



Warrington Youth Baseball

Majors Division

Rules and Information

GENERAL RULES (FOR ALL MANAGERS, PLAYERS & VISTORS)

1. 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.
2. Family members, especially siblings, ARE NOT PERMITTED IN THE BENCH AREA!
3. All players are to wear their full Warrington uniform to all games.
4. A player ejected from a game must be benched for the next game.
5. Travel / In House Conflicts - All players shall be instructed that if there is a conflict between Travel practice and an In House practice, they shall go with their Travel team. a conflict with a Travel game and In House game they should go to the Travel game. a travel practice and an In House game they shall go to the In House game.
6. Majors Teams shall consist of a max of 15 players and have no more than eight 12 year olds. If smaller roster size, no less than 4 from each age group.
7. Majors Base path distance: 70 feet for the season and playoffs
8. Majors Pitching Distance: 50 feet
9. Starting times: Weekday games start 6:00 PM, or **6:30pm with lights.**
10. Warm-ups & field prep: The home team is responsible for lining and grooming the field, before the away team is scheduled to warm-up. If time permits, the pre-game warm up schedule is: Home team warms up from 45 min. to 25 min. before game time; Away team warms up from 25 min. to 5 min. before game time. Coaches will meet with umpire 5 min. before game. If time doesn't permit 45 min. to warm up because of an earlier game or weather problems, the two teams will split the remaining time. Warm-ups must be discontinued 5 min. before the scheduled starting time.
11. Batting cages: At Tim Raymond Field, the batting cages belong to the two scheduled TRF teams until the start of their game. The cages are then available to the next two teams scheduled to play. If there is no game scheduled afterwards, the cages are available for use by other teams. Teams should only occupy 1 cage if other teams are there waiting.
12. Umpires: **Home team supplies game balls to ump.** Home plate umpire will be assigned by the league and cover bases. Home teams should have a back-up home plate umpire in case the scheduled umpire does not show up.
13. Line up exchange at the beginning of the game should include players' names and their uniform numbers. All teams shall keep a scorebook that includes first and last names of ALL players.
14. **Minimum players – Regular season vs. Playoffs**
 - Regular season: Games can start with no less than 7, or it will be a forfeit. There are no automatic outs for playing with less than 9 players. Only members of the opposing team can be borrowed to play defense, and should be playing in the outfield located near their dugout. Players who play for the other team are selected based on the last player in the batting order during the first inning, and then last out for all subsequent innings.
 - Playoffs games: must start with at least 8 players and no additional players can be used (so two outfielders are allowed to start a game). There will be an automatic out each inning for the missing player until he joins the game. Coaches should attempt to reschedule a playoff game if at risk of being short.

15. Game Length: 6 innings for full game. A game is official after 4 official innings.
16. Ending times. **No inning can start after 1:50. Record start time in home team's book.** The next inning starts when the last out is made in the previous inning. This time limit rule applies to extra innings and playoff games.
17. There is **no mercy rule** (see max runs per inning and time limit).
18. Substitutions: A team may only have **defensive substitutions at the start of any inning or when there is a pitching change.**
19. **Both teams will enter the final scores and all pitchers w pitches used in a game within 24 hours** using the instructions that were given
20. Protests will only be allowed during the game itself, not afterwards. Protests are to be filed with the umpire in charge of the game within baseball rules at the time of incident, and then decided by the Majors Coordinator. Note: IF a head coach feels any rule was broken, the should call time out before play continues, and have a meeting with the opposing head coach and umpire to work out a fair solution. Have a copy of the rules to help solve issues.
21. Standings will be kept by win/loss record. Tie breakers decided by -a. Head to Head game b. Runs against c. Coin Flip
22. Rain outs will be called by the League and/or Age Group Coordinator or the Home Team Coach and rescheduled in the next available opening
23. Reschedule Policy - If a coach knows in advance they cannot field a team, the game may be rescheduled after checking with the Age Group Coordinator. No guarantees. Rain outs will take priority for make-up times. If the game cannot be made up, the team that could not field a team will forfeit. Managers may not cancel games without conferring first with the Age Group Coordinator. If a full slate of Saturday games is postponed, be prepared to play the next day (Sunday). Any team refusing a make-up will forfeit. Head coaches should make arrangements for assistants to run the team if they cannot be there.

FIELDING RULES

1. **"No player shall sit two innings before all players sat once"**, unless a player is injured, sick, or there is a disciplinary issue that has been discussed with the opposing coach.
2. **Each player must get a minimum number of 2 infield innings by the 5th inning**, pitcher and catcher included (with 11 or less on rosters, **recommended to play each 3 infield innings in by 6th**). Unless a player is injured, sick, or there is a disciplinary issue that has been discussed with the opposing coach.
3. During the season, both travel and non-travel players should get equal playing time, including a fair amount of infield play.
4. There are **no Hidden Ball Tricks**.

PITCHING RULES

1. It is recommended that managers do not permit pitchers to throw curve balls.
2. Once a pitcher is removed for any reason, they may not re-enter the game as a pitcher.
3. Any pitcher who hits two batters in one inning, or three batters in a game, they will be relieved from pitching for the remainder of that game.
4. Intentional walks: Allowed at any time during the at bat. No pitches are needed; the coach can just let the ump know to "put him on".
5. Balks: Pitchers can balk and base runners will advance, but umpire will give one warning to each pitcher during games, including playoffs. If no base runners, pitch is an illegal pitch and does not count.

6. Two 'FULL' non-travel player(s) pitched innings must be in innings 1 to 5 (So 6 innings would have a minimum "TRV/In-House" split of 4/2; 5 innings 3/2; 4 innings 3/1) Note by 'FULL', only another in-house pitcher can be the reliever in the inning for it to still count.

- If time for an extra inning, coaches will decide based on who is available.
- IF one team has no able in-house pitchers for a game, notify all ASAP so a fair decision can be made by Coaches\Coordinators.

(Note: the season travel/In-house inning pitching split is based on the percentage of travel to in-house players registered)

7. Pitchers can pitch no more than 2 innings in an in-house game, and 6 innings (travel or in house) total per week. A pitching week runs from Monday through Sunday. Violation following any pitch rules will result in a forfeit.

- 1 pitch is considered an inning. 1 inning pitched is permissible to pitch the next day. 2 innings pitched must have 1 day of rest. If a player pitches more than 2 innings in a travel game he must have 2 days of rest (travel or in house).
- Pitching for other teams (Travel, School, CYO...) must also be considered as time pitched. It is important that you know who is playing for other teams.
- **Travel coaches will supply teams with strict pitching instructions for games. As an example, "Player Name – 1inn/35p" means no more than 1 inning and up to 35 pitches (can finish the batter).**

BASERUNNING RULES

1. Runners MUST "SLIDE OR AVOID CONTACT", provided the fielder is at the base in possession of the ball or in the act of catching the ball. Contact, both intentional and non-intentional, will result in the runner being called out, possible ejection and/or suspension per umpires discretion.
2. No head first slides, runner is out if they do. However; Diving head first back to a base is permitted.
3. Leads are allowed at any time.
4. **There is unlimited stealing except a limit of one 'steal home' per inning.**
 - A 'steal home' is considered advancing on the pitcher or catcher (LIMIT OF 1); incl
 - Running on Wild pitches\Passed balls
 - Running on Catcher throwing back to pitcher, even if wild
 - A 'steal home' is NOT considered advancing on active plays (NO LIMIT); incl
 - Catcher throws to base on any steal plays, including the common "first and third"
 - Catcher throwing to any base on a dropped third strike
 - Catcher throws to any base in attempt to pick-off a leading runner
 - Pitcher attempts a pick-off to any base
5. **"Uncaught 3rd strike" rule is in effect.** *Definition being "The batter becomes a runner when third strike called by an umpire is not caught in flight (ex: bounces into glove, dropped...), providing first base is unoccupied or first base is occupied with two out."*
 - a. If a batter accidentally runs due to confusion on an uncaught 2nd strike, the umpire's should call "dead ball" and have all runners return to their original bases. Batter will return to finish his AB.
 - b. Teach Catchers - bases loaded with 2 outs, uncaught 3rd strike, can touch home with the ball to get the final out.

6. "Infield Fly Rule" is in effect. Official rule being *"in the judgment of the umpire, can be caught by an **infielder** with ordinary effort, and when there are runners on first and second or first, second, and third and less than two outs."*
 - a. We should teach the runners that the batter is immediately out and they do not have to run (caught or not).
 - b. If base runners do run when umpire yells "infield fly, batter is out", it is at their own risk, of either advancing or making an additional out.

BATTING RULES

1. All players bat.
2. No player may bat last more than 3 times during the regular season.
3. Bats: Based on new 2018 rules, all bats must bear the USABat licensing mark
4. **Maximum of 5 runs an inning, except no limit in the announced "final inning"** and if there is a HR over the fence that equals more than 5, all runs count
 - a. The final inning is decided by the umpire and head coaches prior to the start of an inning, based on time remaining and the score to give losing teams a chance to catch up.
 - b. The game is over after the "final inning", even if somehow time remains, or ends in a tie.
5. There is no fake bunting. If a player squares to bunt and swings it will be called an out.
6. Anyone throwing the bat will be warned once and then will be called out every time the bat is thrown after the warning.
7. **NO ONE IS TO HAVE A BAT IN THEIR HAND EXCEPT THE BATTER.** No one is permitted to be on deck before they bat. All players not on the field must remain on the bench until they are called to bat. No exceptions.
8. Base Coaches must stay in the coaches' box area. All other coaches will stay out of play **BEHIND** the dugout.
9. A second adult base coach is optional; a player may also be used with a helmet