



## Warren Park Youth Baseball Rules Minor Division

### **Modified rules for 2020 Minor season:**

The modified rules stated here override any rule stated later in this document for the 2020 season.

After ball 4 from opposing kid pitcher, Coach will be allowed 3 pitches.

Umpire will stand behind pitcher.

NO AUTOMATIC FORFEITS for number of players. Please use your discretion and do what you can to get the game played. Players may be called up from a lower division OR borrowed from another team in the same division.

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## GENERAL RULES

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1. All players must play in their league-approved uniforms. No lettering or insignia may be placed on the uniforms without board approval. Each player must be in complete uniform (jersey and baseball pants), including mitt, in order to play. Caps should be worn at all times with bill of cap facing forward. Player will be allowed to play when missing a hat. No metal cleats are allowed.
2. Abuse of umpires by coaches, players, or parents is grounds for expulsion from the park after one warning by the umpire. Any coach, player, or parent ejected from a game by an umpire must serve a one-game suspension before returning to active status. A person serving a suspension is not allowed at the ballpark until the suspension is served.
3. A coach may suspend a player for one game for disciplinary reasons. Serious disciplinary problems will be referred to the Board for its decision, which may include suspension for the season.
4. All coaches, parents, and players are expected to adhere to the Sportsmanship Codes of Conduct available on the WPYBL website. The Board may suspend or expel any player, coach or parent for abuses of safety, sportsmanship and league rules.
5. Judgment calls of the umpire may never be protested. Only rule infractions having consequence to the playing and/or result of the game may be protested by a coach.
6. A coach must inform the umpire of his or her intention to protest immediately after the occurrence of the incident in question. A written protest must be sent to the Board prior to the start of the next game along with a \$50 fee payable to the Warren Park Youth Baseball Program. If the protest is upheld, the fee will be refunded. It is the Board's responsibility to decide what remedy is effective in a valid protest.
7. All divisions at WPYBL allow for a girl to have the option of subtracting one year from her age to play in a lower division.
8. An official game in Minor is four complete innings (3 1/2 if home team is ahead).
9. All games, without exception, must be suspended if there is thunder within 30 seconds from the sighting of lightning. The game then needs to stop until 15 minutes after the last such sighting of lightning. Players, coaches, and spectators must leave the field and get to the fieldhouse, into cars, or other safe areas. Staying at the field or in the dugout is unsafe, and therefore not acceptable.
10. If a game must be suspended because of weather, darkness, or some other reason, the game will continue from the point where the suspended game ended unless the game has become officially complete. When the game resumes, the original batting order must be maintained. Players in the original game who are not able to play in the resumed game will be taken out of the lineup. Players who were not at the original game but are able to play in the resumed game will be added to the bottom of the batting order. Farm players who played in the original game may only play in the resumed game if there are fewer than 10 players.
11. Because it is not possible to provide on-deck circles at the fields that safely separate the players from spectators, no player is allowed to swing a bat while waiting for his or her turn to bat. Players waiting to bat must remain in the dugout or position themselves behind the backstop fence near the dugout. Umpires will give one warning. A second violation will result in the player being called out at his or her turn to bat.

12. The manager of the winning team shall post the final score of the game on the WPYBL website within 24 hours. Any game in which the score is not reported within this time frame will be considered a tie.
13. Runners on base may not stomp feet or do cadence counting, clapping of the hands, or singing of songs with the obvious intent of distracting the pitcher. Umpires will give one warning. If noise continues, the base runner will be called out.
14. Regular season standings and seeds for tournament are based on winning percentage, with ties counting as half of a win. The tiebreaker for identical records is first decided by results of head-to-head play. A tie in that category sends it to a run differential in head-to-head play. Another tie results in a coin toss officiated by the Division Coordinator.
15. For player to be eligible to play in the postseason tournament, he or she must have played in at least half of the team's regular season games.

## LEAGUE SUMMARIES

	<b>Tball/ Rookie</b>	<b>Coach Pitch</b>	<b>Minor</b>	<b>Major</b>	<b>Junior</b>
<b>Age</b>	4,5,6	7,8	9,10	11,12	13-16
<b>Innings</b>	NA	6	6	6	7
<b>Time limit</b>	30 mins or 3 innings	1hr, 45 min.	2 hours	2 hours	2 hours
	NO NEW INNING within 15 mins of time limit				
<b>Bases</b>	40'	50'	60'	70'	80'
<b>Pitcher mound</b>	30'	35'	44'	50'	54"
<b>Mercy Rule</b>	NA	12 @ 3 10 @ 4	12 @ 3 10 @ 4	12 @ 3 10 @ 4	12 @ 4 10 @ 5
<b>Max Bat Diameter**</b>	NA	2 ¼"	2 ¼"	2 5/8"	2 5/8"
<b>Max weight differential**</b>	none	none	none	none	none
<b>Base stealing</b>	no	no	yes	yes	yes
<b>Lead offs</b>	no	no	no	yes	yes
<b>Dropped Third strike</b>	no	no	no	yes	yes
<b>Infield Fly rule</b>	no	no	no	yes	yes
<b>Max runs Per inning</b>	NA	5	5	6	7

\* The bases and pitcher's mound are measured from the back point of home plate to the front of the pitcher's mound. The distance for the bases is from the back point of home plate to the back corner of the base.

\*\* WPYBLL adheres to the Little League bat standards for its house baseball. Bats must be marked USABat or BBCOR approved bats. More information can be found on the Little League website.

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## MINOR LEAGUE RULES

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### FIELDING A TEAM AND GAMES

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1. Home team coaches and/or assistants set up the field prior to the start of the game.
2. Bases are 60 feet apart. Pitcher's mound is 44 feet from the back of home plate.
3. Games are played at the times and locations shown on the schedule, with a 10-minute forfeit period. A minimum of eight (8) players are required to play a game. A team with less than eight (8) players will result in forfeit, but if both teams fail to field eight players or more, the game will be rescheduled. There will be no automatic out assessed for a team playing with 8 players.
4. Any players arriving after the start of the game will be added to the bottom of the lineup.
5. A coach may request players from the Coach Pitch division to play in a game if he or she feels the team may not have enough players to field a team. A coach may only recruit enough players to get his team total to nine (9). Farm players must play even if the recruiting team has enough players at game time. Farm players will wear their regular team uniform, must bat last in the batting lineup, and can only play defensively in the outfield. No farm player may play more innings than any regular member of the team.
6. Games are played for six innings or, if there is a following game, until the time limit, which is 15 minutes before the next scheduled game. If a game reaches the two-hour time limit, the score will revert to the score at the end of the last full inning played. In the case where the home team takes the lead in the last half of the inning and the time limit is reached, then the final score will include the final inning played. The umpire has the authority to stop a game for darkness, rain, and lightning.
7. Each coach is required to exchange a lineup with the opposing coach containing only players who are present at game time. Coaches will also instruct the opposing coach of late-arriving players and their place in the batting lineup. Late-arriving players must be added to the last spots in the batting lineup. All players, whether or not in the field, are in the batting order.
8. Nine players will be used in the field. Players must play in traditional baseball positions. All nine players must be in position before the start of an inning except for the catcher.
  - a. The umpire can decide to start the inning as catcher if the defensive team's catcher is not ready. Catcher will take position when ready. If umpire is in the catcher position, base runners may not steal a base. The umpire who is in the catcher's position can only return pitches to the pitcher. Umpire will not make any play on a base runner.
9. When present at the start of the game, each player must play in the field for at least two of the first four innings of the game. Since games are of uncertain duration, each coach is asked to make a good-faith effort to play each player in the field at least half of the total innings played over the course of a week's games. Coaches have authority to limit playing time for any player for not following team rules.
10. A maximum of one coach from the defensive team may position himself/herself in the field, outside the base paths, for the purpose of directing the play. Interference and obstruction rules apply to this coach, similar to any other defensive player.

11. If a player must leave a game because of injury and miss his or her turn at bat, that team will not be charged with an out for missing his or her spot in the lineup. If a coach tells the umpire and the opposing coach before a game that a player must leave the game at a specific time, then that team will not be charged with an out when the player comes up to bat. If a player has to leave the game unexpectedly, the team will be charged with an out when the missing player's spot comes up to bat in the lineup.
12. During the course of the game no persons including spectators, friends, family, or coaches are allowed within 15 feet behind the backstop fence of home plate. The umpire will halt play to inform persons to relocate.
13. In an umpire's judgment, intentional stalling of a game by coaches or parents will be grounds for forfeit.
14. The field of play and team benches are for coaches and players only. Team coaches determine who is authorized on the team benches.
15. A coach from each team must sign the umpire's scorecard at the end of each game to verify the score.
16. When there is no following game, return the equipment to the equipment box after the game.
17. Both coaches must check that the equipment box is securely locked, with both locks locked, before leaving the field.
18. Rules not listed here are covered by the current Little League International official regulations and playing rules.

## **BATTING AND BASE RUNNING**

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1. Players may use wood or metal bats. The bat may not exceed 2-1/4" in diameter or 33" in length.
2. Any base runner who leaves a base before the ball is hit by the batter will be ruled out by the umpire for leaving the base early.
3. Any base runner who intentionally removes his or her helmet while the ball is in play will be warned. A second infraction of removing a player's helmet with the ball in play will result in the player being ruled out.
4. Bunting is not allowed.
5. The infield fly rule does not apply.
6. Bats and unused equipment must be off the field of play.
7. Base runners and fielders must always make an attempt to avoid contact unless the fielder is tagging out the runner. A base runner must slide into base in order to avoid contact. Rough contact caused by a player not sliding will result in the player being called out and may lead to possible ejection from the game. Contact caused by a defensive player interfering with the base runner by standing in the baseline without the ball will be grounds for awarding the base runner an additional base. Rough play by a fielder against a base runner can result in ejection from the game by the umpire.

8. Players may steal second or third base after the ball has crossed home plate. A base runner stealing second base can only advance one base on an overthrow. A base runner stealing third base may not advance home on any overthrow of third base. There is no stealing home.
9. A courtesy runner is allowed with two outs in an inning for the catcher and pitcher while on the bases. In order to speed up play, with two outs in an inning, it is mandatory that a courtesy runner pinch run for a catcher who is on the bases. The catcher should use the time to put on his/her equipment for the next inning. The pinch runner will be the player who made the last recorded out. A pitcher must stay in and run the bases with zero or one outs.

10. Overthrow Rule:

An overthrow is defined as any thrown ball by a fielder that is not caught by another player covering a base. On a batted ball, when a throwing attempt is made to retire a runner at first base, the runner can advance no further than second base as the result of an overthrow or missed catch of the first baseman. If an overthrown ball is still in play, the base runner may be tagged out while trying to advance. However, in an overthrow place at first base, the batter cannot advance past second base even if the ball is still in play.

An overthrow of any other base, is a live ball and only subject to the Limited Advancement Rule once the ball is possessed by a player on the infield.

Example: Player A hits a dribbler up the first base line. The pitcher fields the ball and overthrows first base. The ball ends up in right field. Player A must stop at second base even if the ball remains in play in the outfield.

11. Limited Runner Advancement Rule:

No runner may advance further on the bases (unless forced by another base runner or has made a turn towards the next base as judged by the umpire) if a thrown ball is in possession of a fielder in the infield. The infield is defined as anywhere inside the diamond created by connecting all four baselines. If any part of the base runner is past a base before the ball is possessed by a fielder in the infield, he or she made advance one base at his or her own risk. Base runners can be tagged out during the course of the play as long as the umpire has not ruled the play dead. When the play has concluded, the umpire will signal time out and direct base runners (who were not tagged or forced out) of their proper advancement.

Example 1: Player A is at first base when a ball is hit into the outfield. Player A advances to second and starts to turn toward third when the ball is in possession of a player in the infield. Player A can continue towards third, as long as the Player A starts his or her turn towards third before the ball is in possession of a player in the infield. Player A cannot advance further than third base. Player A can still be tagged out by the defensive team while trying to reach third base.

Example 2: Player A is on second base. Player B hits a ground ball to the shortstop, who fields the ball and throws to first base for the out. Player B advances to third base on the hit. Player B must stop at third because the first baseman is in possession of the ball.

Example 3: Player A is on second base. Player B hits a ground ball to the shortstop, who fields the ball and overthrows first base. Player A advances to third base on the hit. On the overthrow, Player B gets second base, and Player A goes home.

12. Thrown bat: This one comes in two parts. First, the easy one: If a bat is thrown into fair or foul territory and interferes with a defensive player attempting to make a play, interference shall be called, whether intentional or not, and the batter is out. Second one is for the safety of our players and umpires and is subject to the umpire's judgement: if a player throws their bat in a dangerous manner – the first offense is a warning to both teams. For any subsequent offense, play is immediately called dead and the batter is out.

## **SCORING, RUN LIMIT, AND THE MERCY RULE**

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1. Runs count only after each full inning is played, except in the case where the home team takes the lead in the final half inning of play. Each half inning ends with three outs or a maximum of five runs, whichever comes first. A 10-run "mercy" rule applies after four full innings (3-1/2 if the home team is ahead). The game may continue as a practice if the Coaches agree. The mercy rule does not apply in the playoffs.
2. Teams may score more than the usual limit of five runs per innings in two cases:
  - a. A team that is behind in the final inning of a regulation game is not held to the five-run per inning limit. The run limit for the losing team in the last inning will be the number of runs needed to tie the score.
  - b. In the case where a team is losing by 10 runs or more prior to final (sixth inning) and three more outs will trigger the "mercy" rule, the losing team is allowed to score enough runs to create a nine-run score difference and avoid the end of the game under the mercy rule.

### **Here are some examples to illustrate the rule.**

#### **Example 1:**

If the Nationals are losing to the Marlins by the score of 10-2 in the top of the sixth inning (a game in the Minor division is six innings and the run limit per inning is five runs). The Nationals can score up to eight runs to tie the game. The losing team (Nationals) is not bound to the Minor division five-run per inning limit in the last inning.

Outcome 1. The Nationals score 2 runs and lose the game 10-4.

Outcome 2. The Nationals score eight runs and still have the bases loaded with one out. The inning is over, leaving the game tied 10-10. The game goes into extra innings with the regular run limit per inning.

The rule has a second part.

In the case where a team is losing by 10 runs or more prior to final (sixth inning) and three more outs will trigger the "mercy" rule, the losing team is allowed to score enough runs to create a nine-run score difference.

#### **Example 2:**

The Nationals are at bat in the bottom of the fourth behind 19-2 to the Marlins. The Nationals can score a maximum of eight runs in the fourth in order to avoid the end of the game under the mercy rule.

Outcome 1. Nationals score seven runs to make score 19-9. Result: game over by 10-run mercy rule, and Marlins win by final score is 19-9.

Outcome 2. Nationals score eight runs and have two runners on base with one out to make the score 19-10. Result: inning over as Nationals are limited to scoring only enough runs to make the

difference in the score nine runs. Game continues with the Marlins batting in the top of the fifth.

A FINAL NOTE: If the home team scores enough runs in the bottom of the fourth or fifth inning to take a 10-run lead, the game is automatically over under the mercy rule. The visiting team does not get another chance to bat.

## PITCHING

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1. Balls and strikes will be called by the umpire, and strikeouts will occur after three strikes in accord with normal baseball rules. In the case of four balls, there will be no walks. After four balls, the coach of the offensive team will then pitch to the batter, with a four-pitch limit. Note: After four balls to a batter, the batter cannot strike out. The batter will be out if the ball is not put in play after the fourth pitch by the coach. However, the batter cannot be called out if he or she fouls off the fourth pitch (unless it is caught by the defense). After every foul, the batter will get another pitch until he or she gets an out or hit.
2. In the case of four balls, when the offensive coach comes in to pitch, the defensive pitcher must remain within 1 step of the pitching rubber when the ball is pitched, coming no closer to home plate. If the umpire deems a violation of this rule by opposing pitcher on a batted ball, a dead ball will be called on a batted ball in play if 1) the batter is retired at 1<sup>st</sup> by the pitcher; 2) a force out is recorded by the pitcher as a result of the batted ball. In the event of a dead ball, the batter will be awarded 1<sup>st</sup> and each base runner will be allowed to advance one base.
3. Pitch Count:  
Coaches must designate an official pitch counter, and all pitchers' pitch counts must be recorded on the official affidavit form provided by the league. The affidavit form must be available for inspection at any time for the opposing coach, umpire, or division supervisor.

### **Maximum number of pitches per day: 75**

Pitchers must adhere to the following rest requirements:

- a. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
  - b. If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
  - c. If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
  - d. If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
  - e. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
4. Once removed from the mound, a pitcher cannot return as pitcher.
  5. A coach's second visit to the mound to the same pitcher in an inning will force that pitcher to be replaced from pitching for the remainder of the game. The player may stay in the game at another position.
  6. Any pitcher who hits by pitch three batters in a game, or two batters in one inning, must be removed from pitching for the remainder of the game. The player may remain in the game at another position. In the umpire's judgment, if the batter was hit by a pitch and could have easily been avoided or could have been called a strike, the umpire may call the pitch appropriately and not award first base to the batter. In such a situation, the "hit batter" does not count against the maximum hit by pitch number.

7. Any pitcher who is severely and consistently wild (throws balls over, behind, or under the batter) and who, in the umpire's judgment, may pose an unreasonable danger to batters, may be ordered by the umpire to leave the mound.