

# WEST CENTRAL YOUTH BASEBALL 2024 RULES

## SECTION A: GENERAL LEAGUE RULES

1. It shall be the responsibility of the West Central Youth Baseball Executive Board to administer the league rules as necessary. The WCYB President, Vice President, and Secretary/Treasurer shall make up the WCYB Executive Board. The WCYB League Board shall consist of the Executive Board and the League President of each Town. The Executive board positions shall be voted on by the WCYB League Board at the first meeting of each year. A quorum will consist of 4 towns to be present to hold a vote and each town has one vote. Any local league official, coach, parent, etc. may also hold a league office.
2. The up-to-date Cal Ripken Rules and Regulations (including the use of approved bats) will govern any rule not covered by these rules of the West Central Youth Baseball League.
3. Selection of players and financing of teams will be done on a local basis.
4. League dues are \$100.00 per team to be paid at the coach's/umpire's meeting.
5. All leagues shall use a roster containing all players with their name and birthday, the coach's name, the assistant coach's name, and the local president's name with their respective phone numbers and email. Send rosters digitally to Scores@wcybaseball.com to be distributed to all town president's and town representatives via email. No team is to start the season without their roster turned in. Each coach is responsible for checking rosters (game and team) for ineligible players and should notify the league president immediately upon discovery. Cutoff dated for rosters will be the opening day of play unless a participant moves in from a non-WCYB area. The Executive board reserves the right to add participants to the roster at any time during the season if special circumstances occur. No player will be allowed to play in a game unless they are on a roster. (Teams may use a softball player as a sub, only if that player is registered in the West Central Softball league for that town).
6. It is up to the home team to furnish an adult plate umpire (at least 18 years old). 16- & 17-year-old players can be used for 6U & 8U to umpire. The visiting team will be offered to provide a base umpire, if they decline, the home team may provide one if available. No coach or assistant coach from either team will be allowed to umpire a game. If a player is used as an umpire, "manipulation" of the umpire will not be tolerated.
7. Both coaches and umpires will agree upon the ground rules prior to each game.
8. Coaches must carry absent players and the reason for their absence on the scorebook. This rule will apply to all regular season and tournament games.
9. Any player rostered with a town in WCYB may, at any time before or during a game, be moved up to play in an older league game to fill a team's lineup left shorthanded due to an absence, injury, or illness to complete the roster. In these cases, there will be no limitation on the number of innings. If the regular team player shows up before completion of the game, that player will be put in place of the substitute, who will be removed from the game. (Except in 12U, see rule 11) There will be no penalty for substitution or batting order due to the regular player being placed in the game. Teams must have 8 players present to start a game. Seven of the 8 players must be permanent team rostered players (not moved up from a lower league). If a team chooses to play with 8 players, that team must take an out each inning when the

9th batting position comes up in the line-up. If both coaches agree before the game, and note in writing in the score books, the out for the 9th position may be disregarded. Both coaches are to note players being moved up for the game in the scorebook. At no time will an underage player be allowed to play in place of a regular team rostered player if that player is present and able to play. If a Minor is moving up to Majors, the player can only pitch in one division.

10. Underage players moved up (\*Sec A-9) must not play in more than one-third of the regular season games. If said underage player plays more than one-third of the regular season games in the older division, the player must be put on the permanent roster of the older team and may not be moved back to the younger division unless a waiver has been granted by the WCYB Executive Board for a player to fill out a permanent shortage for a roster on an older division (it is to be noted that a Minor player filling out a spot on a Major team will only be allowed to pitch in one division). All underage players that move up must occur within the same town. A player who is on a different team in the same age division may not be used as a sub on another team in his age group.
11. Late arrivals/illness/injury: If a player is unable to complete a game due to illness or injury, that player may be skipped in the batting order without penalty. 6U and 8U: Players who show up late to a game that has already started shall be added to the bottom of the batting order with no penalty. (Note- If the player shows up before his 1st turn at bat the coach may leave him in his original batting position). 10U and 12U: All rostered players possibly coming should be in batting line up. If a player is absent when his turn in batting order comes up the first time at bat, the coach can either remove the player or take an out for every time the player comes up for bat the rest of the game until the player shows up. (Note- If the player shows up in the 3rd inning and it comes up for his third time up at bat and had not been removed at his first time at bat, the player bats). If a 12U player shows up after first at bat, he cannot take the place of a farmed-up player.
12. A copy of these West Central Youth Baseball Rules and a copy of the up-to-date Cal Ripken Rules and Regulations are required to be available at every concession stand in the league.
13. No WCYB team will be forced to play on Mother's Day or the Saturday, Sunday, or Monday of the Memorial Day Holiday weekend.
14. Players must play 60 percent of their season games to be eligible to play in the tournament.

#### **SECTION B: LEAGUE CONDUCT RULES**

1. Un-sportsman like conduct will not be tolerated in any manner by coaches, player's, spectators, or umpires. Ejection of a town or an individual from the West Central Youth Baseball League is a possibility. A league meeting, consisting of the League Board, may be called to address these types of issues.
2. Any player, coach, or spectator ejected, suspended, or removed from a game or park for un-sportsman like conduct will also be suspended from the next game. It is the responsibility of the head coach to inform his town president of all players, coach, or fan ejection, suspensions, or removals off his team within 24 hrs. The town president shall report to the WCYB league president immediately but no later than 24 hours after being notified by the coach.
3. When disciplinary action is necessary that does not involve ejection or suspensions for a game, said action will be handled between the WCYB league president and the town president. The league president will

advise the town president prior to any disciplinary action being taken to allow the town president to solve the problem.

4. Any complaints within the organization will be dealt with in the following order:
  - A. Inform Coach – if not addressed
  - B. Inform Town Rep – if not addressed
  - C. Inform Town President.
5. Yelling instruction at the opposing team's batter (“swing”, etc.) by coaches, fans, or players will not be tolerated. Players are allowed to chant but must do so in a constant tone. (Example – you can chant, hey batter, hey batter, but you cannot change your tone and scream BATTER as the ball reaches the plate.) It shall be up to the umpire's discretion on what is acceptable.
6. Suspension of play by calling time-out for the sole purpose of gaining an advantage over the opponent will not be tolerated.
7. Unruly conduct of a team’s spectators will result in the umpire giving the head coach a warning. Next occurrence of any team spectator, spectator and the head coach will both be ejected. Next offense will be forfeit of game.

#### **SECTION C: LEAGUE SAFETY RULES FOR ALL DIVISIONS**

1. Use of a “safety base” at first base will be considered legal, provided both offensive teams are allowed use of the base equally. The intention is to avoid injury to the batter-runner and the defensive player making the play at first base. The colored “safety” portion of the base that extends outside of first base line is for use by the batter- runner only. Once the batter-runner has safely reached first base and becomes a runner, they must use only that portion of the base that is white and fully inside the base line. The defensive player may not use the colored “safety” portion of the base when attempting to make an out at first base.
2. At the discretion of the umpire, if a player is called for carelessly throwing the bat, the following will apply:
  - A. On the first occurrence, at the end of playing action, the coach will be advised, and the player will be issued a warning which will be noted in both score books.
  - B. If the same player is called again for carelessly throwing the bat, at the end of playing action, if the player is not put out on the play, then, the umpire will call the batter-runner out. Each additional occurrence for the same player will result in an out for that player, after action has stopped and the play has been declared dead. Note: There will be no team warning issued before or during the game. This is strictly an individual safety rule which will only apply to age groups 8U, Minors, and Majors
3. No intentional HEAD first slide except when returning to the last occupied base. Runner to be called out if this occurs. It is up to the umpire's judgment to decide if the player was purposely attempting to slide headfirst.
4. When there is a play at home plate, the base runner must slide OR avoid contact with the defensive player. If a runner fails to slide or avoid contact with the defensive player, or jumps over the catcher, the runner will be declared out. If the contact is of violent or aggressive nature, the runner may also be ejected from the game at the plate umpire's discretion.
5. West Central Youth League Bat Rule All Divisions
  - A. Have the new USA Baseball Marking.

- B. 2-5/8" Aluminum Barrel Maximum.
  - C. 2-1/4" Wood Barrel Bat.
  - D. T-ball bats will be allowed in 6U.
  - E. No BBCOR Bats.
  - F. The bat may not exceed 33" in length.
6. Bat Rule Penalties
- A. 6U & 8U Penalties
    - i. 1st Offense: Bat is to be disqualified and removed, warning given to coach, no advancement of player(s) and batter is to bat again.
    - ii. 2nd Offense: Bat is to be removed, no advancement of player(s).
    - iii. 3rd Offense: Coach is done coaching for the season.  
At tournament time, there should be a bat check prior to start of game and if a nonconforming bat is used, the bat is to be disqualified/removed and the player is ejected.
  - B. 10U Minors & 12U Majors Penalties
    - i. 1st Offense: Bat is to be removed, batter is out, runners return to start of play, and is to be noted to the executive board.
    - ii. 2nd Offense: Batter is out, coach is ejected from the game and suspended for the next game, and no advancement, runners return to start of play.
    - iii. 3rd Offense: Player is ejected from game, coach is done coaching for the season, and no advancement, runners return to start of play.  
At tournament time, there should be a bat check prior to start of game and if a nonconforming bat is used, the bat is to be disqualified/removed and the player is ejected.
7. Lightning Rules
- A. Thirty Minute Rule: Once lightning has been recognized, it is recommended to wait at least 30 minutes after the last flash of lightning is witnessed or thunder is heard. Given the average rates of thunderstorm travel, the storm should move 10-12 miles away from the area. This significantly reduces the risk of local lightning flashes. Any subsequent lightning or thunder after the beginning of the 30-minute count should reset the clock and another count should begin.
  - B. After 1 hour of suspended play due to weather, the game will either be called or rescheduled, depending on number of innings completed. (\*See Rainouts Sec D-2).
8. Any player/child acting as a base coach shall always wear a helmet.

#### **SECTION D: RAINOUTS, SUSPENDED, & RESCHEDULED GAMES**

1. All rainout and suspended games shall be rescheduled and played within 2 weeks, weather permitting. It is the responsibility of the home team to contact the visitor to reschedule rainouts. If the home team tries to reschedule a game two times, and the opposing team will not play and the president of WCYB has been notified, then the opposing team will forfeit the game. If at the end of the season, a game has not been made up due to the home team not contacting the visitors, the home team will be charged with a forfeit.
2. A ballgame that has been suspended due to weather or darkness, will be considered a completed game if 4 innings have been played (3 1/2" innings if the home team is ahead). All rescheduled games suspended because the weather or darkness shall start where they left off. The only exception being the batter at the plate having a clean count. A player who is not present at the rescheduled game shall be removed from the lineup without penalty. If a sub is used for the absent player, then they will take the place of the

original player in the lineup. If a player who was left on base at the time of the suspended game is not present at the rescheduled game and no substitute is playing for him, then the batter who made the last out shall take his place as the base runner.

3. If a visiting team requests a regular season game to be rescheduled, it is the responsibility of the visiting team to try and reschedule the game with the home team. If the game does not get made up, the visiting team will forfeit.

#### **SECTION E: PROTESTS**

1. Whenever a coach protests a game because of alleged misapplication of the rules, the protest will not be recognized unless the umpire is notified at the time the protest occurs and before the next pitch is made. (Cal Ripken rule #4.19). All protests, including those arising on game ending plays, must be called in to the WCYB league president within 24 hours of the protested game. Protests must then be emailed or submitted in writing to the league president within 72 hours. All protests shall be decided within one week by the executive board. If the protested game needs to be rescheduled, it will be played within two weeks of the protest being upheld and will be scheduled by the executive board.

#### **SECTION F: LEAGUE CHAMPIONS**

1. Trophies will be awarded by the WCYB for the first and second place teams in each division for all age groups. The following criteria will be used for determining league winner and seeding in the WCYB Tournament in the event of a tie:
  - A. Head-to-Head record. In the event of a tie between 4 or more teams, then the tiebreaker goes to the next criteria. The website will not consider head-to-head, so this process has to be manually done.
  - B. Fewest defensive runs allowed.
  - C. Most offensive runs scored.
  - D. Coin toss.
2. For calculating the criteria above, all forfeits will be scored as 10-0.

#### **SECTION G: 6U COACH PITCH DIVISION RULES**

1. The 6U regular season games will be played on Thursday @ 6:00 pm and on Saturday at 10:00 am. Tuesday @ 6:00 pm games will be scheduled if needed for diamond availability.
2. All 6U league games shall be played with a 1 hour 30-minute time limit.
3. A regulation 6U game will consist of five complete innings. The first four innings will be played with a six run per inning rule or 3 outs; the fifth and following innings will be unlimited runs.
4. 6U base runners may only advance 1 base on an overthrow, at their own risk. This is not an automatic extra base awarded to the offense. The defense may tag, or throw, the runner out.
  - A. Example 1: Defense overthrows first and runner advances to second. The first baseman throws the ball to second but overthrows second base. Time will be called, and the base runner will stay at second base.

- B. Example 2: Defense overthrows first base and the base runner advances to second base. However, the first baseman retrieves and throws the ball to second, the second baseman fields the ball and tags the runner before reaching the base, then the base runner will be called out.
5. Only players six years and under may play in the six and under league. Players must not turn 7 before May 1st.
  6. All players must play at least two complete innings in the field in regular season and tournament games. All players will bat in rotation and have free substitution.
  7. Only ten players will be on the field during defensive play, six infielders and four outfielders. The outfield will be considered twenty feet behind the baseline. Three hash marks must be marked on the field to show the outfield and the outfielders must stay behind these marks until the ball crosses the plate. Only two defensive coaches shall be in the outfield and shall remain in the outfield, behind the players, until the umpire has called time.
  8. Coach pitch division games will be played with sixty-foot base paths. There will be a fifteen-foot diameter pitcher's helper circle around the pitching rubber, which will be at 46'. The pitcher's helper must have at least one foot touching the line of the circle until the coach/pitcher releases the ball.
  9. Hash marks will be marked halfway between home plate and first base, first base and second base, second base and third base, and third base and home plate. The infielders must not cross the imaginary line extending from the hash marks between home plate and first base to the pitcher's plate to the hash mark between third base and home plate until the ball is hit.
  10. The coach/pitcher will pitch every pitch underhand or overhand to each batter from a distance twenty feet (20') from the back of home plate. (Line to serve as rubber and coach/pitcher must be in contact or behind the line to pitch.)
  11. The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. (The bat is extended if the last pitch is hit foul). No walks allowed.
  12. The on-field coach/pitcher must get out of field of play when ball is put in play, by being struck by batter so that no interference occurs between a player making a play on the ball and the coach/pitcher. If coach/pitcher causes interference with either batted ball or fielder, it shall be ruled a dead ball with runners, if any on base, not advancing. If infraction happens again with the same batter on the same at bat, then the batter is ruled out and any base runners will have to go back to original base occupied before infraction occurred. If this happens more than twice in one game, then every time after that, the batter will be declared out. Any batter anywhere in lineup.
  13. If a coach/pitcher comes in contact with a live ball, in fair or foul territory, the umpire will immediately declare a dead ball and runners in motion at the time dead ball was declared will be returned to bases previously occupied. Any outs occurring prior to the dead ball will stand.
  14. Base runners may not leave the base or advance until the ball is hit. 1st offense is a team warning, 2nd offense and any other offense will be an out.
  15. The ball is dead when the lead runner is stopped on base, or is making no effort to advance, and a fielder has control of the ball in the infield. When the lead runner is stopped, the umpire will call time out.

16. When play is dead and a runner is between bases, the runner may proceed to the next base if the runner was already past the halfway mark when the umpire called time. If the runner had not reached the halfway mark, the runner must return to the base previously occupied. The home plate umpire will decide whether the runner is entitled to the next base or not.
17. No infield fly rule.
18. Pitcher's helpers for all coach pitched divisions are required to wear, at a minimum, a heart guard and an approved face mask or a helmet and face mask/guard if they wish. If a pitcher helmet or mask interferes with play, it is interference.
19. The home team score book is the official score book. It is the responsibility of the visiting team to check with the home book to make sure that the score is correct, and BOTH coaches sign each other's score books. The town rep is to report the scores at a minimum of once a week.
20. Run/Mercy Rule: During regular season games, if the home team is up by more than 15 runs by the end of four completed innings, then by rule the game is officially over.

#### **SECTION H: 6U TOURNAMENT RULES**

1. Tournament Brackets will be made by the WCYB Executive Board and will be handed out with the season schedules.
2. The WCYB 6U Tournament will be a single elimination tournament.
3. There will be a 1 hour and 30-minute time limit on all WCYB 6U tournament games except for the tournament championship game.
4. During the WCYB tournament, a "10 run rule" shall be instituted after 3 ½ innings if the home team is ahead or 4 innings if the visiting team is ahead.
5. Any protest filed during the tournament will be decided at that time by the home plate umpire. Further conflict may be appealed to WCYB board members present. Any WCYB board member participating as a coach/manager in the game being protested will not be eligible to resolve the dispute.
6. Trophies for the tournaments will be provided by WCYB for first and second place teams. Trophies will be awarded to players only. A minimum of fifteen (15) trophies per team are to be ordered.

#### **SECTION I: 8U COACH PITCH DIVISION RULES**

1. The 8U regular season games will be played on Fridays @ 6:00 pm and Saturdays @ 12:30 pm.
2. All 8U league games shall be played with a 1 hour and 45-minute time limit.
3. A regulation 8U game will consist of six complete innings. The first five innings will be played with a six run per inning rule or 3 outs; the sixth and following innings will be unlimited runs.

4. Run/Mercy Rule: During regular season games, if any team is up by more than 15 runs by the end of four completed innings and/or 10 runs by the end of five complete innings, the by rule the game is officially over.
5. Only players eight years and under may play in the 8U division. Players must not turn nine before May 1st .
6. All players must play at least two complete innings in the field in regular season and tournament games.
7. All players will bat in rotation and have free substitution.
8. Only ten players will be on the field during defensive play, six infielders and four outfielders. The outfield will be considered twenty feet behind the baselines. Three hash marks must be marked on the field to show the outfield and the outfielders must stay behind these marks until the ball crosses the plate. Only two defensive coaches shall be in the outfield and shall remain in the outfield, behind the players, until the umpire has called time.
9. Coach pitch division games will be played with sixty-foot base paths. There will be a fifteen-foot diameter pitcher's helper circle around the pitching rubber, which will be at 46'. The pitcher's helper must have at least one foot touching the line of the circle until the coach/pitcher releases the ball.
10. Hash marks will be marked halfway between home plate and first base, first base and second base, second base and third base, and third base and home plate. The infielders must not cross the imaginary line extending from the hash marks between home plate and first base to the pitcher's plate to the hash mark between third base and home plate until the ball is hit.
11. The coach/pitcher will pitch every pitch underhand or overhand to each batter from a distance of twenty-five feet (25') from the back of home plate. (Line to serve as rubber and coach/pitcher must be in contact or behind the line to pitch.)
12. The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. (The bat is extended if the last pitch is hit foul). No walks allowed.
13. The on-field coach/pitcher must get out of field of play when ball is put in play, by being struck by batter so that no interference occurs between a player making a play on the ball and the coach/pitcher. If coach/pitcher causes interference with either batted ball or fielder, it shall be ruled a dead ball with runners, if any on base, not advancing. If infraction happens again with the same batter on the same at bat, then the batter is ruled out and any base runners will have to go back to original base occupied before infraction occurred. If this happens more than twice in one game, then every time after that, the batter will be declared out. Any batter anywhere in lineup.
14. If a coach/pitcher comes in contact with a live ball, in fair or foul territory, the umpire will immediately declare a dead ball and runners in motion at the time dead ball was declared will be returned to bases previously occupied. Any outs occurring prior to the dead ball will stand.
15. Base runners may not leave the base or advance until the ball is hit prior to when contact is made and is at the umpires discretion. 1st offense is a team warning, 2nd offense and any other offense will be an out.



16. The ball is dead when the lead runner is stopped on base or is making no effort to advance, and a fielder has control of the ball in the infield. When the lead runner is stopped, the umpire will call time out.
17. When play is dead and a runner is between bases, the runner may proceed to the next base if the runner was already past the halfway mark when the umpire called time. If the runner had not reached the halfway mark, the runner must return to the base previously occupied. The home plate umpire will decide whether the runner is entitled to the next base or not.
18. No infield fly rule.
19. Pitcher's helpers for all coach pitched divisions are required to wear, at a minimum, a heart guard and an approved face mask or a helmet and face mask/guard if they wish. If a pitcher helmet or mask interferes with play, it is interference.
20. The home team score book is the official score book. It is the responsibility of the visiting team to check with the home book to make sure that the score is correct, and BOTH coaches sign each other's score books. The town rep is to report the scores at a minimum of once a week.

#### **SECTION J: 8U TOURNAMENT RULES**

1. Tournament Brackets will be made by the WCYB Executive Board and will be handed out with the season schedules.
2. The WCYB 8U Tournament will be a single elimination tournament.
3. During the WCYB tournament, a "10 run rule" shall be instituted after 3 ½ innings if the home team is ahead or 4 innings if the visiting team is ahead.
4. There will be a 1 hour and 45-minute time limit on all WCYB 8U tournament games except for the tournament championship game.
5. Any protest filed during the tournament will be decided at that time by the home plate umpire. Further conflict may be appealed to WCYB board members present. If no WCYB board members are present, the decision reverts to the home plate umpire. Any WCYB board member participating as a coach/manager in the game being protested will not be eligible to resolve the dispute.
6. Trophies for tournaments will be provided by WCYB for first and second place teams. Trophies will be awarded to players only. A minimum of fifteen (15) trophies per team is to be ordered.

#### **SECTION K: 10U MINORS DIVISION RULES**

1. Regular season games will be played on Mondays and Wednesdays and will start promptly at 6:00 pm.
2. If the home team does not have the field ready to play at 6:05 pm, the opposing team may play the game under protest. If it is decided by the WCYB board that the delay was due to the team causing the delay being careless or purposely causing a delay, that team will be forced to forfeit the game. The purpose of this rule is to encourage an on time start to allow games to be played to completion before dark.

3. There will be a 1hour 45-minute (1:45) time limit, and finish the inning you are playing, on all WCYB league games. The third out of the inning constitutes the start of the next inning. The home umpire will note the start time before the first pitch is thrown and have it recorded by the score keepers for each team.
4. A regulation Minor game will consist of 6 complete innings. The first 4 innings will be played with a 6 run per inning limit or 3 outs, whichever occurs first. The 5th inning and any additional innings will be unlimited runs.
5. Run/Mercy Rule: During regular season league games, if any team is up by more than 15 runs by the end of 4 completed innings and/or 10 runs by the end of five complete innings, then by rule the game is officially over.
6. If a game is tied at the end of regulation play, extra innings will be played if the home umpire rules it possible. If further play is not possible, the two coaches will agree on a time to resume play. Coaches may agree to start the game earlier.
7. Only players eight, nine, or ten years old may be placed on a minor league team permanent roster. Players must be eight years old before May 1st and must not turn eleven before May 1st.
8. Only nine defensive players may be on the field. Every player will play at least two complete innings in the field. All players will bat in rotation and have free substitution.
9. No infield fly rule. No dropped third strike.
10. Minor league pitchers may not pitch more than three innings per game in the regular season and tournament.
11. Only the starting pitcher can leave the mound and return once to the pitching position.
12. If a pitcher delivers one pitch in an inning, to a live batter, he shall be charged for one inning pitched.
13. The pitcher will be informed that he has balked, but no penalty will be enforced. After two warnings, the third pitch will be a dead ball.
14. No intentional walks. If, in the opinion of the home plate umpire, the pitcher is attempting to intentionally walk the batter, the umpire will give a warning to the pitcher stating that the batter will not walk. If, in the opinion of the home plate umpire, the pitcher continues to intentionally deliver balls, the batter will be awarded a home run. Any runners on base will also score.
15. The pitcher must get the ball and force the lead runner back to his base for the ball to be dead. Any overthrow to the pitcher is a live ball. If the pitcher has the ball and has forced the runner back to the base and the runner is making no attempt to leave the base while the pitcher has the ball, the umpire may call time out and the runner loses the option to run.
16. Play is not dead until the pitcher has the ball and is standing on the mound, or the umpire calls time out. Any exception such as an injured player is at the discretion of the umpire.

17. When the play is dead and the runner is between bases, the runner will be returned to the last base occupied.
18. Slug bunts will not be allowed. A slug bunt is when a batter squares to bunt while the pitcher is in his/her wind up and then pulls the bat back and swings at the pitch. This will result in a called strike for the first offense and an out for everyone after that. This rule is per team, per game.
19. The home team score book is the official score book. It is the responsibility of the visiting team to check with the home book to make sure that the score is correct, and BOTH coaches sign each other's score books. The town rep is to report the scores at a minimum of once a week.

#### **SECTION L: 10U MINORS TOURNAMENT RULES**

1. Tournament Brackets will be made by the WCYB Executive Board and will be handed out with the season schedules.
2. The WCYB Minor Tournament will be a single elimination tournament.
3. During the WCYB tournament, a "10 run rule" shall be instituted after 3 ½ innings if the home team is ahead or 4 innings if the visiting team is ahead.
4. There will be a 1 hour 45-minute time limit on all WCYB Minor tournament games except for the tournament championship game.
5. No Minor team shall be forced to play more than three games in one day.
6. Any protest filed during the tournament will be decided at that time by the home plate umpire. Further conflict may be appealed to WCYB board members present. If no WCYB board members are present, the decision reverts to the home plate umpire. Any WCYB board member participating as a coach/manager in the game being protested will not be eligible to resolve the dispute.
7. Trophies for tournaments will be provided by WCYB for first and second place teams. Trophies will be awarded to players only. A minimum of fifteen (15) trophies per team is to be ordered.

#### **SECTION M: 12U MAJORS DIVISION RULES**

1. Regular season games will be played on Tuesdays and Thursdays and will start promptly at 6:00 pm.
2. If the home team does not have the field ready to play at 6:05 pm, the opposing team may play the game under protest. If it is decided by the WCYB board that the delay was due to the team causing the delay being careless or purposely causing a delay, that team will be forced to forfeit the game. The purpose of this rule is to encourage an on time start to allow games to be played to completion before dark.
3. There will be a 2-hour time limit on all WCYB league games. The third out of the inning constitutes the start of the next inning. The home umpire will note the start time before the first pitch is thrown and have it recorded by the score keepers for each team.
4. A regulation Major game will consist of six complete innings.

5. Run/Mercy Rule: During regular season league games, if any team is up by more than 15 runs by the end of 4 completed innings and/or 10 runs by the end of five complete innings, then by rule the game is officially over.
6. If a game is tied at the end of regulation play, extra innings will be played if the home umpire rules it possible. If further play is not possible, the two coaches will agree on a time to resume play. Coaches may agree to start the game earlier.
7. Only players aged ten, eleven, or twelve years old may be placed on a major league team permanent roster. Players must be ten years old before May 1st. Players who turn 13 prior to May 1 of the current season are not eligible unless they are in the 6th grade. Every player will play at least two complete innings in the field.
8. Major division pitchers may pitch eight innings per week, Sunday through Saturday, and these innings may be consecutive in a single game. This includes makeup games in the week played.
9. Only the starting pitcher can leave the mound and return once to the pitching position.
10. If a pitcher delivers one pitch in an inning, to a live batter, he shall be charged for one inning pitched.
11. No intentional walks. If, in the opinion of the home plate umpire, the pitcher is attempting to intentionally walk the batter, the umpire will give a warning to the pitcher stating that the batter will not walk. If, in the opinion of the home plate umpire, the pitcher continues to intentionally deliver balls, the batter will be awarded a home run. Any runners on base will also score.
12. The pitcher will be informed by the umpire that he has balked and the reason for the call. Balks will be enforced after two warnings per pitcher. All warnings are to be recorded by the home score keeper.
13. Play is not dead unless the umpire calls time out. Any exception such as an injured player is at the discretion of the umpire.
14. When the play is dead and the runner is between bases, the runner will be returned to the last occupied base.
15. The infield fly rule and dropped third strike rule is to be enforced.
16. Slug bunts will not be allowed. A slug bunt is when a batter squares to bunt while the pitcher is in his/her wind up and then pulls the bat back and swings at the pitch. This will result in a called strike for the first offense and an out for everyone after that. This rule is per team, per game.
17. The home team score book is the official score book. It is the responsibility of the visiting team to check with the home book to make sure that the score is correct, and BOTH coaches sign each other's score books. The town rep reports the home scores at a minimum of once a week.

#### **SECTION N: 12U MAJORS TOURNAMENT RULES**

1. Tournament Brackets will be made by the WCYB Executive Board and will be handed out with the season schedules.

2. The WCYB Major Tournament will be a double elimination tournament.
3. During the WCYB tournament, a "10 run rule" shall be instituted after 3-½ innings if the home team is ahead or 4 innings if the visiting team is ahead.
4. There will be a 2-hour time limit on all WCYB Major tournament games, except for the tournament championship game.
5. No Major team shall be forced to play more than three games in one day.
6. No pitcher in the WCYB tournament play shall be allowed to pitch more than six innings in any two consecutive tournament games. (This is a rolling pitched inning count – games 1&2, 2&3, 3&4, etc.) If a pitcher delivers one pitch in an inning, he shall be charged for one inning pitched (a pitch includes warm up pitches prior to a batter in the box).
7. Any protest filed during the tournament will be decided at that time by the home plate umpire. Further conflict may be appealed to WCYB board members present. If no WCYB board members are present, the decision reverts to the home plate umpire. Any WCYB board member participating as a coach/manager in the game being protested will not be eligible to resolve the dispute.
8. Trophies for tournaments will be provided by WCYB for first and second place teams. Trophies will be awarded to players only. A minimum of fifteen (15) trophies per team is to be ordered.

*For more information, questions, comments, or concerns please contact a board member.*