



Warren Park Youth Baseball Administrative Rules

Edited 5/2010

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	Pitch 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 Coach-pitch League Rules

Revised 4/2010

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 five innings or, if there is a following game, until the time limit, which is 10 minutes before the next scheduled game. Traditional weeknight games will thus end at 7:05 p.m. sharp.

No new full inning shall begin within 10 minutes of the time limit (6:55 sharp for regular weeknight games). If a game reaches the time limit, the score will revert to the score at the end of the last full inning played. 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, and 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 bill of cap facing forward. Player will be allowed to play when missing a hat. No metal cleats are allowed. Boys must wear protective cups.

7. A coach from each team must sign the umpire's scorecard at the end of each game to verify the score.

8. The head coach and assistant coach for each Coach Pitch team are required to submit Chicago Park District Volunteer applications, which will include a background check, to WPYBL.

9. 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.

10. The field of play and team benches are for coaches and players only. Team coaches determine who is authorized on the team benches.

11. Any player who is determined to have left a base before the ball is hit by the batter can be ruled out by the umpire for leaving the base early. Any player who intentionally removes his or her helmet while on the bases or at the plate while "time is in" will be warned. A second infraction of removing a player's helmet while at bat or at the plate will result in the player being ruled out.

12. 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. 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.

13. Overthrow Rule: For the purpose of this rule, an overthrow is defined as any thrown ball by a fielder that is not caught by another player covering a base. On a batted ball, when a throwing attempt is made to retire a runner at first base, the runner cannot advance to second as the result of an overthrow or missed catch of the first baseman. An overthrow of 2nd, 3rd or home will result in a maximum advancement of one additional base for all base runners.

14. Limited Runner Advancement Rule: No runner may advance further on the bases (unless forced by another base runner or half way to the next base as judged by the umpire) if a thrown ball from the outfield reaches the infield. The defensive player need not have possession of the ball. The infield is defined as anywhere inside the diamond created by connecting all four baselines. Base runners can be tagged out during the course of the play as long as the umpire has not ruled the play dead. When the play has concluded, the umpire will signal time out and direct base runners (who were not tagged or forced out) of their proper advancement. Base runners who were not half way to the next base will return to the previous base per the umpire's call. Once a call is made by the umpire, play is stopped as he directs base runners to stay or return to the proper base.

15. Ten players will be used in the field. Players must play in traditional baseball positions. The 10th player can either play as a 4th outfielder or a "short center fielder" which is a position near second base in the infield. For safety reasons, positioning of two players in the pitcher's mound area is specifically not allowed.

16. All players must play in their league-approved uniforms. No lettering or insignia may be placed on the uniforms without board approval.

17. 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 5 runs whichever comes first. A 10-run "mercy" rule applies after 4 full innings (3-1/2 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.

18. Adjustment to 5 run limit per inning rule.

Teams may score more than the usual limit of five 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 5 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 (fifth 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 18, along with concrete examples.*****

19. Home team coaches and/or assistants are responsible for setting up the field prior to the start of the game by setting up the bases and pitching rubber. When there is a following game, leave the bases and pitching rubber for that game. When there is no following game, return the equipment to the equipment box after the game. Both coaches must check that the equipment box is securely locked, both locks, before leaving the field.

20. A maximum of two coaches from the defensive team may position themselves in the field, outside the base paths, for the purpose of directing play. Additionally, the defensive team must place a coach behind the umpire and catcher to help with throwing the ball back the pitcher (in order to speed up play). Interference and obstruction rules apply to these coaches, similar to any other defensive player.

21. A coach will pitch to his/her team's players. A maximum of ten pitches will be given each batter. After ten pitches the batter is out. The pitcher may not walk a batter. The umpire does not call balls and strikes, only the number of pitches. Only foul balls and swinging strikes count as strikes. Batted balls hitting the coach who is pitching are in play. Interference rules apply to the coach who is pitching similar to those of a base runner. Pitchers must pitch overhand from the pitching rubber.

22. Starting on July 1, for the remainder of the season, players will pitch for the first two innings of each game. A player may pitch a maximum of one inning per game maximum. In order to speed up play, pitcher replacements will not be allowed except in the case of injury, or at the umpire's discretion. The defensive team's coach will remain behind the pitcher's mound to assist the youth pitcher.

Balls and strikes will be called by the umpire, and strikeouts will occur after three strikes in accord with normal baseball rules. In the case of four balls, there will be no walks. After four balls, the coach of the offensive team will then pitch to the batter, with a seven pitch limit. The batter will be out if the ball is not put in play after the seventh pitch by the coach.

23. Bases are 50 feet apart. The pitcher's mound is 36 feet from the back of home plate.

24. Bats and unused equipment must be off the field of play.

25. 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. Players may use wood or metal bats. The bat may not exceed 2-1/4" in diameter.

26. No bunting is allowed by a batter. The infield fly rule does not apply.

27. Abuse toward umpires. Abuse of umpires by coaches, players or parents is grounds for immediate ejection from the game and the park. An umpire may issue a warning before ejection but it is not required. 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.

28. 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.

29. Farm player rule. A coach may request players from a lower 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 ten. Farm players must play even if the recruiting team has enough players at game time. Farm players will wear their regular team uniform, must bat last in the batting lineup, and can only play defensively in the outfield. No farm player may play more innings than any regular member of the team.

30. **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.

31. 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. 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 Program. 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.

32. Stalling Rule. In an umpire's judgment, intentional stalling of a game by coaches or parents will be grounds for forfeit. Umpire will note time between innings. Coaches of both offensive and defensive teams will make an effort to ready their teams for play after the end of each half inning. The coach of the offensive team will have its catcher ready for defensive play by wearing shin guards while on the bench waiting for the end of the half inning, unless that player is batting or on the bases. If in the umpire's judgment, an offensive or defensive team is not prepared to play when the other team and the umpire are ready, then the umpire may call:

a. Offensive team delay. Umpire may deduct strikes from the count of the first batter of the inning.

b. Defensive team delay. Umpire may signal the game to begin without player at his/her position. Player assumes his or her position as soon as ready.

Courtesy runner rule. A courtesy runner is allowed with two outs in an inning for the catcher or 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.

33. Rules not listed here are covered by the current 2004 Rules Book available through the National Federation of State High School Associations, website address www.nfhs.org

*FURTHER EXPLANATION OF RULE 18

Because Rule 18 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 5 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 5th inning (a game in the Coach Pitch division is 5 innings and the run limit per inning is 5 runs). The Nationals can score up to 8 runs to tie the game. The losing team (Nationals) is not bound to the Coach Pitch division 5-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 (fifth 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 4th 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 5th.

A FINAL NOTE: If the home team scores enough runs in the bottom of the fourth or fifth inning 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.