



Warrington Youth Baseball

Minors Division Rules and Information (Revised 2017)

(Note: RULES APPLY TO ALL MANAGERS, COACHES, PLAYERS & VISITORS)

SAFETY and DEVELOPMENT STATEMENT

The safety and skill development of our Warrington Youth Baseball players is of the highest importance. As such, WYB expects all coaches to respect and accommodate reasonable requests from other coaches where safety or skill development are at issue. Any of the below rules may be modified in a particular circumstance upon agreement of coaches for both teams in order to accommodate a safety concern or foster skill development. For example, coaches may be asked to modify line-ups or allow a pitcher to pitch to a limited number of players to allow inexperienced pitchers an opportunity to pitch, or a coach may ask to modify a line-up so that a less-experienced batter is not batting against a pitcher who is too advanced for his skill level. The goal is for all players to learn the game of baseball in a safe and enjoyable fashion and all coaches are expected to work together in an accommodating and respectful manner to achieve that goal.

GENERAL RULES

1. A team may begin a game with less than 9 players but not less than 7. The team must bat 9 spots in the batting order. Each vacant spot less than 9 is declared an out the first time that spot comes up in the order. After that the spot is skipped with no penalty. If a team shows up with less than 7 players the opposing team should provide them with players so a game can be played, however, the game is a forfeit. The forfeiting team loses 6-0. This is STRONGLY encouraged to reward the players who do show up and want to play baseball.
2. No manager will use a player from another division as a substitute for missing players. "Borrowed" players MUST be from the opposing team of the scheduled game - NO EXCEPTIONS! Switching players from the opposing team as subs is permissible.
3. All players are to wear their full Warrington INHOUSE uniform to all games.
4. All team players are to be on the bench while awaiting their at bat or when they are not on the field.
5. Family members, especially siblings, ARE NOT PERMITTED IN THE BENCH AREA! With exception of the Bench Coach(es) who is to keep control of the players at all times.
6. Base Coaches must stay in the coaches' box area. All other coaches will stay out of play BEHIND the dugout.
7. The only players who should have a bat in their hand are the batter and the on-deck batter working on warm up swings. NO EXECPTIONS.
8. Warm up pitchers away from those watching the game.
9. Any player acting in an unsportsmanlike manner will be suspended for one game PLUS the game from which the player is thrown out. Benching a player for more than one game must be brought to the attention of the League Director.
10. NO MANAGER, ASSISTANT COACH, PARENT, OR PLAYER WILL BE ALLOWED TO RIDICULE, MOCK, OR GENERALLY IRRITATE ANOTHER PLAYER, UMPIRE, OR COACH. ANYONE OBSERVED NOT FOLLOWING THIS RULE WILL BE ASKED TO DISCONTINUE BY THE UMPIRE. IF THE PROBLEM PERSISTS, THE PERSON WILL BE ASKED TO LEAVE THE FIELD, AND A REPORT WILL BE GIVEN TO THE LEAGUE DIRECTOR OR VICE- PRESIDENT. IF AN ADDITIONAL COMPLAINT IS FILED DURING THE SAME SEASON, THEY WILL BE ASKED TO NO LONGER PARTICIPATE. LET'S REMEMBER - WE ARE HERE TO TEACH BASEBALL.
11. **No player shall sit out two innings before all other players have sat out one inning, and no player shall be on the bench 2 innings in a row.** The only exceptions are if a player is injured/sick or there is a disciplinary problem that has been discussed with the opposing coach.
12. **All players shall get at least 2 innings in the *infield*** unless he is late/injured/sick.
13. **Both travel and in-house players are to get equal playing time.** (Players who happened to play less than others in one game, should get a to play more in another game to balance playing time)
14. A game is official after 4 full innings.

15. A team is awarded a win if they are winning by 15 or more runs after 4 innings; however the game should continue to the time limit without further keeping score, and the scoreboard turned off.
16. The maximum number of runs that can be scored in an inning will be 5 with the exception of the 6th inning where there will be no limit. Once a team scores 5 runs the inning is over, the play should end to avoid injuries. A team may only score more than 5 runs in innings 1-5 on a home run that goes over a fence. *(Note: This rule replaced the 10-batter limit)*
17. No inning will start after 8:00PM **(Rule subject to change due to Lights)**. For weekend games, if there is a game scheduled afterwards, no inning can start after 1:50 hours from the scheduled start time. The next inning starts when the last out is made in the previous inning.
18. Games that are tied after 6 innings may go extra innings ONLY when there are no scheduled games on that field to follow, i.e. last game on Saturday or when darkness is not an issue.
19. Rain outs will be called by the WYB Director of Fields, Age Group Coordinator or Home Team Coach and communicated through WYB's Rainout text alert system and rescheduled in the next available opening.
20. All Managers will enter the final scores online at <http://warrington-baseball.com/in-house/submit-scores/> with the instructions that were given... **and report all pitchers used, along with innings pitched and pitches thrown.**
21. Standings will be kept by win/loss record. Tie breakers will be decided by
 - a. Head to Head game
 - b. Runs against
 - c. Coin Flip

PITCHING RULES

1. No manager or coach will knowingly teach or deliberately allow a player to throw any pitch that is not naturally inherent to the players arm. **NO CURVE BALLS!! Pitch to be called a ball, 1 warning issued and then the pitcher removed from the game on the next violation. 1 Warning PER PLAYER (NOTTEAM).**
2. **In-house** players are allowed to pitch a max of 2 consecutive innings per game. 1 pitch will be considered an inning.
3. **Travel** players are allowed to pitch a max of 3 innings per week (weeks are Monday-Sunday) with a max of 2 consecutive innings per game. 1 pitch will be considered an inning.
4. If a player pitches 40+ pitches in a game, the player must have 2 days of rest. For example, if a player pitches 40 pitches on a Thursday, the player can not pitch on Saturday.
5. **Pitcher restrictions announced by the Travel coaches must be followed** *[Note: For fairness, In-house coaches should not persuade travel coaches to change this list unless both coaches have had the same opportunity, this includes playoffs]* WYB strongly encourages all In-House Coaches to keep open good communication with Travel Coaches so that player's pitch counts in travel games can be factored in when planning in-house games. It is important that you know who is playing travel baseball and pitches and keep track of their pitching.

6. Any pitcher who hits two batters in one inning will be relieved from pitching for the remainder of that game. Any pitcher that hits three batters in a game (two innings) will be relieved from pitching for the remainder of the game.
7. Once a pitcher is removed for any reason, they may not re-enter the game as a pitcher.
8. **An in-house player must pitch before the start of the 4th inning** (innings 1, 2 or 3) and must pitch a full inning. You can replace the in-house player with another in-house player **HOWEVER** If an in-house player is removed from the game during an inning, and replaced by a travel player, that inning will no longer count as an in-house pitched inning.
9. For In-House Games, **in-house players must pitch a minimum of 2 innings while travel players will be allowed to pitch a max of 4 innings**. 1 pitch thrown by a travel player will be considered a travel inning. In the event of games with uneven number of innings, the Coach should ensure 2 innings have been pitched by in-house players (i.e. in a game of 5 innings, 2 innings should be pitched by an in-house player and 3 innings pitched by a travel player). Extra innings can be split between in-house and travel players.
10. *WYB strongly encourages our Coaches to develop all players who wish to learn how to pitch. Any player who wishes to pitch shall be given that opportunity and be taught and developed by our Coaches. (Recommendation: anyone who can reach from the proper distance, should get at least 2 chances on the mound during the season. But keep in mind safety concerns when power hitters vs. a pitcher with weak glove skills.)*

BATTING RULES

1. WYB encourages our Coaches to maintain open and positive dialogue prior to the start of each game in order to set pitching to match hitting at appropriate skill levels. Coaches should set their lineups to group the higher level skilled players at either the top or bottom of their lineup so that the opposing team's Coach can set the pitching accordingly to match the skill level of batters.
2. All players bat.
3. No player will bat last two games in a row, **UNLESS THE PLAYER IS LATE**.
4. Prior to each game, there will be a pre-determined line of "out of play", especially fields without fencing.
5. There will be 4 balls and 3 strike counts.
6. Balls that go through or get stuck in the backstop, will be declared a dead ball and no advancement of the runner will be permitted.
7. Bunting: There will be no fake bunting. If a player looks to bunt and misses it will be called a strike. A player that fakes a bunt and swings will be called out.
8. *WYB strongly encourages our Coaches to further develop all players' batting skills. Any player who wishes to receive further batting instructions shall be given that opportunity and be taught and developed by our Coaches.*

FIELDING RULES

1. There is no infield fly rule
2. Tagging up on fly balls in the outfield (grass) is allowed, but not infield.
3. In the event of an over throw into the "out of play" area, play will stop at the base the runner is going to at the time of the overthrow.
4. Overthrows hitting the foul fence are live balls.
5. Batted ball caught "out of play" are not considered an out. The placement of the players feet will determine "in" or "out" of play. One foot in bounds on a catch near the "out of play" markings will be considered a good catch. The catch and carry rule will apply (The runners can advance fields without fencing). Players must return to the "in Play" area to throw the ball.
6. Fair balls that land in play but bounce out of play will be considered a ground rule double.
7. Fair balls that get stuck in the outfield fence or go under the fence will be a ground rule double.
8. Fair balls that bounce over the fence will be considered a ground rule double with umpire verification.
9. No player can deliberately run into any fielder or catcher who had possession of the baseball with the intent of jarring the ball loose. If this happens the player is automatically out and suspended for one game. Runners must slide or surrender to the fielder, provided the fielder is at the base in possession of the ball or in the act of catching the ball. Runners cannot initiate contact with the fielder; both intentional and non-intentional contact will result in the runner being called out, possible ejection and/or suspension. **Accident or not ALL players must understand they MUST SLIDE OR TRY TO AVOID CONTACT**
10. Fielders should not block the runner's path without the ball as obstruction may be called.
11. Three Steals per inning per team. No stealing of home or advancing to home on a passed ball.
12. Catchers are encouraged to throw out base stealers. An overthrow of 1st or 2nd base is a live ball and the base runners can advance, but cannot come home. On an overthrow of 3rd base on a stolen base attempt the base runner may not advance to home.
13. Taking an extra base on an overthrow from the catcher who is trying to throw out a runner who is stealing will count as another steal. Taking an extra base on an overthrow from a fielder during a "non-stealing" play does not count as a steal. **A player cannot steal home.**
14. **No delayed steals, or taunting the catcher to make them throw.** (Please remind the Travel players of this in-house rule) IF the catcher does throw due to being taunted, the play is dead (no outs, no advancement).
15. Defensive changes will be limited to the start of an inning or when a pitching change occurs and must be brought to the umpire's attention.

16. No Leads. Stealing is allowed after the pitched ball crosses the plate. If the runner leaves the base early in the opinion of the umpire, one warning will be issued. The player must then go back to the base from which he started. The next player on that team caught leaving early during the game will be declared out. There will be one warning per team, per game.
17. If because of injury, a pinch runner is needed, use the person who made the last out.
18. No head first sliding. If you do, the runner is out!
19. *WYB strongly encourages our Coaches to further develop all players' fielding skills. Any player who wishes to receive further fielding instructions shall be given that opportunity and be taught and developed by our Coaches.*