

14/16u Rules WYB & CYB

GENERAL RULES 2022 Spring Baseball

1. PLAYER ELIGIBILITY/GRADE

- 1.1. Age is determined by the player's age on April 30
- 1.2. Player's age must be from age 13 to 15 on April 30.

2. TEAM ROSTERS, PLAYERS AND POSITIONS

- 2.1. All teams must submit their final rosters before the first game to the league commissioner.
- 2.2. A minimum of seven (7) players is needed to start a game or a forfeit will result. You must call up players from a lower division.
 - 2.2.1. Call-ups may only be made to bring a team to nine (9) players. For example, a team with nine players may not call-up a tenth player.
 - 2.2.2. Call-ups must bat at the bottom of the batting order and can only play outfield positions defensively.
 - 2.2.3. If a call-up does end up being a tenth player at any point during a game, they may not play in the field defensively and can only bat (at the bottom of the lineup).
 - 2.2.4. Call-ups must not have or miss a scheduled game at the same time for their primary team in the lower age division.
 - 2.2.5. All call-ups must be coordinated through and approved by the commissioners of both divisions that are affected to ensure compliance with these call-up guidelines.
- 2.3. Defensive Players: In the 15u Division, teams will field (9) defensive players (3 outfielders, 4 infielders, a pitcher, and a catcher)
- 2.4. Because of a last minute "no show" of a player, you may borrow a player from the other team to play in the outfield only. That player will be the player who was the last out from the opponent's roster. He can only play defense. The open spot in the roster from the team who was short players will be recorded as an out when then spot in the lineup is due to bat.

3. FIELD AND GROUND RULES

- 3.1. Where not covered by specific WYB amendments, NFHS rules will apply.
- 3.2. The HOME team will practice 30 minutes before the game. The visitors will practice 15 minutes before the game. Both teams will clean their respective areas and share in the cleaning of common areas after the game. The home team must rake the pitcher's mound and around home plate to fill in any holes from the game. Rake the areas around the bases if needed.
- 3.3. Only officially registered team members may participate. **NO EXCEPTIONS.**
- 3.4. All team members in attendance will play. Disciplinary actions will be allowable if the competing coach is advised before the game.
- 3.5. Three outs made in the field (strikeouts included) will constitute an inning.
- 3.6. Substitution Rule
 - 3.6.1. The free and unlimited substitution of defensive players is permitted except for pitchers, but the batting order shall remain the same. **Once a pitcher is removed from the mound he cannot return to pitch in that game or in the completion of a suspended game, although he may play any other position.**
- 3.7. It will be the home team's responsibility to maintain the official score. Once the score has been agreed upon by both coaches, the head coach will be responsible for providing the score to the commissioner.
- 3.8. It will be the league commissioner's responsibility to maintain division standings for playoff seeding.
- 3.9. No jewelry can be worn during a game. Religious items must be taped to the body under the uniform.
- 3.10. All players must play an infield position during the game.
- 3.11. Players cannot sit out 2 innings in a row and must play a minimum of 4 innings in the field with 12 or less players on their roster, 3 innings with 13 or more on their roster.

4. PITCHING

4.1. The below chart is for 16u, the most pitches a 14u player can throw is 65 pitches.

Pitch Count Guidance		Examples
1 to 30 Pitches	0 Day Rest	30 pitches on Monday eligible to pitch on Tuesday
31 to 45 Pitches	1 Full Day Rest	45 pitches on Monday eligible to pitch on Wednesday (Tuesday Rest Day)
46 to 65 Pitches	2 Full Days Rest	60 pitches on Monday eligible to pitch on Thursday (Tuesday & Wednesday Rest Days)
61 to 75 Pitches	3 Full Days Rest	75 pitches on Monday eligible to pitch on Friday (Tuesday, Wednesday, & Thursday Rest Days)
76 to 85 Pitches	4 Full Days Rest	85 pitches on Monday eligible to pitch on Saturday (Tuesday, Wednesday, Thursday, & Friday Rest Days)
Daily Max Pitches	85	May not face a new hitter once the daily limit of 85 pitches is reached

4.2. One coach or parent from each team is responsible for keeping track of pitch counts for all pitchers. Coaches should check pitch counts after every inning.

4.3. A pitcher may exceed the daily pitch count limit to finish an at bat but must record an out to revert back to the limit. If an out is not recorded, his pitch count will stand where it is at the end of the at bat. No pitcher may face a new hitter once the daily limit of 85 pitches is exceeded.

4.4. Balks will be called as defined in the NFHS Rules.

4.5. If a member of the coaching staff visits the same pitcher twice, the pitcher must be removed.

4.6. FALL BALL EXCEPTION – 60 pitches are the max per game allowed.

4.7. If you have a player from your High School team, he cannot pitch in 15u.

4.8. Pitcher can't catch if he throws more than 40 pitches, catcher can't pitch if he catches more than 3 innings.

5. BATTING

5.1. Teams will bat all players on their roster in a predetermined order, a copy of which will be provided to the opposing team. Late arrivals will be placed at the bottom of the order.

5.1.1. Each player of the offensive team shall bat in the order that his name appears in his team's batting order.

5.1.2. The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed his time at bat in the preceding inning.

5.1.3. A batter shall be called out, on appeal, when he fails to bat in proper turn, and another batter completes a time at bat in his place.

5.2. A batter is out when –

5.2.1. His fair or foul fly ball (other than a foul tip) is legally caught by a fielder.

5.2.2. When a third strike is legally caught by the catcher.

5.2.3. A third strike is not caught by the catcher when first base is occupied before two are out.

5.2.4. He bunts foul on third strike.

5.2.5. An Infield Fly is declared.

5.2.6. He attempts to hit a third strike and the ball touches him.

5.2.7. His fair ball touches him before touching a fielder.

5.2.8. A third strike foul-tip is legally caught by the catcher.

5.3. The batter becomes a runner when –

5.3.1. He hits a fair ball.

5.3.2. The third strike called by the umpire is not caught, providing (1) first base is unoccupied, or (2) first base is occupied with two outs. *Rule 5.3.2 Comment: A batter who does not realize his situation on a third strike not caught, and who is not in the process of running to first base, shall be declared out once he leaves the dirt circle surrounding home plate.*

5.4. Bunting is permitted.

6. BASE RUNNING

6.1. A runner may take leadoff at any base at his own risk.

6.2. Runners may tag up at their own risk on any fly ball, fair or foul, once the ball is caught.

6.3. Runners who inadvertently turn toward second after reaching first cannot be tagged out unless in the umpire's judgment they show "intent" to reach second base.

6.4. Infield fly rule will apply.

6.5. There is no must slide rule.

6.5.1 A runner will not initiate any contact with another player. Incidental contact can happen.

PENALTY: The runner is out, and if the umpire deems such contact is deemed to be flagrant, the offending player will be ejected.

6.6. On a force play, the runner shall slide on the ground in a direct line between the two bases, or away from the fielder, to avoid making contact with, or altering the play of, the fielder.

PENALTY: With less than two outs, the runner is declared out as well as the batter-runner. Runners shall be returned to the bases they occupied at the time of the pitch. With two outs, the runner shall be declared out and the batter-runner credited with a fielder's choice. Violations result in outs; flagrant violations will result in ejection.

6.7. In the event of an injury, a courtesy runner will be permitted. That runner will be the last player who was called out.

6.8. Runners may advance on an overthrow out of play. Bases awarded will be at discretion of the umpire.

7. RUN LIMIT/MERCY RULE

7.1. There is **NO run limit per inning**.

7.2. **MERCY RULE** - If the losing team is behind by 10 or more runs after the fifth inning, the game is over.

8. THE PLAYING FIELD AND EQUIPMENT

8.1. Bases: The infield shall be 90-foot square (NFHS).

8.2. Pitcher's Mound: The distance between the front side of the pitcher's plate and home base (the rear point of home plate) shall be 60'6" feet.

8.3. Complete and proper equipment (by position) must be worn at all times. All male players should wear athletic supporters. **ALL catchers must wear cups.**

8.4. Metal cleats are not permitted.

8.5. Bats must be a BBCOR -3 Bat for 16u and -5 for 14u. Bats may not exceed 2 3/4 inches in diameter, may not exceed 35 inches in length.

8.5.1. Wood bats are permitted.

8.5.2. Bats listed on the WYB website as banned will not be allowed for use.

8.6. All players will wear complete uniforms as issued by their respective leagues including baseball pants (not issued).

- 8.7. No shorts will be permitted.
- 8.8. All on-field coaches must also be in uniform.

9. BASE COACHES

- 9.1. The offensive team shall station two (2) base coaches on the field during its time at bat, one at 1B and one near 3B. 9.2. Base coaches shall be an adult manager or coach.
- 9.3. Base coaches shall:
 - 9.3.1. Remain within the base coaches' box at all times, except when necessary, to provide space for a defensive player to make a play on a batted or thrown ball.
 - 9.3.2. Talk to members of their own team.
 - 9.3.3. An offending coach shall be removed from the base coach's box.

10. UMPIRES

- 10.1. The decision of the umpire is final. Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final.
- 10.2. No player, manager, coach or substitute shall object to any such judgment decisions.
- 10.3. Only a head coach or designated speaking coach may discuss plays with the umpire. The "designated speaking coach" shall be the team's representative during the pre-game conference with the umpiring crew.
- 10.4. In the event of an injury the umpire is to immediately call time. Any game related injury must be reported within 24 hours of the occurrence. Injury forms can be obtained at the concession stand.

11. COACH, PLAYER AND SPECTATOR CONDUCT

- 11.1. Head coaches must be at all times, examples of good sportsmanship.
- 11.2. The head coaches are responsible for the conduct of their players and assistant coaches.
- 11.3. Head coaches shall, to the best of their ability, control the conduct of parents and spectators on their side of the field, making every reasonable effort to discourage any type of harassment of umpires and opposing players, coaches, and fans.
- 11.4. No manager, player, substitute, coach, trainer or bat boy shall at any time, whether from the bench, the coach's box or on the playing field, or elsewhere:
 - 11.4.1. Incite, or try to incite, by word or sign a demonstration by spectators.
 - 11.4.2. Use language which will in any manner refer to or reflect upon opposing players, a coach, an umpire, or any spectator.
 - 11.4.3. Call "Time," or employ any other word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk.
 - 11.4.4. Make intentional contact with any player, coach, umpire or spectator.
 - 11.4.5. Take a position in the batter's line of vision, and with deliberate unsportsmanlike intent, act in a manner to distract the batter. **PENALTY:** The offender shall be removed from the game and shall leave the playing field, and, if a balk is made, it shall be nullified
- 11.5. No coach or staff member will appear at any game or practice under the influence of alcohol or controlled substance.
- 11.6. Smoking and/or the use of any and all tobacco products is prohibited on the playing field and in the bench area.
PENALTY: IMMEDIATE REMOVAL FROM THE LEAGUE for any coach, staff member and/or individual that violates Rules 11.4, 11.5, and/or 11.6.

- 11.7. All players must remain inside their respective dugouts unless fielding, batting, warming up, or on deck. Warning given for first offense. An out will be assessed for any further offense. Coaches may not stand behind the backstop.
- 11.8. There will be no throwing of equipment such as helmets and bats. It will be in umpires' judgment to issue a warning and ejection for any infraction. For unintentional slipping of a bat, there will be a warning to both player and coach for first offense and an out assessed for subsequent offenses.

12. EJECTIONS

- 12.1. Any player or coach who is ejected from a game by an umpire is automatically suspended from the next game played, including play off, championship and tournament games. There is no appeal.
- 12.2. Anyone who is ejected from a game must immediately leave the area in a sportsmanlike manner before play will resume. An assistant coach may be designated as head coach to resume play. If no other assistant is available, the umpire may designate a parent or player as head coach to resume play.
- 12.3. Umpires will report all ejections to the Head Umpires and division commissioner who will report it to the Board Members of WYB.
- 12.4. Anyone ejected from two (2) games during a season must meet with the Board Members of the League who may consider suspending the individual for the remainder of the season.

13. GAME TIMES AND DURATION

- 13.1. All games are scheduled for **seven (7) innings** and will begin within ten (10) minutes of scheduled starting times unless waiting for completion of an earlier game or clearing of inclement weather.
- 13.2. In the event of a tie, extra innings may be played as the time limit allows.
- 13.3. A game that is stopped for any reason with less than four and one half (4 ½) innings completed will be a suspended game and will be resumed at a later date from the point at which it was stopped.
- 13.4. All regular season games will adhere to a strict time limit of 2 hours and 15 minutes.
- 13.4.1. Time will officially start on the first pitch. This should be noted by the team scorekeepers and announced to both head coaches upon the delivery of the first pitch of the game.
- 13.4.2. No new inning will be started after the 2-hour minute time limit.
- 13.4.2.1. An inning will be considered started after the final out of the previous inning is recorded.
- 13.4.3. If the score is tied after the 2 hour and 15-minute time limit and a new inning cannot be started, the game will be considered a tie.
- 13.5. Pitchers will be given 5 warm-up pitches between innings or pitching changes. The fifth pitch will be thrown down to second and then.
- “BATTER UP”.
- 13.6. **Speed-Up-Rule** - Teams may elect to use a courtesy runner for the catcher of the upcoming inning (after two outs). The replacement runner must be the batter that made the last out. The sole purpose should be to speed up the start of the next inning. The player must be the catcher for the next inning.
- 13.7. Umpires have, at their discretion (after a mutual agreement), the option to stop a game because of darkness, even if the game has not reached its targeted number of innings played or time slot allowance. For games meeting the minimum number of innings needed (4 ½), if the HOME team is batting and they have scored the go ahead run, they will be declared the winner with the current score. If the game is tied or the HOME team is behind and have not had a chance to complete their at-bat, the game will revert back to the last complete inning. Otherwise, the game will be treated as a suspended game (13.3).

14. PROTESTS

- 14.1. No protest will be heard, except regarding violations of the Pitching rules defined herein.
- 14.2. Only the head coach or acting head coach may file protest.

14.3. Protests shall be made as follows:

- 14.3.1. The protesting head coach shall immediately, and before any succeeding play begins, notify the umpire that his team is playing the game under protest.
- 14.3.2. Within 48 hours, a formal protest must be submitted in writing to the Head Umpire, who will evaluate the validity of the protest and submit it to the Officers and Trustees of the League.
- 14.3.3. The written protest must be accompanied by a Fifty Dollar (\$50) cash deposit to be considered valid. The deposit will be returned only if the protest is upheld.
- 14.3.4. All valid protests will receive a hearing with the division commissioner, the Head Umpire and the Board Members of the League.

15. PROCEDURES

15.1. Lightning and Inclement Weather Policy (OHSAA Policy)

15.1.1. **Recognition** - Coaches, athletic trainers, athletes, administrators, commissioners and contest officials shall be educated regarding the signs indicating thunderstorm development. Since the average distance between successive lightning flashes is approximately two to three miles, ANYTIME that lightning can be seen or heard, the risk is already present. Weather can be monitored using the following methods:

15.1.1.1. **Monitor Weather Patterns** – Be aware of potential thunderstorms by monitoring local weather forecasts the day before and morning of the competition, and by scanning the sky for signs of potential thunderstorm activity.

15.1.1.2. **National Weather Service** – Weather can also be monitored using small, portable weather radios from the NWS. The NWS uses a system of severe storm watches and warnings. A watch indicates conditions are favorable for severe weather to develop in an area; a warning indicates severe weather has been reported in an area, and everyone should take proper precautions. Any thunderstorm poses a risk of injury or death even if it does not meet the criteria for severe weather. Therefore, anytime thunderstorms are in the forecast (even if it is only a 20 percent chance), event organizers shall be at a heightened level of awareness to the potential danger of lightning.

15.1.2. **Evacuation** – If lightning is imminent or a thunderstorm is approaching, all personnel, athletes and spectators shall evacuate to available safe structures or shelters. A list of the closest safe structures should be announced and displayed on placards at all athletic venues.

15.1.3. **THIRTY-MINUTE RULE** – Competition or practice shall be suspended once lightning has been recognized or thunder is heard. It is required to wait at least 30 minutes after the last flash of lightning is witnessed or thunder is heard prior to resuming practice or competition. Given the average rates of thunderstorm travel, the storm should move 10-12 miles away from the area. This

significantly reduces the risk of local lightning flashes. **Any subsequent lightning or thunder after the beginning of the 30 minute count shall reset the clock, and another count shall begin.**

15.2. General Weather/Rainouts Guidelines

15.2.1. It is our standard practice to call games on account of weather AT THE FIELD.

15.2.2. Therefore, all players, coaches and parents are expected to go to their appointed field at the appropriate time for their game, regardless of whether condition.

15.2.3. If conditions permit, we will make every attempt to get scheduled games played.

15.2.4. If conditions do not permit, the game will be cancelled and rescheduled.

15.2.5. Occasionally, games will be cancelled in advance if a check of the fields determines that it/they are unplayable. Also, if conditions are poor for an extended period during the day on a game day, we will attempt to cancel the game(s) in advance.

15.2.6. When in doubt, show up at the field.

15.3. Cancelled Games

15.3.1. If your game is cancelled either beforehand or during the game (lightning, rain, unplayable field, etc.), please notify your Commissioner as soon as possible.

15.3.2. The Commissioner will coordinate rescheduling your game.

15.3.3 GAME RESCHEDULE PROCESS FOR COMMISSIONERS IN WYB

15.3.3.1 Coaches must notify the Commissioner of the league that a game needs to be rescheduled due to a rainout or school function. Missing a couple of players is not a reason to reschedule a game.

15.3.3.2 Commissioners must look at the Wadsworth Sports Field Calendar to find out when the next opening is and at what field.

<https://fields.wadsworthcity.com/reservations/reservations/calendar/>. Remember, games trump practices. If a game is getting scheduled when a practice is scheduled, the teams that were going to have a practice must be notified when this process is completed. If a game is trumping a practice for another baseball organization in Wadsworth, notify them immediately. They must release the field through the City of Wadsworth website. Give them the confirmation to release the field when the game is scheduled with umpires confirmed. Do not have them release the field until everything is confirmed. Someone else could grab the field.

15.3.3.3 Once a date is found, contact the Head of Umpires. He will have to get back to you to confirm he has an umpire(s) for that day. Notify the teams that are being rescheduled with the date and time. A team missing their best player is not a reason to try to reschedule the game again. Only a school function is a reason to find another date. If the first date for a reschedule does not work out, find another date and repeat the process from step 2. Notify the team that had the practice and let them know their practice is still a go. If you are taking a practice from an organization outside of WYB, call them to release the field on the City of Wadsworth calendar.

15.3.3.4 Notify the WYB Scheduler to put it on the City of Wadsworth field calendar.

15.3.3.5 Notify the WYB webmaster to update the website with the new game information.

15.3.3.6 If a game is getting rescheduled to another city, that organization will handle the rescheduling if their team was one of the teams playing, but it will still need to be given to our WYB web master to input it on our website. If they cannot find umpires, check with the WYB head of umpires to see if we can cover it. Make sure to find out if the umpires can travel to another city. If no umpires can cover the game, find another date and start the process over again at step 2.

15.4. Communications

15.4.1. During the season, please contact your Commissioner with ANY questions you may have. The Commissioners attend weekly board meetings during the season and are update on virtually all issues.

15.5. Playoffs

15.5.1. Playoffs for the 15u division will be conducted via a double elimination tournament at the end of the regular season with all teams playing in the playoffs. The division seedings are done by winning percentage. Tiebreakers are:

15.5.1.1. First – Winning Percentage

15.5.1.2. Second – Head-to-Head winning percentage.

15.5.1.3. Third – Head-to-Head lowest runs given up.

15.5.1.4. Fourth – a coin flip

15.5.1. The winning coach of each game is responsible for notifying the Commissioner of the outcome of each game.

15.5.2. No playoff games will be delayed more than 24 hours from the first available slot. Forfeits will result.