

2017 WNCYSA 15U JR Baseball Rules

1. Division Guidelines

- a. This division is for players age 13 to 15. A player's age is based on their age as of 04/30/17.
- b. A league age 12yr old or 16yr old may be eligible based on skill level and will be approved by the league.
- c. The season will consist of a 10 game season depending on the number of teams in the division and an end of season tournament.
- d. Coaches will be responsible for making sure that this league is being used to teach the fundamentals of baseball.
- e. Teams will consist of 10-12 players.
- f. National High School Rules will be followed with the following exceptions
 - i. Continuous Batting Line-up. See 2c below.
 - ii. Free Defensive Substitution. Follow NFHS rules for pitcher re-entry
 - iii. Drop 5 minimum for bats must have BPF 1.15 stamp
 - iv. Drop 3 bats must have BBCOR rating
- g. Game time for all games will be either 5:45pm or 8pm.
- h. No weekend games.
- i. Typically we will play 2 games in a week, but there may be 3 games if deemed necessary.
- j. Season will start on May 30th and wrap up the week of July 10th with the end of season tournament.
- k. We will not have games the week of July 3rd due to this being the 4th of July week.

2. Division Rules

- a. There will be a 10 run rule after 5 innings.
- b. There can be NO ON DECK BATTERS.
- c. A team must have a minimum of 8 players to become an official game. If team does not have 8 to start the game will be a forfeit and you will play the game as a scrimmage. An out will not be recorded for the 9 spot in the line-up.
- d. A player leaving the batting line-up for any reason will be considered an out the first time their at bat occurs and then will be skipped for the remaining of the game. If you have a sub or are utilizing the A/B rule you can substitute to avoid the out.
- e. Clarification on Batting Order.
 - i. All teams will bat a continuous batting order that at least matches the lowest number of batters between the two competing teams. Example: Team 1 has 9 hitters and Team 2 has 12 hitters, Team 2 can choose to bat 9, 10, 11 or all 12 hitters.

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- ii. In the case you are batting less than your total number of players you will need to substitute batters in the line-up and the substituted batter must be removed from the line-up and may not return to the line-up during the game.
 - iii. Exception to this rule would be a team starting with 8 players the opposing team cannot hit 8, they must hit at least 9 or more.
 - iv. You can also utilize the A/B batting rule. In the case you have multiple players past the lowest number of hitters, you may utilize this A/B option. Example: Team 1 has 10 players and Team 2 has 13 players. Team 2 can then hit 10 batters and utilize the A/B spots for batters 8, 9 and 10. What this means is that you would have an 8A, 8B, 9A, 9B, 10A and 10B hitters for your batting line-up. The first round through the batting order, the “A” hitter will hit and the 2nd round will be the “B” hitter. So the 3rd, 5th and 7th round will be the “A” hitter and the 4th and 6th will be the “B” hitter.
 - v. If a hitter must leave the game for whatever reason and you are utilizing the A/B option you can substitute the vacant spot with the last A or B spot in your line-up. You would replace with the hitter that didn’t hit in that round. If 10A just hit and the 5 hitter leaves, for whatever reason, you will utilize the 10B batter in their place and the 10 spot now becomes just a single batter position.
- f. All players must have at least one plate appearance per game. No player should sit on the bench for more than two consecutive innings.
- g. Free defensive substitutions. If a player was removed from the batting line-up he is still eligible to play defensively and must be rotated accordingly.
- h. Games will be 2 hours long or 7 innings, Umpires, please keep the pace of game going so we can try and get a full 7 inning game in. A game can end in a tie.
- i. If an inning is started, that inning must be completed.
- j. A Coach CAN warm up a pitcher at the beginning of the game and between innings and any coach or player warming up the pitcher must wear a face mask.
 - i. You may utilize a runner for your catcher with 2 outs to help speed up inning changes. This runner shall be the last batted out for that inning.
 - ii. Coaches please be aware of your catchers and have them ready to start the inning asap. Do not remove their shin guards until they are guaranteed to hit.
- k. There is no rule on how many times a pitcher can hit a batter, but it is up to the umpire to make a call on whether the pitcher should be removed from mound for safety reasons.
- l. Throwing the bat just gets a warning unless the umpire deems it to be intentional, which it is then a disqualification for the remainder of the game for the offending player only.
- m. Please keep track of your pitch counts for your pitcher in your scorebook for each pitcher in the game. At the end of the game record the opposing teams pitch counts in your scorebook. Failure to record these counts will result in a pitcher having to sit out for the maximum time of rest. The pitch counts are present to protect our players and we should not shortcut this process just to win ball games. A coach using a pitcher in a game who

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- has not followed the rest guidelines will automatically forfeit the game that pitcher throws in.
- n. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:
 - i. **League Age 13 -15** - 95 pitches per day
 - ii. **League Age 11 -12** - 85 pitches per day
 - o. **Exception:** If a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
 - i. That batter reaches base;
 - ii. That batter is put out;
 - iii. The third out is made
 - p. Pitchers league age 15 and under must adhere to the following rest requirements:
 - i. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - ii. If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
 - iii. If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
 - iv. If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
 - v. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

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