

# Winona County Youth Baseball

## LEAGUE RULES (2018)

The league will play National Federation of State High School Rules with the following clarifications and exceptions:

**Age:** Player's age on May 1st determines their age for the season. Coaches must have proof players ages. Games played with ineligible players will result in games being forfeited. Team rosters need to be on file with the league by June 1st. If a team is short players they may borrow a player(s) from one of their younger teams. They cannot borrow a player from another team at the same age level. If a player elects to play on an older team for the season they are ineligible to go down an age group to play.

**Dimensions:**

Age	Base Length	Pitching Rubber	Live Baseball (Leading Off)
8U	65 feet (or 60)	46 feet	No
10U	65 feet	46 feet	No
12U	65 feet	46 feet	No
14u	75 feet	55 feet	Yes

The official measurements for the pitching rubber are from the APEX of home plate to the front of the pitching rubber. For bases the measurements are from the APEX of home plate to the far side of 1<sup>st</sup>/3<sup>rd</sup> base and to the center of 2nd base.

**Game Length and Time Limits:**

8U: 6:00 games consist of 4 innings or 60 minutes.

7:00 games consist of 4 innings or 60 minutes.

6:30 games consist of 6 innings or 90 minutes.

10U: Games consist of 6 innings and will start at 6:30. Games have a 90 minute time limit (due to games starting a few minutes late). A new inning cannot be started after 90 minutes has expired. One additional inning will be played if the score is tied.

12U: Games consist of 6 innings and will start at 6:30.

14U: Games consist of 7 innings and will start at 6:30.

Must complete 3 ½ innings to be considered a complete game (darkness/weather).

**Batting Order & Defensive Substitutions:**

8U: Teams must bat the entire roster. 10 defensive players may be used (4 outfielders) with free defensive substitution.

10U, 12U & 14U: 8 players are required to start the game. At 6:35 PM a team with less than 8 players will forfeit the game.

Any late arrivals are placed at the end of the batting order.

-Batting out of order will result in the player that was skipped being called out (not enforced until a pitch has been thrown). The batter at the plate will finish their at bat.

-Teams may bat the entire roster. Teams choosing to bat everyone are allowed free DEFENSIVE substitution.

10U: 10 defensive players may be used (4 outfielders).

12U, 14U: 9 Defensive players.

10U, 12U, 14U: If not batting everyone players may enter the game twice but must enter the batting order in the same spot.

12U & 14U: Designated Hitter may be used. The DH may enter the game as a defensive player but the player he/she was hitting for will have to come out of the game.

**Bat size:** 8U = 2 1/4" only. Bats must be wood, or stamped with a T-ball logo or the USSSA 1.15 finger print stamp on the bats taper.

10U = 2 1/4" only. Bats must be wood or have the USSSA 1.15 finger print stamp on the bats taper.

12U & 14U = 2 5/8" & 2 3/4" only. Bats must be wood, a stamped qualified BBCOR, or a USSSA 1.15 finger print stamp bat.

**Limit & Hitter Limit Batting Rule:**

Home team's score book is the official score book.

8U: Maximum of 10 hitters per inning.

10U & 12U: Maximum of 6 runs per inning when the score is tied or when the team leading is batting. The trailing team may go ahead of their opponent by a maximum of 6 runs in an inning.

12U: 10 run rule is in effect after 4 innings.

14U: 10 run rule is in effect after 5 innings.

10U Only: "WALK LIMIT RULE" After 3 walks per inning (not consecutive) the "Walk Limit Rule" will take affect.

a. Once there are 4 balls on the batter, the hitting teams coach will come out and pitch.

b. The strike count started by the pitcher continues until the batters strikes out or hits the ball in play. The umpire will continue to call strikes while the coach pitches.

c. The youth pitcher resumes pitching to the next batter if the 3<sup>rd</sup> out is not recorded.

d. The coach must pitch from the mound with the player fielding the position. If a batted ball hits the coach it will be considered a dead ball and will be a base hit.

e. No bunting when coaches are pitching.

f. A batter hit by a pitch will be considered a walk.

**Bunting:** 8u: No bunting allowed.

10U, 12U and 14U: Bunting is allowed. Slash bunting (fake bunt, swinging away) is not allowed in any divisions. A player doing so will be called out. No warning will be given.

**Dropped 3<sup>rd</sup> strike:** 8U: Batters will receive 5 pitches (reasonable pitches from the machine) and may not run on dropped 5<sup>th</sup> strike.  
10U & 12U: A batter may not run on a dropped third strike.  
14U: A batter may run on a dropped 3<sup>rd</sup> strike. First base must be unoccupied with less than 2 outs. With 2 outs first base may be occupied.

**Infield Fly Rule:** 8U: Does not apply.

10U, 12U & 14U: The Infield Fly Rule will be in effect (must be less than 2 outs and runners on 1<sup>st</sup> and 2<sup>nd</sup>, or 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> to be called. A runner on 1<sup>st</sup> base only cannot result in the infield fly rule being called).

**Courtesy Runner:** A courtesy runner may be used at any time for the pitcher, catcher or for an injured player. It is encouraged for the catchers with 2 outs. For teams batting everyone the last player called out will be the courtesy runner.

**Teams not batting everyone must follow these rules: the courtesy runner can only run for the pitcher OR catcher during the game, players who have already participated in the game are ineligible to serve as courtesy runners, players used as courtesy runners are ineligible to be used as a substitute player in the next half inning of play (unless an injury, illness, or ejection occurs), if a courtesy runner is used for a pitcher or catcher the double entry rule will not be counted against them in these situations.**

**Stealing:** 8U: Not allowed. No running on overthrows. May continue running on hit balls to the outfield until the ball re-enters the infield. No extra base hits when leading by more than 10 runs.

10U: No stealing. No leading off. Runners cannot leave a base until the batter hits the ball. Leaving early will result in a dead ball (no pitch) and the team will be warned. A second team violation will result in the runner being called out (no pitch).

12U: Stealing is permitted on passed balls or after the ball hits the catcher's mitt. Leaving early will result in a dead ball (no pitch) and the team will be warned. A second team violation will result in the runner being called out (no pitch).

14U: Leading off is allowed (live baseball).

**Slide Rule:** 8U: Players should be encouraged to slide on close plays. No penalty for not sliding.

10U, 12U & 14U: Players must slide on close plays. Failure to do so will result in a team warning. A 2<sup>nd</sup> offense by any member of the team will result in the player being called out.

All divisions: Malicious contact will result in the player being called out and ejection from the game.

**Pitchers:** 8u: Machine pitched. **All teams will use a Louisville Slugger lever action pitching machine. The machine must sit over the top of the 10u/12u pitching rubber.**

10U: Pitchers may not exceed 3 innings per game or 6 innings per day. (League tournament is 3 per game/6 total)

12U: Pitchers may not exceed 4 innings per game or 7 innings per day. (League tournament is 4 per game/7 total)

14U: Pitchers may not exceed 5 innings per game or 7 innings per day. (League tournament is 5 per game/7 total)

One pitch in any inning constitutes an inning of pitching.

Once a pitcher is removed from the pitching position he cannot return to the pitching position.

Pitchers are allowed 5 warm-up pitches each inning or until the batter is ready. A new pitcher will be allowed to warm up until they are ready.

**Balks:** Balks will be called at 14U. Each pitcher will receive one warning (the umpire will explain to the pitcher why he called a balk).

**Spikes:** No metal spikes are allowed at 8u, 10U and 12U. Metal spikes are allowed at 14U.

**Coaches:** 8U: 2 defensive coaches allowed on the field with their players. 1 coach allowed by home plate to help the hitters.

All other Divisions: Only a 1<sup>st</sup> and 3<sup>rd</sup> base coach allowed on the field when the game is being played.

**Safety:** Helmets must be worn at all times by any offensive player on the playing field for any reason.

Players cannot coach the bases.

Catchers must use a face mask w/throat protector.

Jewelry is prohibited.

Blood/Bleeding: Umpires will determine if a player needs to leave a game. A player not playing will replace them until the condition is resolved and their uniform is clean and free of blood.

Pitchers will not be allowed to wear wrist/arm bands on their pitching arms (this includes heat patches). They are also not allowed to have batting gloves hanging out of their back packets. Sunglasses may be worn by pitchers if they are prescription or if they are deemed necessary by the umpire to protect them.

**Umpires:** **The home team will provide one umpire for 10u games (behind the plate) and two umpires for 12u and 14u games.**

**Baseballs:** 10u, 12u & 14 - One new leather baseball will provided by home team.

8U: **9" reduced factor leather ball will be used (looks like a leather baseball).**

**Miscellaneous:** \$40 entry fee per team is to be paid to the league prior to the start of the season (\$30 per 8u team).

No alcohol or tobacco is allowed before, after or during the game.

Visiting teams will have 15 minutes of infield/outfield warm ups starting at 6:15 PM.

No recruiting out of town players.

If games need to be cancelled due to heat the league director will send out an e-mail to all communities prior to 3 PM.

8U: If a batted ball hits the pitching machine, the pail of balls, or the adult feeding the machine it is a dead ball and is considered a base hit and all runners advance one base.

League standings will not be kept – there will be a tournament at each age group with all teams invited.