



Warren Park Youth Baseball Rules

Minors Division

I. GENERAL RULES

1. The Minors Division plays under the current Little League International official regulations and playing rules except for differences covered in this document. Little League Baseball Rules can be found at <https://www.littleleague.org/playing-rules/little-league-rulebook-app/>.
2. All coaches, parents, and players are expected to adhere to the Sportsmanship Codes of Conduct available on the WPYBLL website. The Board may suspend or expel any player, coach or parent for abuses of safety, sportsmanship and league rules.
3. Regular season standings and seeds for the postseason 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.
4. For a 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.
5. 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.
6. Judgment calls of the umpire may never be protested. Only the application of objective rules having consequence to the playing and/or result of the game may be protested by a head coach. To protest the application of a playing rule, the head coach must inform the umpire of their intention to protest immediately after the occurrence of the incident in question and submit a written protest League (info@warrenparkyouthbaseball.org or umpires@warrenparkyouthbaseball.org) within 24 hours of the completion of the game along with a \$50 fee payable to the League's Venmo account (@warrenparkyouthbaseballleague). To protest a violation of a non-playing rule (i.e., roster or pitching violation) the head coach must submit a written protest and protest fee within 24 hours of the completion of the game, as described above. 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. The manager of the winning team shall post the final score of the game on the WPYBLL website within 24 hours.
8. All players are expected to play in their league-approved uniforms. No lettering or insignia may be added to the league-approved uniforms without board approval. Players wearing inappropriate or unsafe attire will not be allowed to play.
9. No metal cleats are allowed.

II. PLAYING FIELD

1. The front edge of the pitcher's plate shall be 44 feet from the back of home plate.
2. The back edge of first and third bases shall be 60 feet from the back of home plate.

3. Second base shall be equidistant from first and third base.
4. A double-first will be used for all games in accordance with Little League Rule 7.15, except where otherwise mentioned in these rules.
5. The infield is defined as the area inside the diamond created by connecting all four bases.
6. The field of play, including team benches, are for coaches and players only. Any person other than a player or coach who enters the field or play, or team benches, will be given one warning by the Umpire. A second violation will result in the person being ejected from the game. This includes siblings of players on the team.
7. There are no on-deck circles at the fields that safely separate the players from spectators, so players waiting to bat must remain in the dugout or position themselves behind the backstop fence near the dugout.
8. Players waiting to bat shall NOT take any practice swings until they enter the field of play. Any player that takes a practice swing outside the field of play shall be given one warning by an Umpire. A second violation will result in the player being called out for their upcoming at bat.
9. The Home team is responsible for setting up the field prior to the start of the game.
10. The Away team is responsible for picking up the field upon completion of the game, unless there is another WPYBLL game immediately following.
11. The field of play shall be kept clear of bats and unused equipment.
12. During the course of the game no persons including spectators, friends, family, or coaches shall attempt to distract a player by locating themselves behind the backstop fence of home plate.

III. STARTING AND ENDING A GAME

1. Games are played at the times and locations shown on the schedule.
2. Minors games are scheduled for six innings. A Minors game is considered an official game upon the completion of three innings (2 1/2 if home team is ahead).
3. No new inning may start after 1 hour and 45 minutes have elapsed from the first pitch of the game. An inning is considered to start immediately at the conclusion of the previous inning. **EXCEPTION:** Should there be a delay exceeding five minutes in length due to an injury to a player/coach/umpire, weather (i.e., lightning) or other circumstance, the umpire may extend the no new inning time limit an amount equal to the length of the delay, up to a maximum of 10 minutes. The umpire shall notify both head coaches of the extension of the time limit PRIOR to the first pitch after the delay. If the umpire does not announce the extension prior to the first pitch, the no new innings time limit remains at 1 hour and 45 minutes from first pitch.

NOTE: This limit only applies to regular season games.
4. If the score is tied after the completion of six innings additional inning(s) can be played as long as the time limit described in Section III.3 has not been met.

5. 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.
6. 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. Teams will be given a 10-minute window after the scheduled start of the game to field eight players.
7. There will be no automatic out assessed after the 8th batter in the lineup completes their at bat for a team playing with 8 players.
8. Any team that is unable to field nine rostered players, or thinks that they will not be able field nine rostered players, at the start of a game may secure up to two (2) players from the Coach Pitch Division to bring their game roster size up to a maximum of 10 players.
9. The following rules govern how ‘called up’ players can be used:
 - a. Any ‘called up’ players must wear their league-approved uniform and are subject to Rule I.8.
 - b. Any ‘called up’ players must bat in the last spot(s) in the batting order. If a rostered player shows up after the lineup has been established and given to the opposing team, the rostered player will bat after all ‘called-up’ players. All ‘called-up’ players shall continue to play in the game.
 - c. A ‘called up’ player can play any position, **EXCEPT** pitcher and catcher.
 - d. No ‘called up’ player shall play more defensive innings than a rostered member of the team that is present and uninjured for the entire game.
10. Each coach is required to exchange a lineup with the opposing coach containing only players who are present at game time. All players, whether or not in the field, shall be listed in the batting lineup.
11. All games, without exception, shall be stopped when it is no longer safe to play due to darkness, upon the umpire seeing lightning or other weather/safety conditions. Upon a game being stopped for lightning, all players, coaches, and spectators must leave the field and go to the fieldhouse, their cars, or other safe areas. The game can resume once there has been a period of 15 consecutive minutes without any lightning. If the game cannot be resumed the same day due to field conditions, weather or darkness, it will be considered a suspended game, unless the game has become an official game, in which case the score will revert to the score at the last completed inning, unless the suspension occurs in the bottom of an inning in which home team is leading. In this case the inning in which the suspension occurs will be considered complete.
12. If and when a suspended game resumes, the original batting order must be maintained. Players in the game at the time of the suspension who are not able to play in the resumed game will be taken out of the lineup. Players who were not in the game at the time of the suspension, but are able to play in the resumed game, will be added to the bottom of the batting order. Any ‘called up’ players who were in the lineup at the time of the suspension may only play in the resumed game if there are fewer than 10 rostered players available.
13. In an umpire’s judgment, intentional stalling by coaches or parents related to starting a game, or reaching the time limit of a game, will be grounds for forfeit.

IV. FIELDING

1. A minimum of nine players shall be positioned in the field of play when a team is on defense, assuming the team has a minimum of nine available players. If a team only has 8 players available for the game, all players shall play the field in every inning.
2. The standard defensive positions for the Minors division are as follows:
 - a. Pitcher
 - b. Catcher
 - c. First Baseman
 - d. Second Baseman
 - e. Third Baseman
 - f. Shortstop
 - g. Left Fielder
 - h. Center Fielder
 - i. Right Fielder
3. At the time of the pitch two infielders shall be positioned on either side of second base.
4. At the time of the pitch all outfielders shall be positioned approximately equidistant from their neighboring outfielder(s).
5. A maximum of one coach from the defensive team may position themselves in the field of play, beyond the base paths at all times, for the purpose of positioning their players, keeping them focused on the game and instructing them where to throw the ball. The defensive coach in the outfield may only give verbal instructions and must be quiet from the time the pitcher begins their pitching motion until the pitch has crossed home plate.

NOTE: The umpire shall give the defensive coach a warning for the first infraction. A second infraction results in the coach being restricted to the bench for the remainder of the game while their team is on defense.
6. Defensive coaches are subject to obstruction rules in the same manner as other defensive players. If a defensive coach is unintentionally hit with a batted or thrown ball, the ball shall be considered live. If a defensive coach intentionally contacts a batted or thrown ball, the ball shall be ruled dead by the Umpire and the batter-runner and all other runners, shall be awarded the bases the umpire believes they would have obtained if the coach had not contacted the ball. Interference rules do NOT apply if a defensive coach prevents a defensive player from making a play on a batted or thrown ball.
7. When present at the start of the game, each player must play the field for at least two of the first four innings of the game. Since games are of uncertain duration, each coach must make a good-faith effort to play all players an equal amount of innings in the field over the course of a week's games.

V. BATTING

1. All available players at the start of the game shall be included in the starting lineup.
2. Any players arriving after the start of the game shall be added to the bottom of the lineup. Coaches shall notify the opposing coach of late arriving players and their place in the batting lineup.

3. If a player misses their turn at bat because of injury or medical reason, the offensive team will NOT be charged with an out.
4. If a player has to leave a game prior to the completion of the game, the offensive team will NOT be charged with an out when the player's spot in the batting order is reached.
5. Players may use wood or metal bats.
6. All metal bats used in the Minors Division shall have a maximum diameter of 2 5/8" and must not exceed 33 inches in length. All metal bats must display the USA Bat marking. If an umpire finds an illegal bat, the bat shall immediately be removed from play and the offensive team given a warning. A second illegal bat found in the same game will result in the Head Coach being ejected from the game. The results of any at bats completed with an illegal bat shall stand.
7. There are no walks in the Minors Division, so if the batter receives four balls from the kid pitcher, the coach of the offensive team shall come in to pitch the remainder of the player's at bat. The number of strikes that the batter received from the kid pitcher carry over to the offensive coach. Once the offensive coach comes in to pitch, the batter's at-bat ends when one of the following has occurred:
 - a. The batter hits a fair ball.
 - b. The batter hits a foul ball caught in the air by a fielder.
 - c. The batter strikes out
NOTE: The umpire does not call balls and strikes on pitches not swung at, but swing-and-misses, as well as foul balls before 2 strikes, count as strikes.
 - d. The ball has not been put into play after 3 pitches from the offensive coach; however, if the 3rd pitch (or subsequent pitch) is fouled and not caught in the air by a fielder, the batter will receive one additional pitch.
8. Bunting is not allowed.
9. The infield fly rule does not apply.
10. A batter hit by a pitch thrown by a player will be awarded first base.
11. Batters shall drop their bat in, or immediately around, the batter's box after making contact with a pitched ball. If, after making contact with a pitched ball, the bat is thrown into fair or foul territory, the Umpire shall issue a warning to the offensive team. A second violation will result in a dead ball and the batter being called out.
12. If a thrown bat interferes with a defensive player attempting to make a play on the batted ball, interference shall be called, and the batter is out, and all other runners returned to the base they occupied at the time of the pitch.

VI. BASERUNNING

1. Runners must remain in contact with the base until the pitched ball has crossed home plate. Any runner who is determined to have left a base before the pitched ball has crossed home plate will be ruled out.
NOTE: Each team will be given one warning each game. If the warning is given on a pitch that is not put in play, the runner shall be returned to the base they were on at the time of the pitch. If the warning is given on a pitch that is put in play, the runner shall be placed at the base that, in the

umpire's judgment, they would have obtained without leaving the base early. A runner who has left a base early and is put out on a force or tag play will be considered to have been out, and the offending team's warning will be considered to have been given.

2. A base runner advancing to second base after a pitch that is not put in play has crossed home plate cannot advance beyond second base on that pitch. A base runner advancing to third base after a pitch that is not put in play has crossed home plate may not advance beyond third base on that pitch. There is no stealing of home.
3. The batter-runner will only be considered to have legally touched first base when contacting the colored first base (the one in foul territory) when a play is being made on them in accordance with Little League rule 7.15. No runner, other than the batter-runner as described in the previous sentence, will be considered safe at first base when touching the colored first base.
NOTE: Each offensive team will be given one warning each game for a runner, including a batter-runner, touching the incorrect first base during the regular season. The first time in each game that a runner is called out because they were in contact with the incorrect first base, the umpire shall call time and award the runner first base. If the play at first base would have been the 3rd out of the inning, any preceding runners who scored AFTER the tag play on the runner must be returned to 3rd base.
4. Intentional contact by a runner deemed by the umpire to be an attempt to injure a fielder shall result in the runner being called out and ejected from the game.
5. Batter-runners and base runners shall wear their helmet at all times when the ball is in play. A batter-runner or base runner who intentionally removes their helmet while the ball is in play will receive a warning from the Umpire. A second violation will result in the runner being called out. If the runner is already out, a second runner will be called out.
6. When the first play by an infielder is an attempt to force out the batter-runner or a base-runner, and results in an overthrow at any base, all runners, including the batter-runner, may advance a maximum of two bases from the base they occupied at time of pitch. Advancing runners are liable to put out.
7. The batter-runner and all base runners cannot advance beyond the base they are in the process of obtaining, unless forced by a following runner, once the ball is possessed by a fielder within the infield, as defined in Section II.4. Advancing runners are liable to put out even after the ball has been possessed by a fielder within the infield.

Example 1: Player A is on first base when a groundball is hit into the outfield. Player A advances to second and starts to turn toward third prior to the ball being in possession of a player in the infield. Player A can advance to third. Player A can still be tagged out by the defensive team while trying to reach third base.

Example 2: Player A is on first base when a groundball is hit into the outfield. The right-fielder picks up the ball and throws it to the second baseman who is within the infield. After the second baseman catches the ball, Player A touches second base and reaches third base without being tagged out. Player A is returned to second base.

Example 3: Player A is on second base when Player B hits a ground ball to the shortstop. The shortstop fields the ball and throws to first base for the out. Player B advances to third base on the groundball. Player B must stop at third because the first baseman is in possession of the ball.

Example 4: Player A is on second base when Player B hits a ground ball to the shortstop. The shortstop fields the ball and overthrows first base. Player A advances to third base on the

groundball and heads for Home on the overthrow. Player A can advance to home and Player B can advance to second base.

8. The offensive team may utilize a courtesy runner when there are two outs in an inning and a player that will be playing pitcher or catcher the upcoming defensive half-inning is on base. The courtesy runner shall be the available player who made the last batted out (not force out or tag out).
9. The offensive team can score a maximum of 5 runs in each inning, except as described below:
 - a. A team that is behind in the final inning of a regulation game can score as many runs as needed to tie the score.
 - b. In the case where a game may be ended by the "mercy" rule, the trailing team is allowed to score enough runs to avoid the end of the game under the mercy rule.
10. 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.
11. 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 baserunner will be called out.

VII. PITCHING

1. Pitchers must pitch overhand with their throwing foot in contact with the pitcher's plate.
2. Balls and strikes will be called by the umpire, and strikeouts will occur after three strikes.
3. When the offensive coach is pitching, the defensive team's pitcher must be positioned within 5 feet of the pitcher's plate.
4. A batter shall not be awarded first base when hit by pitch from their coach.
5. Interference rules apply to a coach who is pitching similar to those of a base runner, though the ball will remain live and in play when a coach unintentionally makes contact with a batted ball.
6. Pitch counts for each pitcher must be recorded in GameChanger, or via the league website, within 24 hours of the completion of each game.
7. The maximum number of pitches a player can pitch in a day is 75. If the pitcher hits the maximum number of pitches in the middle of an at-bat, they can complete the at-bat, but must be removed upon the completion of the at-bat.
8. Pitchers are required to rest in accordance with the following requirements based the number of the **first** pitch to the pitcher's last batter::
 - 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.

NOTE: Rest requirements are based on pitches pitched by the player from **ALL** teams on which they play, including Warren Park All Stars and any full-time travel teams. Days on which the player pitches do **NOT** count as rest days.

- 9. Once removed from the mound, a pitcher cannot return as pitcher.
- 10. A coach's second non-injury visit to the mound to the same pitcher in an inning requires that pitcher be removed from pitching for the remainder of the game. The player may stay in the game at another position.
- 11. When a new pitcher enters the game, either at the beginning of a half-inning or mid-inning, they will receive up to 8 warmup pitches. A pitcher who finished the previous inning as the pitcher will receive up to 5 warmup pitches when they come out to the mound to pitch a subsequent innings. The catcher may throw the final pitch down to a base as a practice throw only at the beginning of a new inning
- 12. A pitcher must be removed from pitching immediately upon three (3) batters being hit by pitches in the game. The player may remain in the game at another position. In the umpire's judgment, if the batter intentionally tries to get hit by the pitch, or is hit by a pitch in the strike zone, the umpire shall call the pitch appropriately and not award first base to the batter. In such a situation, the "hit batter" does not count as a hit by pitch for the pitcher.
- 13. 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.