



## W-SR YOUTH BASEBALL RULES 1<sup>st</sup> / 2<sup>nd</sup> / 3<sup>rd</sup> Division

### Participation Rules

- 1) All players present during the games must be in the batting order throughout the game unless their removal is due to illness or injury. No automatic out will need to be taken by the offensive team should a player leave the game due to illness or injury.
- 2) All players play the field at all times. If more than 10 defensive players are in the field, the extra player(s) must be placed in the outfield evenly spaced in a half circle defensive position. No outfielders are allowed to assume an infield position. All outfielders must be behind the "Outfield Arc" (In the grass) when the ball is pitched.
- 3) Players may switch positions at any time
- 4) If a team can only field 8 players, a 9<sup>th</sup> player may be picked up off of another team. Pick up player must play outfield and bat last.

### Field Dimensions

- 1) Bases set at 60'. The pitcher's plate will be set at 40'.
- 2) There is a 20-foot arc in front of the home plate (considered foul territory). Fielders must remain roughly 10 feet away from the fair ball arc.

### Game Times

- 1) Games will be 1 hour long or 5 innings, whichever comes first, and may end in a tie. Games can go longer if both coaches agree and there are no issues with field availability.
- 2) No ON-FIELD infield or batting practice will be allowed before the start of the game. This does not include ground balls hit in foul territory.
- 3) Home Team:
  - Occupies the 3<sup>rd</sup> base dugout, is listed LAST on the schedule.
  - Home Team Field Maintenance responsibilities:
    - Rake the field after each game and clear dugout trash
- 4) Visiting Team:
  - a. Occupies the 1<sup>st</sup> base dugout.
  - Visiting Team Field Maintenance responsibilities:
    - Clear dugout trash and check for any trash left outside of the fences.

## 5) Inclement Weather

- a. If a game is cancelled due to weather, it may be made up at the coach's discretion in an open time slot on the diamond use calendar. If the game is in progress, it will be picked up where it left off.

### **League Rules**

- 1) All players must wear uniforms including jersey, cap and gray pants. Catchers must wear a protective helmet/facemask whenever catching a pitch, including warmup pitches. The batter at the plate and all base runners must wear a batting helmet.
- 2) Coaches may be on the field for instruction during the game.
- 3) All youth bats must be USSSA or USABat certified.
- 4) There is no "infield fly" rule or "dropped 3<sup>rd</sup> strike" rule. Bunting is NOT allowed.
- 5) Players cannot steal or lead off. Runners cannot "dance" in the base path. Runners can only advance one base on an overthrow.
- 6) Base runner must slide to avoid contact with opposing players when played on, otherwise player may be called out. Coaches should use their best judgment to enforce this rule.
- 7) If a hit ball does not pass the 20' arc, it will be considered a foul ball.
- 8) The play is over when the ball is controlled inside the baselines on the infield, by an infielder. If a base runner is not halfway between two bases when the play is over, they must return to the previous base.
- 9) Maximum of 5 runs scored per team per inning.

### **Pitching Rules**

- 1) The player pitcher must stand within 10 feet of the pitching plate at most.
- 2) Coaches should pitch to their own team unless otherwise agreed by both teams.
- 3) The coach pitcher must pitch overhand, preferably from one knee. The coach may coach the runners while in the pitching position. Once the ball has been hit, the coach must not distract or obstruct the view of the fielders. If the pitcher defends himself from a batted ball, it is considered NO PITCH and a redo is then used.
- 4) The batter has 7 pitches to put a ball in play. 3 strikes and the batter is out. There are no walks. If a foul ball is hit on the last pitch, but not caught by a fielder in the air, the batter is still up. An at bat cannot end on a foul ball.
- 5) The catcher should return the ball to the pitching coach after each pitch.
- 6) The coach pitching and a defensive coach should work together to umpire the game.

### **Sportsmanship**

All coaches, players, and spectators are expected to display good sportsmanship. Unsportsmanlike conduct should be reported to a board member. Situations should be defused and the board should determine consequences after the fact.