

Walkerton Youth League
Boys Minor Baseball (ages 10-12)

Division Rules:

General:

1. Eligibility shall be determined on a calendar year basis as follows:
 - a. Major League players must be 9 by April 30th, and not 12 by April 30th.
2. Eligibility is subject to change on a case-to-case basis, or on a year-to-year basis upon approval of the League's Board of Directors.
3. Players must attend 50% of practices, unless excused by the coach, to be eligible to play in games. Games count as practice. Coaches must hold a minimum of one practice per week
4. Any player eligible to play can play any position.
5. No jewelry. Medical ID is the exception.
6. Metal cleats are not permitted.
7. No player shall be permitted to play if wearing a "plaster" or like substance cast. No exceptions.
8. All equipment must be kept in the dugout.
9. All batters, runners, and on deck batters are required to wear a protective batting helmet at all times.
10. Catchers must wear helmet with protective mask, chest protector, and shin guards. All equipment must be in working order and properly fit.
11. All players are expected to wear team uniform and hat provided with shirt tucked in during game play. No shorts. NO ALTERED UNIFORMS.

Coaches:

1. Only two (2) coaches and one (1) score keeper shall be allowed in the dugouts during game play.
2. Only the Head Coach shall approach the Umpire with issues or discrepancies.
3. The visiting coach is to reprimand visiting parents and the home coach is to reprimand home parents.
4. If a coach touches a runner during live play, the runner will be called out.
5. If a coach disciplines a player, the player must be disciplined for both batting and fielding.
6. Coaches shall coach the team from the dugout or coaches box. Coaching from outside the field of play or behind the backstop is not allowed.
7. Coaches shall submit line up sheets to the opposing team no later than 5 minutes prior to start time. Line ups should include player name, uniform #, and batting order.
8. Coaches from home team of the first game need to line the field and get the bases out for the night.
9. At the conclusion of the last game of the night, it will be the HOME team's responsibility to put away the bases, rake the fields, pitching mound. Each team is responsible for cleaning up the dugouts before leaving for the night. Make sure you know the schedule to know if there is a game after yours.

Umpires:

1. All scheduled league games shall have at least one (1) Umpire. Must be behind the plate/catcher.
2. Playoff and/or tournament games shall include a home plate umpire as well as a field umpire.
3. Home plate umpire will be Umpire-In-Chief. He/she will call foul lines, in-field fly, home run, no pitch, mercy rule, and any other game rules at his/her discretion.
4. After a discussion with supervisor on hand the umpire will have general responsibility for games due to weather conditions.
5. It would be advisable for umpire to check with each team's coach between innings to be sure of proper score keeping. Home team has the "golden book" if there is a dispute about score keeping.
6. The following "calls" by Umpires are indisputable and may not be challenged:

“Ball” “Strike”

Game Play:

1. League games shall start promptly at 5:30 P.M. or 7:30 P.M. with no 6th inning starting after 7:00 P.M. or 9:00 P.M. and a complete game being called at that point. Each game will have a time limit of 1 hour and 30 minutes, unless agreed upon before the start of the game. (We do not have lights) A forfeit time shall be the game time. If the game ends in a tie due to time constraints, then the game will continue until the tie is broken at the end of a complete inning. Extra innings will employ the unlimited run rule. Umpire will call last inning.
2. A minimum of (8) players is required to start a game, the game can be finished out with only 7 players due to injury. Otherwise a forfeit is declared. Players may be used from another team to make 9. The extra player may not pitch and is not to be played over a regular team player and bats last. Teams may add a player of the same league or lower.
3. All players shall bat in continuous order. Late players will be added to the bottom of the batting order. Coaches must field (8) players. All players must play a minimum of 2 innings in the field.
4. Courtesy runners can be used for the catcher & pitcher, when the catcher & pitcher is a base runner with (2) outs. The courtesy runner must be the player who has made the last out.
5. Leading off is not allowed. Runner shall be allowed to leave the base once the ball crosses home plate.
6. Stealing is allowed. Runner shall be allowed to leave the base once the ball crosses home plate.
7. Stealing home is not permitted.
8. The responsibility to avoid contact lies with the runner. If a play is in the process of being made at any base and the runner at that base doesn't slide, then the runner shall be called out, even if there was not contact made. However, a runner is only required to slide if a play is being made. Running to first base after the ball is hit is the only exception.
 - a. A base runner purposely interfering with an attempted play on the ball by the fielder shall be ruled out and a dead ball shall be declared.
 - b. If a batted ball hits the runner, the runner shall be called out. The play should be immediately called dead. Runners are awarded the next base
9. The “Mercy Rule” shall be implemented as follows:
 - a. 11 run rule after 4 complete innings.
 - b. 5 runs per inning.
 - c. Once a game is called due to the 10 run rule, the game will be considered final. However, the scoreboard will be shut off and the game will be continued until 6 innings are completed of the game is called due to time limit.

*This rule is being implemented to give kids more playing time and to give coaches and players the opportunity to play different positions.
10. Runner is only required to slide if a play is being made on them, this is at an umpire's discretion.

Pitching

1. Minor League Pitchers are only allowed to pitch 3 innings per day. Then 1 day of rest is recommended. This rule applies to all leagues that a player participates in.
2. Pitchers will be allowed to warm-up at the beginning of each half inning or when a pitcher relieves another pitcher with (5) warm-up pitches.

3. No pitchers may leave and re-enter as a pitcher in the same inning. The starting pitcher may re-enter as a pitcher as long as the total innings pitched do total more than 3 innings. Only the starting pitcher may re-enter as a pitcher.
4. Only fast balls and change ups will be allowed as determined by Umpire. The first violation shall be a warning to the coach with a ball declared. The second violation shall result in the pitcher being removed from the mound and a ball being called. The third violation within the same season shall result in the pitcher not being allowed to pitch for the remainder of the season. .
5. If a pitcher hits (3) batters in an inning or (4) in a game, the pitcher shall be removed immediately and cannot re-enter that game as a pitcher.
6. A pitched ball that bounces and hits the batter is considered a hit by pitch and that batter is awarded 1st base.

Batting

1. All bats must be either stamped or printed with; USA, BB Core, USSSA and with 1.15BPF. No wooden bats. 2 5/8" barrels shall be permitted.
2. All batting equipment must be kept in the dugout.
3. If the batter is "hit by pitch", the batter is awarded first base and the play is dead.
 - a. The batters hand is not part of the bat. If hand is hit, it is a "hit by pitch".
 - b. Bounced pitches that hit the batter is a "hit by pitch".
 - Exception: If a pitch hits the batter in the "strike zone", it is a strike.
4. If the batter does not make an attempt to get out of the way of a bad pitch, it is simply a ball.
5. A ball that is hit and bounces over or rolls under the fence shall be declared a ground rule double 2 bases.
6. Any ball that clears the outfield fence on the fly, hits the top of the fence railing, and carries over the fence or hits the light pole shall be declared a homerun.
7. Only 1 on-deck batter shall be permitted.
8. All batters, on-deck batters, and runners are required to wear a protective batting helmet at all times. Intentionally removing helmets during "live" play will result in an automatic out.
9. If a bat is thrown, the batter shall receive a warning for 1st offense. Every time thereafter in the game the batter will be called out.
10. If the 3rd out was made while the batter is at bat, that same batter will be lead-off batter the following inning with a 0-0 count.
11. Batting out-of-order, the batter will be called out after the 1st pitch is thrown.
12. Bunting is allowed.

Runners

1. Runners who miss a base may return to touch that base before touching the next base. If the runner misses a base, they may return to the previous base once he has touched the bases in the reverse order. If caught on appeal, he will be "out." The Umpire does not make any call if runner misses a base or home plate. The defensive team must appeal the play while the play is "live."
2. Runners are required to slide. If they do, it must be legal. Jumping, hurdling, and leaping are all legal attempts to avoid a fielder if the fielder is lying on the ground. Diving over a fielder is illegal.
3. It is not an infraction if the runner goes behind a fielder to prevent interference.
4. If the batter/runner makes an attempt towards second has liability of being put out.
5. If 2 runners are on the same base at the same time, and both are tagged, the following runner is out.
 - a. Exception: If the play is a force out. Then the leading runner is out

6. Head first slides are permitted in this league. Advancing or returning to a base.
7. Runners on 3rd base may only advance if there is attempt made on that runner.
 - a. Example: Runner on 1st base and Runner on 3rd base. Pitcher delivers ball to catcher, runner on 1st attempts to steal 2nd base, catcher throws to 2nd and fielders don't recover ball. Ball goes into the outfield. Runner on 3rd must stay.
 - b. Example: Runner on 3rd base. Catcher attempts to make a play on runner and ball is missed by fielder. Runner may advance at their own risk.

Fielding

1. As long as the game is started with (8) players, the game can be finished out with (7) players due to injuries (coaches discretion). If a team has a full roster, they must field (9) players. All league players must play a minimum of (2) innings in the field.
2. Fielders must give the runners access to the base to avoid obstruction/interference.

Special Rules

1. **APPEALS**: The defensive team must appeal before the next legal pitch.
2. **SUBSTITUTIONS**: If a player is hurt and unable to continue to play, another player from the teams' roster (on the bench) may enter in their position. If no one is available to enter in their place, the batting rotation shall have the hurt players' position deleted and no out will be given. If a runner is hurt, then the player who made the last out before them must take their place. If the player is able to return to the game, they must re-enter in for the same player that took their place. Players, with the exception of the pitching position, may re-enter at any position throughout the game at the coach's leisure. Re-entry would not be an advantage to either team. This is a developmental league and players' playing time is important.
3. **INTERFERENCE CALLS**: Any interference call, except umpire interference which is a delayed dead ball, the play is immediately dead.
 - a. Interference by Catcher-
 - If the batter in a normal swing, hits the catchers' mitt, the batter is awarded 1st base and play is dead.
 - The catcher cannot cover home plate without the ball or a play being made.
 - b. Interference by Coach-
 - If coach holds a runner back or pushes runners forward, the play is dead, and the runner is called out. All other runners must return to the last base legally touched (umpire discretion).
 - c. Interference by Runner-
 - If a runner makes contact with a fielder in the act of fielding the ball, the runner is out.
 - If a batted ball touches the runner before the fielder fields the ball, the runner is out.
 - If a batted ball touches a runner after fielder mishandles the ball, this is incidental contact and play is still "live", the runner is not automatically out.
 - If a runner makes contact with a fielder with the ball, and causes the fielder to drop the ball, the runner is out.

- The runner may not be called out for interference if remaining on a base when a batted ball is hit at them and is in the way of the fielder.
- d. Interference by Runner on a thrown ball-
- If a runner intentionally blocking a thrown ball will result in the runner being called out.
 - If a runner intentionally tries to break up a double play by interfering with the fielder or with the throw, both the runner and the batter shall be called out.
- e. Interference by the Batter on a play at home-
- If a batter interferes with catchers' throw or play at the plate, the batter shall be called out.
 - Exception: The batter is not out if runners are attempting to advance are thrown out or put out at home.
4. OBSTRUCTION CALLS: Obstruction is the act of a fielder without the ball, impeding the progress of any runner.
- This is a judgment call by the umpire. Awarding of additional bases based on whether the umpire believes obstruction caused an "out" or prevented advancement.
- a. Obstruction by Fielder/Catcher-
- If the fielder/catcher (without the ball) impedes progress of the runner (runner runs into fielder/catcher without the ball or has to slow down or has to avoid fielder/catcher without the ball) this is "obstruction" on the fielder/catcher and the runner shall be awarded the next base or plate safely. Fielder/catcher must have possession of the ball or it is "obstruction." If a play is being made on the obstructed runner, play is dead. If the play is not being made on obstructed runner, it is a delayed dead ball.
 - If the fielder is attempting to field a thrown or deflected batted ball and runs into the runner, this is an incidental contact-neither obstruction nor interference.
- b. Obstruction of Batter/Runner-
- If the batter/runner is going to 1st base and obstruction occurs, this is a dead ball and all other runners are entitled to the next base (upon umpires' discretion).

5. The "Infield Fly Rule":

This rule shall apply. An "infield fly" is a fair fly ball (not including a line drive nor an attempted bunt) that can be caught by an infielder with ordinary effort when, 1st & 2nd, or 1st, 2nd, & 3rd bases are occupied, before 2 are out. The pitcher, catcher, and any outfielder that stations in the infield on the play shall be considered infielder for the purpose of this rule. When it seems apparent that a batted ball will be an "infield fly", the Umpire shall immediately declare, "infield fly" for the benefit of the runners. If the ball is near the baselines, the Umpire shall declare "infield fly-if fair". The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul. If a declared "infield fly" is allowed to fall untouched to the ground, and bounces foul before passing 1st or 3rd base, it is a foul ball. If a declared "infield fly" falls untouched to the ground outside the baseline, and bounces fair before passing 1st or 3rd base, it is an "infield fly". On the "infield fly" rule, the Umpire is to rule whether the ball could ordinarily have been handled by an infielder-not by some arbitrary limitation such as the grass or the base lines. The Umpire must also rule that a ball is an "infield fly", even if handled by an outfielder if, in the Umpires' judgment, the ball could have been easily handled by an infielder. The "infield fly rule" is in no sense to be considered an appeal play. The Umpires' judgment must govern, and the decision should be made immediately. When an "infield fly" rule is called, runners may advance at their own risk. If on an "infield fly rule" the infielder intentionally drops a fair ball, the ball remains in play despite the provisions of Rule 6.05. The infield fly rule take precedence. "In flight"

describes a batted, thrown, or pitched ball that has not yet touched the ground or some object other than a fielder.

- A dropped “infield fly” in foul territory is simply a “foul ball” and the batter is not out.
- An “infield fly” that goes untouched and rolls foul is a “foul ball” and the batter is not out.
- An “infield fly” that goes untouched and lands in foul territory but rolls fair before 1st & 3rd base, is an “infield fly” and the batter is out.
- As soon as the Umpire says, “Infield fly”, the batter is out and the force is removed from the runners. Of course, that’s the purpose of the rule to keep the defense from getting a!’
- There is no “infield fly” off of a bunt.
- “Catch”- is a secure possession in the hand or glove of a ball “in flight”. It is not a legal “catch” if the ball falls to the ground as a result of a collision of 2 fielders or the fielder falling down.

6. **Foul Ball:**

- a. The foul line is fair.
- b. The foul pole is fair.
- c. Home plate, 1st base and 3rd base is all fair.
- d. A foul ball is determined by where the ball is when it is touched by an infielder (not where the infielder is standing), whether it crosses the inside plane of 1st or 3rd base before going into the outfield, or where the ball finishes when it comes to a stop (untouched) before reaching 1st or 3rd base.
- e. A foul tip is a batted ball that goes directly to the catcher’s hands and is legally caught by the catcher. It is a strike and the ball is in play.
 - Example: A line drive that passes inside or over 1st or 3rd base but lands foul is a foul ball. If it crosses any part of the base on the ground and then goes foul, it is a fair ball.

Weather Conditions & Rules:

1. GAMES WILL BE HAULTED 30 MINUTES AFTER A VISIBLE LIGHTNING BOLT! IF ANOTHER LIGHTNING BOLT APPEARS WITHIN THAT 30 MINUTES, THE 30 MINUTE DELAY RE-STARTS. THREE LIGHTNING BOLTS WITHIN A 1-HOUR TIME FRAME SUSPENDS/ENDS THE GAME.
2. STOPPAGE OF PLAY DUE TO WEATHER SHALL BE AT THE DISCRETION OF THE HOME PLATE UMPIRE AND/OR BOARD MEMBER. A COMPLETE GAME SHALL HAVE BEEN PLAYED IF (4) COMPLETE INNINGS HAVE BEEN PLAYED-OTHERWISE THE GAME SHALL BE RESCHEDULED. IF (1) COMPLETE INNING IS NOT PLAYED THEN THE GAME WILL BE PLAYED OVER. A COMPLETE GAME IS A MINIMUM OF (4) INNINGS, OR (3 AND ½) INNINGS IF HOME TEAM IS AHEAD. IN THE EVENT OF INCLEMENT WEATHER AT THE DISCRETION OF THE HOME PLATE UMPIRE OR OF ANY BOARD MEMBER. ANY GAME STOPPED PRIOR TO THE MINIMUM WILL RESULT IN RESCHEDULED GAME. STARTING WHERE THE GAME ENDED, WITH THE EXCEPTION IF (1) COMPLETE INNING IS NOT PLAYED THEN, THE GAME WILL BE PLAYED OVER, STARTING ALL OVER.

