

19.1.1. The umpires will have the right and the responsibility to end a game due to unsafe playing conditions. If a game is ended prior to seven innings, then five complete innings will constitute an official game. Four and ½ innings if the Home team is ahead at the time the game is ended.

19.2. PROTESTS:



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19.2.1. Protests are allowed, however, games must be played to completion. Protests are not allowed on judgment calls. The league commissioner will evaluate and rule on the protest. The league commissioners ruling will be final on all protests.

## 19.3. SCORING AND REPORTING

19.3.1. The home team will be the official scorekeeper for league games. The winning team is required to E-mail the results of the game within 24 hours to the commissioner. For TIE games, only the home team should report the game. PYB home teams should email the Division Coordinator or the PYB Rec Coordinator the results within 24hours.

19.3.2. In the case of an LCYBS/PYB team playing a non-conference game, the LCYBS /PYB team must email the commissioner the results of the game. PYB's coach of a non-conference game should email the Division Coordinator or the PYB Rec Coordinator.

## 19.4. EJECTIONS

19.4.1. Anyone ejected from a game will automatically be suspended for the next game. This is the *MINIMUM* punishment and the board may impose additional sanctions if deemed appropriate for the infraction.

19.4.2. For the 2nd ejection, there is an automatic 2 game suspension. This too is the *MINIMUM* punishment; it could be more if the board deems it appropriate.

19.4.3. For the 3rd ejection, the player, coach or fan will be removed from the league permanently.

19.4.4. Parent or coaches ejected must leave the vicinity of the playing field area including the stands and may not attend the game under suspension.

19.4.5. It is strongly recommended that a player serve his suspension by sitting on the bench, out of uniform and supporting his team.

19.4.6. The board of directors will, upon written documentation presented to the league commissioner, consider an appeal. The board of directors reserves the right by virtue of their position to uphold the decision of the umpire or overturn the suspension.

## 19.5. DUGOUTS

19.5.1. Home team takes 1<sup>st</sup> base dugout

19.5.2. Visiting team takes 3<sup>rd</sup> base dugout

## 19.6. COACHES/MANAGERS

19.6.1. Are responsible for the conduct of their team whether they are at the game or not.

19.6.2. Only two coaches are allowed on the field during play and must remain in the respective coaching box.

19.6.3. An adult supervisor must be present with each team throughout the entire game and practice. Failure to comply is cause for forfeiture.

19.6.4. The Head Coach shall be only person to address the umpire with Questions.

## 19.7. UMPIRE

19.7.1. Home plate Umpire has final say on all calls.

19.7.2. In the event the assigned umpire does not report, the coaches will be expected to make arrangements for an alternative umpire (parent). This individual must be



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acceptable to both team managers. Such games are official league games. The substitute umpire will be paid by assigning league (usually the home team or host league field), provided he/she signs the score sheet and includes an address where payment can be mailed. Home teams must notify the commissioner if an assigned umpire does not report.

Note: Win-Loss standings will be kept for year end tournament seeding. A tie will be considered a half win and a half loss. For tournament seeding, if two teams with the same record, tie will be first broken by head to head.