

**WEBSTER
ATHLETIC ASSOCIATION**

2008

**BASEBALL RULES
and Regulations**

Junior and Senior Leagues

WEBSTER ATHLETIC ASSOCIATION

TABLE OF CONTENTS

<u>SECTION</u>	<u>DESCRIPTION</u>	<u>PAGE</u>
	Preface	2
	Objectives	3
	Expectations for Head Coach and Assistant Coach	4
	Rule Changes	5
1	General Rules	6
2	Playoff Rules	14

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, assistant 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. Umpire baiting or any abuse by players, coaches or fans. This may result in a player, coach or fan being ejected from the game, the possible forfeiture of the game by the offending team, 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 who 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. Assist in preparing the field for play before the game and repairing the field after the game. [This will keep our fields in excellent condition and prevent many cancelled games due to standing water.]
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

1. Changed maximum players per team rule.

Changes are found in shaded text in the rulebook.

Section 1: General Rules – Junior & Senior League

- 1.1 These are the general rules of play for the Junior & Senior League of the Webster Athletic Association's (WAA) Baseball Division.
- 1.2 Rules of Play as outlined in the Little League "Senior League" & "Big League" Rule Books 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 is a limit of fourteen players per team. In exceptional cases a fifteenth player will be allowed.
- 1.4 Starting time for all weekday games, during the regular season, shall be **6:00 P.M** unless specifically noted as otherwise on the schedule. Starting time for all weekday games, during the playoffs, shall be **5:45 P.M.** unless specifically noted as otherwise on the schedule. A fifteen (15) minute grace period will be allowed. Any team that is not at the field and ready to play at the end of this grace period must forfeit the game. No Exceptions!
- 1.5 A minimum of **nine (9)** players will be necessary to constitute an official team to play a game. 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.
- 1.6 Make - up games
 - 1.6.1 Make-up games should be played on available WAA fields within two (2) weeks of the scheduled date. The home team is responsible for obtaining the umpire for the make -up game, contacting the originally scheduled umpire first. If the head coaches can't agree on the time for the make-up game, the League Commissioner will set the time.
 - 1.6.2 If one head coach refuses to schedule a make-up game the opposing head coach will notify the League Commissioner. Upon confirmation, by the commissioner with the team refusing to play, two points will be awarded to the team willing to play.
 - 1.6.3 Sunday make-up games (or practices) can not start **before 1:00 PM.**

- 1.7 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: 5:35-5:45 P.M.) and the home team has the field for the next ten minutes. This leaves ten minutes for pre-game meetings with the umpire. This rule must be strictly followed if we are to minimize games called by darkness.
- 1.8 The umpire may call for the “high visibility baseball” to be put in play at any time during the game he deems it necessary. That type of baseball will be used for the remainder of the game. During the regular season, no inning shall start after the game is in progress for **two hours and thirty minutes**. This rule applies to weekday and weekend games. Note: During the weekdays no inning shall start after 8:30 even if the game has not progressed 2 hours and thirty minutes. Furthermore, no inning shall start unless the umpire-in-charge feels there is enough daylight to have a reasonable chance of completing a full inning. If the umpire-in-charge decides, after starting an inning, that it is too dark to continue play, the game shall be called and the score shall revert to the previous full inning.
- 1.8.1 During the regular season, complete games must be four (4) innings (or three and one-half (3 and 1/2) innings if the home team is ahead). Any game of fewer innings must be replayed from the start.
- 1.8.2 During the playoffs, there will no time limit on games. However, no inning shall start unless the umpire-in-charge feels there is enough daylight to have a reasonable chance of completing a full inning. If the umpire-in-charge decides, after starting an inning, that it is too dark to continue play, the game shall be called and the score shall revert to the previous full inning.
- 1.8.3 During the playoffs use Senior League rule 4.10 (d) that states, “Resume game from where game was stopped.” NOTE: WAA pitching rules still apply. On resumption of the game the pitchers must be back on the mound or they can’t pitch again in the game (except for extra innings). Details of the postponed game should be recorded (score, runners, count, etc.).

- 1.8.4 In the event of a tie game, any number of extra innings are required to be played as long as there is enough light, the game has been underway for less than 2 hours and 30 minutes(during the regular season), and it is not later than 8:30 during the weekdays(during the regular season). Be sure to refer to the pitching rules for extra games.
- 1.9 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.
- 1.91 Any player not present at the start of the game (first pitch thrown) only has to play one inning in the field, at the discretion of the head coach. No excuse will be accepted. They still must be added to the batting order (end of the lineup) as soon as they arrive at the game.
- 1.10 The umpire and head coaches shall designate the dead ball area prior to the start of the game. NO ONE is to position themselves behind the backstop during play.
- 1.11 Vocal encouragement of a positive nature is encouraged. Negative remarks are 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.
- 1.12 The game shall be under the control of one or more assigned umpires. The umpire-in-charge, the ball and strike umpire will be furnished by the WAA. The home team should furnish the base umpire. If necessary, the base umpire may be furnished by the visiting team. If players, coaches, or fans display poor sportsmanship, the opposing head coach and assistant coaches are expected to assist the umpire in restoring order and proper conduct to the game.

NOTE: If at least one assigned umpire is not present when the game is scheduled to begin, the managers of both teams have the option to cancel the game and replay it at a later date, or to use an adult to call ball and strikes from behind the pitcher. The adult calling the plate should not call bases at the same time. The adult calling the plate should continue for the whole game unless the scheduled umpire or another WAA umpire arrives at the game. If both head coaches do not agree to a volunteer, then the game shall be canceled and rescheduled.

- 1.13 Time is out only when an umpire designates it. In situations where it is unclear if time was out, it will be the sole judgment of the umpire as to whether time was in or out.
- 1.14 Both teams will have access to both bags of WAA equipment as well as equipment stored in the equipment boxes.
- 1.15 Personal Bats - Any player may use their 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 or her own bat, the head coach should inform the player 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 their own personal bat available to other players.

NOTE: It is the player's responsibility to insure no one else on either team uses their 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.

NOTE: There is no minimum weight rule for bats. (See official Little League rule book).

- 1.16 No metal spikes will be allowed. All other forms of rubber or plastic spikes and cleats are permissible.
- 1.17 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.
- 1.18 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.

- 1.19 Each team must provide one (1) new baseball to the umpire before the start of the game
- 1.20 Records of all games must be kept and said records must be available for inspection by parents and the WAA Board of Directors.
- 1.21 The umpire shall sign both teams' scorebooks. In the event of protest, he is to enter and initial his version of play in both scorebooks before the next pitch. Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, head coach, assistant coach, substitute, or spectator shall object to any such judgment decision. There is no protest allowed of an umpire's judgment call.
- 1.22 Head coaches and assistant coaches shall insure that all players will sit on the bench no more than three (3) innings per game. An attempt shall be made by the head coach to expose all players to different positions.
- 1.23 Only nine defensive players are allowed.
- 1.24 Free defensive substitution will be permitted on a per inning basis. Once a player takes the field defensively he cannot be removed except for injury. This rule does not apply to pitchers. It is permissible to change defensive positions of the players on the field during an inning.
- 1.27 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!!

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.
- 1.27.1 Catchers must wear the catcher's mask when warming up the pitcher. All male catchers must wear a cup for warm up.

- 1.28 The WAA recommends that players who wear glasses should have safety glasses or safety goggles.
- 1.29 Pitching Rules:
- 1.29.1 Current Little League pitching rules are to be followed with respect to pitches per game, days of rest, game rest, positions, etc.
- 1.29.2 **For Junior League ONLY:** Pitchers may NOT pitch more than 3 innings in a game.
- 1.29.3 Once a pitcher is removed from the mound during the game, he may not return to the mound during the game. He may continue to play in the game at any other position. **NO REINSERTION of pitchers in a WAA game.**
- 1.29.4 If a pitcher should hit three (3) batters during the course of a game, he must be removed from the game immediately. He may continue to play in the game at any other position, but he cannot pitch again in that game even for extra innings in the event of a tie
- 1.29.5 A pitcher pitching any portion of an inning even to a single pitch shall be considered as having pitched a full inning.
- 1.29.6 Pitchers are allowed a maximum of eight (8) warm-up pitches between innings from the mound. The umpire shall determine the number of warm-up pitches for a relief pitcher.
- 1.29.7 Pitching rubbers will be used. Balks will be called and enforced. There will be one warning allowed per pitcher
- NOTE: The so-called hidden ball trick is a balk if the pitcher is within 5 feet of the pitching rubber. Please consult a rule book if you are unfamiliar with the balk rules.
- 1.29.8 Failure to follow all pitching rules may result in forfeiture.
- 1.30 All players present shall bat. The batting order shall consist of all starting players and reserves present at the start of the game. If a player arrives after the start of the game, he will be placed at the end of the batting order.
- 1.31 If a player is injured and can't come to bat or continue to bat, their turn at bat will be passed without penalty. All balls and strikes for that batter will be eliminated. The next batter in the order will assume their time at bat. If the injury is the result of being hit by a pitch, which has entitled the batter to first base, the rule for pinch runners will apply.

- 1.32 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.
- 1.33 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.
- 1.34 Running helmets are not allowed. The batter and all base runners are required to wear batting helmets.
- 1.35 Players who register or are assigned to a team after the draft **MAY NOT** pitch in regular season or playoff games without the approval of both the league commissioner and the Player Agent.
- 1.36 Bunting will be allowed. REMINDER: A batter is out if he bunts the ball foul on the third strike.
- 1.37 Stealing will be allowed. Runner may lead off base.
- 1.38 The infield fly rule shall be enforced.
- 1.39 There **must** be a base coach at both first and third base before the first pitch of an inning. A player or adult coach may coach first and third base. An adult coach may also assist a player who is coaching first or third base. Players must wear a batting helmet while coaching the bases. An adult coach must be in the dugout at all times. Two adult base coaches may be used as long as a third adult coach is in the dugout.
- 1.40 *Rules Clarifications*
- 1.40.1 Dropped Third Strike - The batter becomes a runner if the third strike is not caught, providing (1) first base is not occupied, or (2) first base is occupied with two out. The batter-runner will be declared out, if either he or first base is tagged before he reaches first base.
- 1.40.2 If a defensive player is at any base with the ball waiting to make a tag, the runner must slide or avoid contact in the attempt to get to the base.
- 1.41 Two (2) visits to the pitching mound, per pitcher per inning, by the head coach or assistant coach are allowed without changing pitchers. After two visits to the same pitcher, the pitcher must be removed as the pitcher.

NOTE: The infielder/catcher can also visit the mound at the same time that the head coach or assistant coach is visiting the mound. However, the outfielders will not be permitted to visit the mound.

- 1.42 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 umpire/head coaches postpone the game (wait at least 15 minutes before postponing the game).
- 1.43 If a player unintentionally (due to skill level) throws a bat he/she will be warned only ONCE. On the next occurrence the player will be removed from the batting order for the balance of the game. The player can continue to play defensively. If a player throws the bat or any equipment intentionally (in anger) the player is to be ejected, on the first occurrence, from the game. The incident must be reported to the league commissioner. No out will be recorded for either incident of bat throwing.
- 1.44 ON DECK BATTERS - On deck batters are permissible only in Junior, Senior, and Big Leagues. The 'On Deck' position is located inside the fence, in foul territory. On deck batters must wear a batting helmet and be aware of play at all times. On deck batters may not interfere with play. (out may be declared) 'In the hole batters' are not allowed to swing a bat at any time.
- 1.45 RUN LIMITS – JUNIOR LEAGUE: There is a six (6) run limit per inning, except for the final inning. If a home-run **over the fence** causes a team to score more than 6 runs, those runs count. SENIOR LEAGUE: There is no run limit per inning. However, if a team is 15 or more runs ahead after 4 or more innings (3.5 or more innings for home team), then that team is declared the winner ("mercy" rule). The teams may continue to play.

Section 2: Playoff Rules

- 2.1 Because of time restrictions on games, two (2) points will be awarded for wins and one (1) point for ties. The team with the most points at the end of the season will be declared the divisional winner.
- 2.2 If two or more teams are tied for first place in a division, then head to head competition records will be used to determine the first place team. If a tie still exists, then the tied teams will be declared co-winners of the division. For purposes of determining the seeding in the playoffs, runs against in head to head competition (least runs allowed winning) will be used to determine the higher seed.
- 2.3 If teams are tied for a playoff position, then head to head competition records will be used to determine the playoff team. If a tie still exists, then runs against in head-to-head competition (least runs winning) will be used to determine the playoff position. If there is still a tie there will a coin flip to determine the playoff seeding.
- 2.4 All teams will make the play-offs. If greater than 8 teams are in the league there will be a preliminary round of games involving the bottom (2xn-8) teams (where n=number of teams in league) to reduce the number of play-off teams to 8 for the next round.
- 2.5 The playoff format will be single or double elimination.
- 2.6 The home team for all games will be the team with the best record (Winning%). If the same %, home team will be decided by a coin flip.
- 1.7 Playoffs must be completed by August 1.
- 1.8 For semi-final and final playoff rounds the league commissioner, Commissioner of Baseball or a WAA board member should be present at the entire game.