



# Warren Park Youth Baseball Rules

## Majors Division

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### I. GENERAL RULES

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1. The Majors 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 WPYBL 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 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 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 rule infractions having consequence to the playing and/or result of the game may be protested by a coach. 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. The manager of the winning team shall post the final score of the game on the WPYBL 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.

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### II. PLAYING FIELD

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1. The front edge of the pitcher's plate shall be 50 feet from the back of home plate.
2. The back edge of first and third bases shall be 70 feet from the back of home plate.
3. Second base shall be equidistant from first and third base.
4. The infield is defined as the area inside the diamond created by connecting all four bases.

5. 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.
6. 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.
7. 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.
8. The Home team is responsible for setting up the field prior to the start of the game.
9. The Away team is responsible for picking up the field upon completion of the game, unless there is another WPYBLL game immediately following.
10. The field of play shall be kept clear of bats and unused equipment.
11. 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.

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### **III. STARTING AND ENDING A GAME**

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1. Games are played at the times and locations shown on the schedule.
2. Majors games are scheduled for six innings. A Majors game is considered an official game upon the completion of four innings (3 1/2 if home team is ahead).
3. Majors games have a time limit of 2 hours minutes from the time of first pitch. No new inning may start after 1 hour and 45 minutes.
4. If a game reaches the 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 bottom half of the inning in which the time limit is reached, the final score will include the final inning played.
5. 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.
6. Each half inning ends with three outs or a maximum of five runs, whichever comes first. A 12-run "mercy" rule applies after three full innings (2-1/2 if the home team is ahead). 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.
7. 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.
8. There will be no automatic out assessed after the 8<sup>th</sup> batter in the lineup completes their at bat for a team playing with 8 players.

9. Any team that is unable to field nine players, or thinks that they cannot field nine players, may borrow up to two players from any other team in the Major division. Players from any current Warren Park All-Star or Chicago Warrior team rosters are not eligible as borrowed players. The borrowed player will bat in the last position and must play the outfield. If a rostered player shows up after the lineup has been established and given to the opposing team, the rostered player will bat after the borrowed player. The borrowed player will be allowed to continue to play in the game.
10. A coach may request players from the Minor 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 or her team total to ten (10). Farm players will wear their regular team uniform and must bat last in the batting lineup. Farm players must play even if the recruiting team ends up with enough players (due to late arrivals). No farm player may play more innings than any regular member of the team. No farm player shall pitch or catch. **NOTE:** A game played with more than 4 players borrowed/called up shall be considered a forfeit, but the game should still be played.
11. A coach may request players from another Majors division team or a Minors division team 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 eight players at game time. Farm players will wear their regular team uniform, must be placed at the bottom of the starting lineup. Farm players can play any position except pitcher and catcher. No farm player may play more innings than any regular member of the team that was present at the start of the game.
12. 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.
13. All games, without exception, shall be stopped upon the umpire seeing lightning. 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.
14. 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. Farm 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 players.
15. 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.

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## IV. FIELDING

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1. A maximum of nine players shall be positioned in the field of play when a team is on defense, assuming the team has 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 Majors 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. 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.

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## V. BATTING

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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 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 players spot in the batting order is reached.
5. Players may use wood or metal bats.
6. All metal bats used in Majors Division shall have a maximum diameter of 2 5/8" and display the USA Bat or BBCOR 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. Bunting is allowed.
8. The infield fly rule applies.
9. A batter may attempt to advance to first base when the third strike pitch touches the ground or backstop AND first base is unoccupied at the time of pitch. If there are 2 outs, the batter may attempt to advance to first base regardless of whether first base is occupied at the time of pitch.
10. 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.
11. 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.

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## VI. BASERUNNING

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1. A base runner may take a leadoff from any base and can attempt to steal second and third base at any time.
2. A base runner cannot steal home, but can attempt to advance to home plate once a pitched ball has passed home plate (i.e., wild pitch, passed ball). Any runner who is determined to have attempted to steal home prior to the ball crossing home plate will be ruled out.
3. Head-first slides into a base are not allowed except when base runner is returning to a base or in a rundown play. Diving or hurdling over a fielder to reach a base is not allowed. Runners who commit infractions listed above will be called out, and all other runners returned to the base(s) they occupied at the time of the pitch.
4. Base runners shall make an attempt to avoid contact with fielders at all times. Intentional contact by a baserunner on a fielder shall be considered interference. 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. The offensive team may utilize a courtesy runner when there are two outs in an inning and 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).
7. The offensive team can score a maximum of 6 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.
8. 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.
9. 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.

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## VII. PITCHING

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1. Pitchers must pitch overhand with their throwing foot in contact with the pitcher's plate.
2. When a pitcher commits a balk, the ball will be dead and the pitcher provided an explanation of the balk committed. Runners on base will NOT advanced and the pitch will NOT count. If a pitcher

commits a balk that is deemed intentional, the ball will be dead and all base runners shall advance one base.

3. 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.
4. The maximum number of pitches a player can pitch in a day is 85. 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.

**EXCEPTIONS:**

Max number of pitches for Chicago Warrior player in a day, regardless of division: 25

Max number of pitches for Warren Park All Star player in a day, regardless of division: 50

5. Pitchers are required to rest in accordance with the following 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.
6. A coach, catcher, or pitcher may indicate to the umpire that the defensive team wishes to intentionally walk the batter. The defensive team does not need to pitch to the batter; the batter will automatically take first base. The intentional walk will count for four pitches in the pitcher's pitch count.
7. Once removed from the mound, a pitcher cannot return as pitcher.
8. 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.
9. 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.
10. 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 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.
11. 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.