



Warren Park Youth Baseball Administrative Rules

Edited 4/2010

1. 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.
2. An official game in Coach-Pitch and Rookie is three complete innings (2-1/2 if home team is ahead). An official game in Minor League is four complete innings (3-1/2 if home team is ahead). An official games Major League games is five complete innings (4 ½ if home team is ahead).
3. Player eligibility for post season tournament: players must have played in at least half of the team's regular season games.
4. All divisions at WPYBL allow for a girl to have the option of subtracting one year from her age to play in a lower division.
5. Mercy rule does not apply in the playoffs.

League Summaries

Division	Age	innings	bases	Pitcher mound	Mercy Rule	Max Bat diameter	Max weight differential	Base stealing	Dropped Third strike	Infield Fly	Max runs Per inning
Tee ball	4-6	NA	45'	30'	NA	NA	none	no	no	no	NA
Coach Pitch	7,8	5	50'	36'	10 @4	2 ¼"	none	no	no	no	5
Rookie	9,10	5	60'	42'	10 @4	2 ¼"	none	no	no	no	5
Minor	11,12	6	70'	48'	10 @4	2 ¼"	-12	no	no	yes	6
Major	13-15	7	80'	54'	10 @5	2 5/8"	-3	no	yes	yes	7

Warren Park Youth Baseball Major League Rules

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1. Games are played at the times and locations shown on the schedule, with a 10-minute forfeit period. A minimum of eight players are required to play a game. A team with seven players will result in forfeit, but if both teams fail to field eight players or more, the game will be rescheduled. A team playing with eight players will be assessed an out each time the ninth spot in the batting order is scheduled to bat. A team with seven players must forfeit.
2. Games are played for seven innings or if there is a following game, until the time limit. No new inning shall begin within 10 minutes of the time limit. The time limit is 15 minutes before the next



scheduled game. Therefore any game without a following game scheduled after it does not have a time limit. The umpire has the authority to stop a game for darkness, rain, or lightning.

3. Batting Lineup rule. Each coach is required to exchange a lineup with the opposing coach containing only players who are present at game time. Coaches will also instruct the opposing coach of late arriving players and their place in the batting lineup. Late-arriving players must be added to the last spots in the batting lineup. All players, whether or not in the field, are in the batting order.
4. If a player must leave a game because of injury and miss his or her turn at bat, that team will not be charged with an out for missing his or her spot in the lineup. If a coach tells the umpire and the opposing coach before a game that a player must leave the game at a specific time, then that team will not be charged with an out when the player comes up to a bat. If a player has to leave the game unexpectedly, the team will be charged with an out when the missing player's spot comes up to bat in the lineup.
5. When present at the start of the game, each player must play in the field for at least two of the first four innings of the game. Since games are of uncertain duration, each coach is asked to make a good-faith effort to play each player in the field at least ½ of the total innings played over the course of a week's games. Coaches have authority to limit playing time for any player for not following team rules.
6. Each player must be in complete uniform (jersey and baseball pants), including mitt, in order to play. Hats should be worn at all times with the bill of the hat facing forward. No metal cleats are allowed. Boys must wear protective cups.
7. WPYBL field rules. During the course of the game no persons, including spectators, friends, family, or coaches are allowed within fifteen feet behind the backstop fence of home plate. The umpire will halt play or call "time out" to inform persons to relocate.
8. The field of play and team benches are for coaches and players only. Team coaches determine who is authorized on the team benches.
9. Leadoffs and base stealing are allowed. The dropped third strike rule applies.
10. Any player who intentionally removes his/her helmet while on the bases or at the plate while "time is in" will be warned. A second warning in the game will result in the player being ruled out.
11. Bases are 80 feet apart. Pitcher's mound is 54 feet from the back of home plate.
12. The infield fly rule applies.
13. A base runner *must always* try to avoid contact. Whenever possible, a runner *must* slide into base in order to avoid contact. Rough contact caused by a player not sliding will result in the player being called out and may lead to possible ejection from the game.
14. Contact caused by a defensive player interfering with the base runner by standing in the baseline without the ball may be grounds for awarding the base runner additional bases and safe call. Rough play by a fielder to a base runner can result in ejection from the game by the umpire.
15. Nine players will be used in the field. All players, whether or not in the field, are in the batting order. Late-arriving players must be placed last in the batting order if inserted into game at the discretion of the coach.



16. 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. Each half inning ends with 3 outs or a maximum of 7 runs, whichever comes first. A 10-run "mercy" rule applies after 5 full innings (4-1/2 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.
17. Adjustment to 7 run limit per inning rule.

Teams may score more than the usual limit of seven runs per innings in two cases:

- a) A team that is behind in the final inning of a regulation game is not held to the 7 run per inning limit. The run limit for the losing team in the last inning will be the number of runs needed to tie the score.
- b) In the case where a team is losing by ten runs or more prior to final (seventh inning) and three more outs will trigger the "mercy" rule, the losing team is allowed to score enough runs to create a nine-run score difference and avoid the end of the game under the mercy rule.*

*****Please see the end of these rules for further explanation of Rule 16, along with concrete examples.*****

18. Home team coaches and assistants set up the field prior to the start of the game.
19. When there is no following game, return the equipment to the equipment box after the game.
20. Both coaches must check that the equipment box is securely locked, with both locks pushed in and locked, before leaving the field.
21. All players must play in their league-approved uniforms. No lettering or insignia may be placed on the uniforms without board approval.
22. No players, other than the batter and on-deck hitter, may swing a bat. A player swinging a bat off the field may be ejected from the game per the umpire's judgment.
23. Players may use wood or aluminum bats. The net difference between the length of the bat and the number of ounces can be a maximum of -3. The barrel of the bat may be no greater in diameter of 2 and 5/8 inches.
24. Any player may pitch up to eleven innings per week. The week of pitching is defined as beginning on Monday and ending on Sunday. Any part of an inning pitched counts as a full inning. No player may pitch in consecutively played games, with no exceptions. Playoffs begin a new season and all pitchers are eligible for first playoff game. For the remainder of the playoffs, no player may pitch in consecutively played games, with no exceptions.
25. Wild pitcher rule: 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 was hit by a pitch and could have easily been avoided or could have been called a strike, the umpire may call the pitch appropriately and not award first base to the batter. In such a situation, the "hit batter" does not count against the maximum hit by pitch number.
26. 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



27. 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.
28. The final score of the game, and all pitchers who appeared in the game including innings pitched, must be emailed to the head of the division and the league scorekeeper as soon as possible after the game.
29. Stalling Rule. In an umpire's judgment, intentional stalling of a game by coaches or parents will be grounds for forfeit.
30. Courtesy runner rule. A courtesy runner is allowed with two outs in an inning for the catcher and pitcher while on the bases. In order to speed up play, with two outs in an inning, it is strongly suggested that a courtesy runner pinch run for a catcher who is on the bases. The catcher should use the time to put on his/her equipment for the next inning. The pinch runner will be the player who made the last recorded out.
31. Farm player rule. 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 team total to nine. Farm players must play even if the recruiting team has enough players at game time. Farm players will wear their regular team uniform and must bat last in the batting lineup. There is no restriction to where farm players can play on defense. No farm player may play more innings than any regular member of the team.
32. Abuse toward umpires. Abuse of umpires by coaches, players or parents is grounds for immediate ejection from the game and the park. Ejection will be automatic 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.
33. A coach may suspend a player for one game for disciplinary reasons. Serious disciplinary problems will be referred to the Board for its decision, which may include suspension for the season.
34. **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.
35. Protest Procedure: 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.
36. A coach must inform the umpire of his/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 League. 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.
37. The head coach and assistant coach for each Major team are required to submit Chicago Park District Volunteer applications, which will include a background check, to WPYBL.
38. Rules not listed here are covered by the current NFHS Rules Book available through the National Federation of State High School Associations, website address www.nfhs.org

*FURTHER EXPLANATION OF RULE 16



Because Rule 16 is relatively new and somewhat complicated, it is important to review both parts of the rule.

Let's first review the rule's first part.

*A team that is behind in the final inning of a regulation game is not held to the 7 run per inning limit. The run limit for the losing team in the last inning will be the number of runs needed to tie the score.

Example 1:

If the Nationals are losing to the Marlins by the score of 10-2 in the top of the 7th inning (a game in the Major division is 7 innings and the run limit per inning is 7 runs). The Nationals can score up to 8 runs to tie the game. The losing team (Nationals) is therefore not bound to the Major division 7-run per inning limit in the last inning.

Outcome 1. The Nationals score 2 runs and lose the game 10-4.

Outcome 2. The Nationals score 8 runs and still have the bases loaded with one out. The inning is over, leaving the game tied 10-10. The game goes into extra innings with the regular run limit per inning.

The rule has a second part.

In the case where a team is losing by ten runs or more prior to final (seventh inning) and three more outs will trigger the "mercy" rule, the losing team is allowed to score enough runs to create a nine run score difference.

Example 2:

The Nationals are at bat in the bottom of the 6th, behind 19-2 to the Marlins. The Nationals can score a maximum of 8 runs in the fifth in order to avoid the end of the game under the mercy rule.

Outcome 1. Nationals score 7 runs to make score 19-9. Result: game over by 10-run mercy rule and Marlins win by final score is 19-9.

Outcome 2. Nationals score 8 runs and have two runners on base with one out to make the score 19-10. Result. Inning over as Nationals are limited to scoring only enough runs to make the difference in the score 9 runs. Game continues with the Marlins batting in the top of the 6th.

A FINAL NOTE: If the home team scores enough runs in the bottom of the sixth or seventh innings to take a 10-run lead, the game is automatically over under the mercy rule. The visiting team does not get another chance to bat.