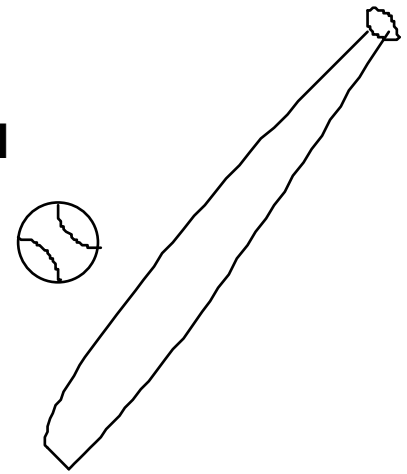
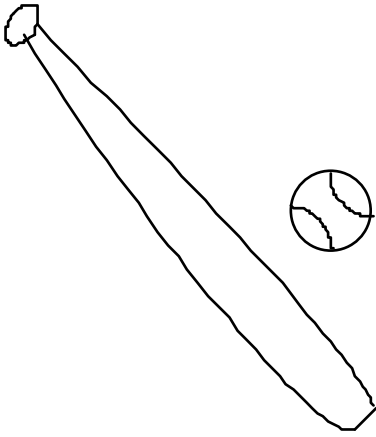


WEBSTER

ATHLETIC ASSOCIATION



2008

Baseball Rules and Regulations

**Developmental
(7 & 8) Year Old Division**

TABLE OF CONTENTS

SECTION	DESCRIPTION	PAGE
	Preface	2
	Objectives	3
	Expectations for Head Coach and Assistant Coach	4
	Rule Changes	5
	General Rules	6

PREFACE

To: WAA Players, Coaches, Parents, and Fans

As we approach the start of another baseball season, the WAA Board of Directors would like to pass on a few comments and reminders to those involved.

First of all, good luck to all the players during the coming season. It is your spirit and enthusiasm, which contribute most to a successful season for everyone involved. Second, we would like to remind everyone involved in any WAA activity (including players, head coaches, assistant coaches, parents, and fans) that all of us represent the WAA both here in Webster and in other towns. Your and our sportsmanship and good behavior insure continued WAA participation in youth baseball activities.

WAA is especially concerned and will not tolerate the following:

1. Use of vulgarity in speech or gesture. Not only will it result in the player, coach, or fan being ejected from the game, but it will also mean dismissal from the team for the player, head coach, or assistant coach involved in repeated incidents.
2. Bat or helmet throwing. This can result in player ejection from the game, as it displays extremely poor sportsmanship and is very unsafe for other participants.
3. Abuse by players, coaches or fans. This may result in a player, coach or fan being ejected from the game or any action the WAA Board deems appropriate.

Finally, lets all remember that this is an opportunity for the players to learn how to play baseball and have fun.

OBJECTIVES

The objectives of the Webster Athletic Association Baseball program are to:

1. Foster and maintain high standards in the field of athletics.
2. Teach those participating the fundamentals and skills of baseball.
3. Instill and maintain good sportsmanship at all times.
4. Always work in the best interest of those youth participating.
5. Insure that all youth that register get to participate.
6. Structure leagues to avoid dominance by any one team.
7. Expose every player to all aspects of the sport of baseball.
8. Provide training information necessary to meet the program objectives to all volunteers.
9. Inform all parents of the program objectives and rules.
10. As appropriate, use WAA resources to provide visible community support to Webster youth through socially responsible community actions.

Expectations for Head Coach and Assistant Coach

1. Uphold objectives of WAA.
2. Remember that the game is for the players.
3. Attend opening coaches meeting.
4. Attend no less than 90% of practices and games.
5. Read and follow baseball rules, both Little League and Webster regulations.
6. Collect necessary fund raising money from players by date specified by fund raising coordinator.
7. Turn in equipment within two weeks of the end of the season.
8. Turn in ratings within two weeks of the end of the season.
9. Attend post-season coach/commissioner review.
10. Start on time and complete the game.
11. Report any violation of WAA rules to the League Commissioner, Player Agent, or WAA President.

Rule Changes

Changes are found in shaded text in the rulebook.

Section 1: General Rules 7/8 Year Old League.

- 1.1 These are the rules of play for the 7/8 Year Old league of the Webster Athletic Association. The 7/8 Year Old League is an instructional and noncompetitive league. There will be no standings or playoffs.
- 1.2 Rules of Play as outlined in the Little League Rule Book shall apply except where amended by WAA rules, in which case WAA rules apply. The WAA Board of Directors reserves the right to add, delete, or modify these rules in the interest of good sportsmanship at any time. A copy of these rules will be available to any parent of a participant upon request.
- 1.3 There should be two (2) coaches for each team in this league.
- 1.4 There is a limit of 12 players per team. In exceptional cases, a thirteenth player will be allowed.
- 1.5 To accomodate siblings in this league, a player 1 year too young or 1 year too old may play in the same league as the sibling of correct age only if approved by the WAA president or the Player Agent.
- 1.6 Experienced players have the option of playing up (1 year early) in this league. The player should be very capable and talented to play up. The parent or guardian of the player will have to write a letter to the Board of Directors requesting permission by February 1st. The Board of Directors will review each request and render a decision. The board will seek input from coaches about the players abiltiy.
- 1.7 Starting time for all weekday games shall be 6:15 P.M. Sunday makeup games and practices must not start before 12:30 P.M.
- 1.8 A head coach who is unable to field a full team may postpone a game only if he notifies the opposing head coach and the league commissioner at least twenty four (24) hours in advance. Games may be played by having players from one team play for a team with less players so that the players don't lose a game to play.
- 1.9 There is no minimum number of players for a team needed to play a game. Make up games should be played on available WAA fields within two (2) weeks of the scheduled date. The home team is responsible for contacting the visiting team and rescheduling the game. If the head coaches can't agree upon the time for the make up game, the League Commissioner will set the time.

- 1.10 Pre game practice for each team is limited to ten (10) minutes for each team during the thirty (30) minutes preceding the official starting time of the game. Visiting team has the field for the first ten minutes (for example: 5:45-5:55 P.M.) and the home team has the field for the next ten minutes. This rule must be strictly followed if we are to minimize games called by darkness.
- 1.11 The coaches may agree to use the “high visibility baseball” in play at any time during the game it is necessary. No inning shall start after the game is in progress for two hours and fifteen minutes. The two hour and fifteen minute limit also applies to weekend games.
- 1.12 Recurrent absences from games or practices must be reported to the league commissioner. The league commissioner, after reviewing the problem with the parents, may remove a player from a team for the balance of the season.
- 1.13 Playing field dimensions shall be as follows:
- a. The distance between bases shall be sixty (60) feet.
 - b. The distance between home plate and second base shall be eighty four feet and ten inches (84' 10”).
 - c. The distance between first base and third base shall be eighty four feet and ten inches (84' 10”).
 - d. The pitching distance for the adult pitching shall be thirty (30) to forty (40) feet from home plate in line with second base.
- 1.14 The head coaches shall all agree to the correctness of the playing field dimensions prior to the start of the game.
Measurements are made as follows:
- a. All measurements from home plate are made from the back tip of the plate where the first and third base foul lines intersect.
 - b. All measurements from second base are from the middle of the base.
 - c. All measurements from first base or third base are from the corner of the base that is the intersection of the foul line side of the base with the outfield side of the base.
 - d. **NO BAT SWINGING OUTSIDE THE BATTER’S BOX AREA!** Players should hold a bat until they walk to the home plate area.
 - e. The home team will sit on the first base side during the WAA season.

WEBSTER ATHLETIC ASSOCIATION

Page 8

- 1.15 The head coaches shall designate the dead ball area prior to the start of the game. Exception: At Empire Fields all balls remaining inside the fence will be in play. NO ONE is to position themselves behind the backstop during play.
- 1.16 Vocal encouragement of a positive nature is encouraged. All other is prohibited. This includes all noise that is by its nature disruptive to the opposing players. Head coaches are responsible for the behavior of their players and fans.
- 1.17 The game shall be under the control of the head coach from each team. If players, head coaches, or fans display poor sportsmanship, the opposing head coach and assistant coaches are expected to assist in restoring order and proper conduct to the game.
- 1.18 Time is out only when a coach designates it when play has stopped. In situations where it is unclear if time was out, it will be the sole judgment and agreement of the head coaches as to whether time was in or out.
- 1.19 Both teams will have access to both bags of WAA equipment as well as equipment stored in the equipment boxes.
- 1.20 Personal Bats Any player may use his own personal bat (or other personal equipment) in a WAA game provided it is approved by the league's rules. If a player chooses to use his own bat, the head coach should inform him that the WAA cannot be responsible for any damage and will not replace it if it is broken. For this reason, the WAA no longer requires a player to make his own personal bat available to other players.

NOTE: It is the player's responsibility to insure no one else on either team uses his bat if that is their decision. Neither the WAA nor any head coach or player shall be obligated for a damaged bat no matter how it occurs.

- 1.21 There must not be a batter who comes out of the dugout or team area to an "on-deck" position. There are to be **NO "on-deck batters"** in this league. Batters may only take practice swings in the vicinity of home plate just prior to or during their turn at bat.

- 1.22 It is strongly recommended that players, head coaches, and assistant coaches shall wear the WAA provided shirts and hats. All members of a team should have the same shirt and/or hat. The shirts shall be tucked in the pants and the hats shall be worn correctly (brim forward). Rule 1.11 (a)(3) does not apply. Players may not wear watches, rings, earrings, necklaces, or any other jewelry.
- 1.23 No metal spikes will be allowed. All other forms of rubber or plastic spikes and cleats are permissible.
- 1.24 Head coaches and assistant coaches shall instruct the players in the proper care of all equipment, especially with regard to bats, helmets, and catcher's gear.
- 1.25 Each team must provide one (1) new baseball at the start of the game.
- 1.26 Records of games, including the game score, are NOT to be kept. A batting order should be kept.
- 1.27 There are NO game protests in this league.
- 1.28 All players present shall play in the field. The maximum number of infielders shall be seven (7) including pitcher and catcher. **Only one player may field the defensive position of pitcher.** All outfielders must play a minimum of fifteen (15) feet behind the base line until the ball is hit. The head coach is to expose all players to different positions. It is permissible to change the defensive positions of the players on the field during an inning.
- 1.29 Two head coaches/assistant coaches/parents from the defensive team will be allowed in the outfield (he/she must be a minimum of 10 feet beyond the base lines) to instruct the defensive players. This instruction can take place at any time before, during, or after the play is completed. This can be done for all games played during the season. Any batted ball hitting the head coach/assistant coach will be declared a live ball.
- 1.30 The head coach will verify that all male catchers wear a cup. Every male catcher must wear a cup. The game will be canceled and replayed if a male catcher does not have a cup. **NO EXCEPTIONS!!**

WEBSTER ATHLETIC ASSOCIATION

Page 10

NOTE: The WAA does not intend to provide every male catcher with a cup any more that it expects to provide a glove to every player. Therefore:

- a. Each male catcher must provide his own personal cup, and in fact, the WAA recommends every male player have a cup.
- b. Each team may obtain a cup for emergency use from their league commissioner, in the event a male catcher forgets his own cup.

1.30.1 All catchers must wear the catcher's mask when warming up the pitcher.

1.31 The WAA recommends that players who wear glasses should have safety glasses or safety goggles.

1.32 Players do not pitch in the 7/ 8 Year Old league.

1.33 In the first inning of each game all players on both teams will follow Batting-Tee rules and all players will bat. In the succeeding innings Coach-Pitch rules will apply. For each batter, Coach-Pitch rules will apply for six pitches; after six (6) pitches Tee League rules will apply. No Exceptions.

1.34 Coach-Pitch Rules

- a. Coaches or an adult shall pitch underhand or overhand (head coach's discretion) to their team to encourage the development of hitting a pitched ball.
- b. The batter hits until he/she has legally hit the ball or receives six (6) pitches (good or bad). No balls or strikes are called. After six (6) pitches, the batter switches to the batting tee and Tee League rules.
- c. The player who occupies the defensive position of pitcher must stay approximately forty six (46) feet away from home plate and to the right or left of the adult who is pitching until the ball is hit. **Only one player may field the defensive position of pitcher.**
- d. Any batted ball hitting the adult pitcher shall be declared a dead ball.
- e. Any thrown or hit ball caught by the adult pitcher shall be declared a dead ball.

1.35 Batting-Tee Rules

- a. The ball shall be hit off a tee, which shall be set on home plate. A coach for the batting team will be responsible to remove the batting tee from the plate area should play involve a player attempting to score.
- b. The batter shall not be allowed to take a half-swing or a swinging bunt. If the batter does not take a full swing, the batter and any runners are to be called back, the batter warned, and allowed to bat again. The batter is to be called out for a second half-swing or swinging bunt.
- c. The batter is to swing at the ball on the tee until the ball is hit into fair territory.
- d. Runners must stay in contact with the base until the ball is hit. Once the play is done, the head coach's shall call time and revert to Coach-pitch rules for the next batter.

1.36 Play is dead when the ball enters the infield. The ball does not have to be caught by a player for the play to be dead. In addition, there will be a limit of one (1) overthrow on any one play or player.

EXAMPLE: Batter hits ball and runs to first. Shortstop throws ball to the player at first base who drops the ball (not out of play); runner advances to second (at runner's own risk). Player at first base overthrows second; runner advances to third, etc.

RULING: Runners can advance to second at their own risk but cannot advance on any subsequent overthrows. The runners also cannot be out after they have advanced safely to the next base.

1.37 All players present shall bat. The batting order shall consist of all players present at the start of the game. If players arrive after the start of the game, they will be placed at the end of the batting order.

1.38 Except during the first inning, no more than eight batters may come to the plate in a half inning. After the defense has made 3 outs or play has completed on the eighth batter, the half inning is over and the defensive team will come to bat. The first batter of an inning is the one in the batting order who follows the last batter of the previous inning. Reminder: all batters bat from the tee in the first inning.

- 1.39 Bunting will not be allowed.
- 1.40 Stealing will not be allowed.
- 1.41 Sliding is allowed. However, sliding head first, is not allowed when a runner is advancing to a base. It is permissible to return to a base headfirst. When a fielder is at a base with the ball waiting to make a tag, the runner must attempt to avoid contact when trying to reach the base.
- 1.42 A base runner may not leave the base until the batter has hit the ball. If any runner on any base leaves early, the ball shall be ruled dead and the play replayed.
- 1.43 The infield fly rule shall not be enforced. An infield fly is to be treated as a regularly batted ball.
- 1.44 **Players** (Team Members Only), assisted by an adult shall coach both 1st and 3rd bases. Players must wear a batting helmet while coaching the bases. An adult coach must be in the dugout (or in the case of no dugout, with the kids on the bench) at all times.
- 1.45 If a player is injured and can't come to bat or continue to bat, their turn at bat will be passed without penalty. The next batter in the order will then come to the plate to hit. If the injury is the result of being hit by a pitch the injured batter does not go to first base.
- 1.46 A pinch runner may be substituted for an injured runner. The selection of the pinch runner must be the player who is the last previous batter in the order who is not currently on base.
- 1.47 Any injured player that has been removed from the game may return and assume their original place in the batting order. Any player injured prior to the start of the game must be included in the original batting order to allow for potential return/entry to the game.
- 1.48 Running helmets are not allowed. The batter and all base runners are required to wear batting helmets.
- 1.49 There will be no WAA Post Season Tournaments program for the Developmental 7 & 8 Year Old League.

WEBSTER ATHLETIC ASSOCIATION

Page 13

- 1.50 Lightning/Thunder - If any lightning is seen or thunder heard, the field must be cleared immediately. All people must go to their cars. No one is to remain in the dugouts or on the bleachers. The game must not be resumed until 15 minutes have passed with no lightning being seen or thunder heard. No one should leave the parking lot until the coaches postpone the game (wait at least 15 minutes before postponing the game).
- 1.51 If a player unintentionally (due to skill level) throws a bat, he/she will be warned 2 times. On the third occurrence he/she will be removed from the batting order for the balance of the game. He/she can continue to play defensively. If a player throw the bat or any equipment intentionally (in anger) the player will be ejected, on the first occurrence, from the game. The incident must be reported to the commissioner. No out will be recorded for either incident of bat throwing.
- 1.52 Rotation of player positions – Players cannot play more than 2 innings per game at a single position (except first base).