



RULE BOOK

**Westchester Rockland Wood Bat League
Manager's Guide & Rule Book**

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****Note: Any rule not covered in here automatically reverts back to the official MLB rule book****

Section I. Player/Manager/Spectator Conduct Issues

1.1 - Managers are required to control themselves, their players and when applicable to their fans. Managers should ensure that their players know and understand the rules that affect them. Good sportsmanship is expected of every player and it is each team member's responsibility to participate in this fashion.

1.2 - Alcoholic beverages of any kind (wine, beer, wine coolers, hard liquor, etc) are strictly prohibited by the WRWBL before, during and most importantly after games at any venue we are contracted to be at during the season. This ban includes fields for practice and games as well as league meeting rooms and parking lots. If you are using our insurance to gain access to a facility then alcohol is prohibited. This rule applies to players, managers, officials, fans, media and league representatives. Violation of the league alcohol policy will result in an automatic suspension of fifteen games without appeal.

1.3 - If it is found that fans of a team violated the alcohol rule without being asked to stop their activities by the manager then the manager faces a ten-game suspension without appeal.

1.4 - Cigarettes and other tobacco products including "dip" are expressly prohibited during games at high school campuses and town parks where marked. High school fields are drug, tobacco and alcohol free zones and you can be arrested and our field-permit revoked. This rule applies to players, managers, officials, fans, media and league representatives. Violation of the league tobacco policy will result in an automatic suspension of at least one game without appeal.

1.5 - A second violation within one season of either the alcohol or tobacco policies of the WRWBL individually or as a team will result in expulsion from the league for one calendar year. In order to regain entry for the following season said player, team or manager would have to apply to the league disciplinary committee in the off-season.

1.6 - Use of illegal or illicit drugs by any manager, player, official, spectator or league administrator, including but not limited to marijuana, cocaine and its derivatives, ecstasy, methamphetamines, barbiturates, heroin or steroids at or in the proximity of any WRWBL leased facility is expressly prohibited. Use will result in an immediate one full-calendar year ban from the league. This rule also applies to all individuals named above under the age of 21.

1.7 - The league prohibits fighting of any kind during league games. This rule applies to players, managers, officials, fans, media and league representatives. Initiating a fight with physical contact, which includes but is not limited to the following acts: shoving, head butting, pushing, punching, tackling, assault with equipment of any kind or spiking will result in a suspension of no less than fifteen games. In addition, based on each individual set of circumstances the second party involved in the incident will also be reviewed to ascertain what role they played in the fight and said person could also be levied a suspension based on the individual facts.

1.8 - In the instance of a larger confrontation (i.e. bench clearing incident) only the managers and players on the playing field at the time of the incident are permitted to diffuse the situation. More clearly, anyone that leaves the bench or dugout area to enter the situation will receive an automatic one-game suspension without appeal. In addition, any spectator or fan leaving the viewing area to enter the field will be ejected from the game and banned from future games. Suspensions will be served consecutively one player at a time in order to avoid forfeits.

1.9 - Spitting on any player intentionally will result in a ten-game suspension with no appeal available. Reinstatement will be based on an official apology being issued to said party or parties before the guilty player is reinstated. If a player refuses to apologize he remains suspended until such time that an apology is issued. A second offense in this area will result in a full calendar year (from date of suspension) ban at which time the player must petition the commissioner in writing (email sufficient) to return to the league.

1.10 – If the possibility for appeal is not mentioned in any of the rules in this rule book, the punishment is not appealable.

Section II. Protests, Fine & Suspensions

2.1 – When the rule allows and explicitly states an appeal is possible, managers or players can request a disciplinary committee session be called in the event a fine or suspension is levied against said player or team. Certain suspensions cannot be appealed.

2.3 – In order to avoid frivolous appeals, a \$100 fee will be collected prior to the calling of any disciplinary committee session. If said party wins his appeal or his suspension is reduced in anyway then the money is returned to the player. If the fine or suspension is upheld then the money is deposited into the league's central fund.

2.4 – If a player receives more than two suspensions of any kind within one season said player is banned from the league for one full-calendar year and must apply to the disciplinary committee for reinstatement.

2.5 – Game protests must be filed within 24 hours of the game's completion to the league commissioner no exceptions (email is sufficient). The protesting team must indicate which ruling and specific rule they are protesting and have the home plate umpire sign their paper scoring book and indicate at which point the game is being protested. In order to avoid frivolous protests, a \$50 fee will be collected prior to the calling of any competition committee session. If said team wins the game appeal then the money is returned to the team. If the protest is denied the money is deposited in the league's central fund. The disciplinary committee will contact the umpires involved.

2.6 – If a protest is upheld then the game in question must be replayed in its entirety at a date specified by the league schedule committee. If either team involved in the protest cannot have a team at the replayed game they will receive a forfeit.

Minimum Suspensions (May not be reduced)

- 1.2 Violation of alcohol policy minimum fifteen game suspension
- 1.3 Violation of alcohol supervision policy minimum ten game suspension
- 1.4 Violation of tobacco policy minimum one game suspension
- 1.6 Violation of drug policy minimum one year suspension
- 1.7 Violation of fighting policy minimum fifteen game suspension
- 1.8 Violation of leaving bench (escalation) minimum one game suspension
- 1.9 Violation of spitting policy minimum ten game suspension
- 3.1 Violation of umpire respect policy minimum one game suspension
- 3.1a Intentional contact with an umpire expulsion for one calendar year
- 3.1a Carry argument to parking lot with umpire minimum fifteen game suspension
- 3.5a Violation of ejection policy (2nd offense) minimum five game suspension
- 3.5b Violation of ejection policy (3rd offense) suspended for season and playoffs
- 3.6a Violation of manager eject policy (2nd off) minimum one game suspension
- 3.6b Violation of manager eject policy (3rd off) minimum five game suspension
- 4.7 Violation of the bat policy (cork)
 - Player: ejection
 - Owner: minimum two game suspension
- 5.9 Player age eligibility violation
 - Player: immediate league expulsion
 - Manager: minimum five game suspension
- 5.10 Manager eligibility violation minimum one game suspension
- 5.14 Violation of forfeits policy (2 forfeits) league expulsion without return
- 7.7 Violation of playoff eligibility policy forfeit remaining games/expulsion
- 7.10 Violation of tournament policy minimum five game suspension
- 8.5 Violation of catcher slide rule five game suspension
- 8.9 Violation of pitcher bean ball rule five game suspension

- 8.10 Violation of manager bean ball rule minimum five game suspension
- 8.11 Violation of pitcher retaliation rule minimum three game suspension
- 9.6 Violation of field maintenance rule \$100 fine without refund
- 9.8 Violation of field conduct rule immediate league expulsion
- 10.3 Violation of media conduct policy minimum five game suspension

** Either the disciplinary committee or the commissioner at anytime cannot reduce Minimum suspensions. If a heftier suspension is levied a manager may appeal on his player's behalf provided the fee (if necessary) is paid. Players have one calendar week from date of suspension to file an appeal.

Section III. Umpire Issues

3.1 – Umpires are to be treated with the highest levels of respect and courtesy before, during and after all WRWBL games and events. If it is discovered that a manager, player or fan verbally or physically abused any official said person (s) involved will be brought before the disciplinary committee and a suspension levied. Minimum suspension for violation of the umpire respect policy is one game.

3.1a -There is an immediate expulsion for one calendar year (without appeal) if a player or manager makes any type of intentional contact with an umpire. Formal apologies and petition must be made for consideration to enter the league the following season. This includes bumping, striking, or throwing objects at an official's equipment, possessions, or self. Following an umpire out to a parking area to continue arguments will also be subject to minimum fifteen game suspension.

3.2 – If there is a question, complaint or disagreement regarding an umpire's call then the manager involved should discuss it with him or her in a civil tone. If in the event the umpire is not willing to listen and is disrespectful towards either a player or the manager please report it immediately to the league commissioner.

3.3 – In the event a team forfeits a game, said team must provide a check to the league Treasurer for both of the umpires' fees before its next scheduled game or the team will not be permitted to play and issued a second forfeit. Two forfeits by any team during the season results in said team's expulsion from the league.

3.4 – Any player ejected by an umpire during a game must leave the field of play immediately. The player must be out of sight and sound immediately and cannot have any communication with anyone at the field for the rest of the game which includes but not limited to phone conversations, text messaging and video conferencing. Said player is then subject of a possible disciplinary committee meeting and may face suspension depending on each individual circumstance. Reports will be gathered from involved parties and umpires and a ruling will be issued if necessary.

3.5 – Players who are tossed out of a second game during the same season face an immediate five game suspension. If they are thrown out of a third game after serving the suspension they are expelled from league play for the remainder of the season and playoffs.

3.6* – Managers who are tossed out of a second game during the season face an immediate one game suspension. If any manager is ejected from a third game, they face an immediate five game suspension.

3.7 – If umpire (s) do not attend a game the contest may be postponed and/or rescheduled. No fee is owed the umpire who misses the game. In the event of one umpire attending the game, the game can and should be played with the attending umpire receiving a full fee and a half for his work.

3.8 – Both teams MUST record the names of each umpire in their scorebook and in the scoring application software. This is essential for reviewing umpire quality and conduct. If a game does not have this information, they will be informed by the league commissioner. If after five (5) business days of being informed, the umpire names are not recorded, a \$50 fine will be issued payable immediately.

3.9 – In the event of lightning or a flash in the sky umpires by law must remove everyone from the field and wait twenty (20) minutes from the last lightning strike. No one but the umpires have jurisdiction over this issue. The umpires will have 1 hour from the initial lightning strike to officially call the game. Managers arguing this can and will be ejected.

Section IV. Safety Rules & Equipment

4.1* – Each team is to provide five (5) brand new baseballs per game to the home plate umpire and should have at least one dozen available during each game. If a team fails to provide the necessary number of baseballs for a 3rd time in a given season, the team will be fined \$50 (the cost per ball assuming \$45/dozen * the number of balls required to be provided). This \$50 will be paid to the league within 1 week of the 3rd infraction or else the team faces an additional \$5 fine for each week of tardiness. The official ball of the WRWBL is subject to change.

4.2* – All players must wear either plastic or metal baseball style cleats or spikes during game play. Sneakers or turf shoes are permitted but discouraged, unless the game is being conducted on an artificial grass surface.

4.3 – All batters must wear a protective helmet that is licensed for use in high school games and above. Helmets must have at least one ear flap on the side facing the pitcher. Helmets must be worn on the base paths as well.

4.3(a)*-All coaches must wear helmets in the coaching boxes. Skull caps are permitted. Managers, coaches or players arguing this can and will be ejected.

4.4 – An umpire can insist that a player remove a cracked helmet from the field of play. If the umpire makes this ruling the helmet must be removed from play before the game can be continued. Taped helmets are not permitted.

4.5 – Catchers must wear a protective helmet and mask while playing their position. Skullcaps or soft caps are not permitted. Newer style hockey helmets are permitted and recommended.

4.6 – The Westchester Rockland Wood Bat League is an exclusive wood bat league only. Use of aluminum bats of any kind during games is strictly prohibited and may result in a league suspension.

4.7 – Baum, composite and bamboo bats are not permitted for use in the WRWBL. If a bat is found to be corked or doctored in any way, the player using the bat will be ejected, the owner of the bat will be suspended for a minimum of two games and his team will take an automatic out for that turn at-bat.

4.8 – Only players, managers and coaches in uniform are allowed on the field or in the dugout during the game. The only exception to this rule is a designated scorekeeper. Only players or coaches in uniform are permitted to be on the field in coaches' boxes.

4.9 – In the event of a rain delay spectators should stay under umbrellas or go to their cars or awning areas. They are not to enter the dugout areas for cover due to fear of injury.

Section V. Roster Requirements/Player Movement

5.1 – Each new first year team must carry a minimum of fifteen (15) players on its roster for the entire season. Returning or existing teams may carry a minimum of fourteen (14) players on its roster if they so choose.

5.2 – No team may carry more than a maximum of twenty five (25) players on their active roster at anytime. Each team may carry up five (5) extra players on a reserve or 'taxi squad' provided they pay the \$50 player fee to keep these players on the roster. Team can move players on and off the taxi squad as frequently as they'd like. The cost to shuttle a player on and off is \$35 dollars. The process for adding a player from the taxi squad is the same as for adding new players. If a player is added above the 25 man limit than said team is required to drop a player from its active roster. If a team carries 26 or more players without notifying the league of the drop/add then each game played will result in a forfeit regardless of outcome. There is no appeal of this ruling. All drop/adds must be made with the league player agent, listed on the league's WebPages waiver link and reflected on each individual team website's roster area.

5.3 – A player must:

- be 18 or older in order to compete in a WRWBL season.

Or be 17 and meet all of the following requirements:

- have graduated from high school
- will be attending college in the fall semester in the year that he competes in the WRWBL
- turn 18 in the same calendar year that he competes in the WRWBL

- have their parent(s) or legal guardian(s) sign the WRWBL Code of Conduct and Hold Harmless Clause
- have two letters of recommendation from their former high school coach and their current incoming college coach (with contact information)
- the paperwork above (Code of Conduct, Hold Harmless Clause, letters of recommendation) must be filed directly with the commissioner
- there is a limit of four (4) 17 year old players per team's active roster at any one time

5.4 – Once a player is removed from a team's roster he is no longer eligible to participate for that team for the remainder of the season unless he gets permission from the league commissioner. If he joins another club he forfeits his right to return to his opening day club.

5.5 – Any incomplete contract makes a player ineligible and any game said player competes in will become subject to a forfeit if protested by another manager. All managers should have copies of each players signed contract with them during games and players should have one form of picture ID to prove eligibility and identity. Managers not having contract proof with them risk a possible protest by the opposing team.

5.6 – Players can be added to a roster freely prior to the July deadline determined by the rules committee to add players provided the league player agent is notified. If a player is added prior to the deadline he does not need commissioner approval. Any player that is added after the deadline will be ineligible for playoff competition.

5.7 – Players can switch teams at anytime during the season PRIOR to the July deadline. Players may not switch teams after the 7/1 deadline. Players can only switch one time during the regular season and are not permitted to return to their original team for the remainder of the season. Players must sit out one full week regardless of the number of games a team plays before he is deemed eligible to play for his new team.

5.8 – Teams may trade players provided all four parties (both players and both teams) agree to the conditions of the trade. No player can be traded without his consent. Players cannot be traded for equipment (example: player A for a dozen baseballs). All trades are subject to final evaluation and approval from the league commissioner.

5.9 – Managers are responsible for verifying the eligibility and age of their players prior to having them sign a contract. Players violating the league's eligibility requirements will be expelled immediately and will need to apply to the league commissioner for reinstatement to play in any future seasons. The manager will receive a minimum five game suspension.

5.10 – The WRWBL official week runs Monday through Saturday. In order to add a player to the roster and have him eligible the contracts must be received by the league player agent (contact information provided) by 8 PM Friday for weekend games and at least 24 hours prior to a weeknight game. The added player's contract must be complete and also include a \$50 check for him to be eligible. The player will then be cleared via the league website transactions area. At this time a manager

should make the change in their team website roster area immediately. Money and contract may be provided to any league officer.

5.11 – Players cannot be added on Sunday and cannot be deemed eligible the same day as a weeknight game. If the league receives a contract on Sunday said player may not play until the first weeknight game. A player may not sign a contract and play the same day.

5.12 – If a player leaves or is dropped from a team the manager must notify the league within 24 hours of the change. Managers should notify the league player agent and the announcement will be made on the league website in the transactions area.

5.13 – Any team forfeiting two games during any season is expelled from the league and may not return in future seasons. In the event a team forfeits a scheduled two 7-inning same team doubleheader the forfeit will count as one forfeit for both games providing the team with a one-time exemption. Any forfeit by that team from thereafter would result in expulsion of the team immediately.

5.14 * – If a team folds, players from said team not responsible for the team's demise may join another team to complete the season with permission from the league commissioner. If said player was a member of the folded team prior to July deadline, he may be ruled eligible for the playoffs on his new team after a review by the league commissioner. If the player joined the folded team after the July deadline he is not eligible for the playoffs for his new team.

Section VI. Procedures for Roster Changes

6.1 – The WRWBL has a specific procedure for adding players prior to the July deadline for roster changes. Any new player added to the team must have a completed contract, signed behavior and conduct contract, and \$50 fee sent to the league player agent in order to be considered for eligibility. A player is eligible once this is done.

6.2 – At this time provided the requirements (age, money, contract etc.) are met the league player agent will post in the transaction area of the website that said player has been activated onto your roster. A player is not to play until this activation notification is on the league website.

6.3 – Once the activation notice is posted the added players name and date of his activation (first day of eligibility) will be listed in the transaction area of the league website. This information will remain on the site for a full year.

6.4 – At the time of the activation notice on the website, managers should immediately add the new player to their roster area of the respective team's website.

Section VII. Regular Season/Tournament & Playoff Eligibility

7.1** – In order for a player to be deemed eligible for the playoffs he must record a statistic in at least 1/3 the number of games played for the season per team or 1 inning per game played. Ex. If the season is 30 games, it is 10 games played or 30 innings pitched. If 28 games are played, 9 games and 28 innings pitched.

7.2 – If a pitcher faces one batter regardless of outcome it counts as a statistic and is therefore awarded one game played for his team. If a position player records an official statistic either offensively or defensively (run, hit, putout, assist, etc.) he is awarded one game played towards total eligibility for the playoffs.

7.3 – Regardless of when a player is added to the roster he is required to play and record a statistic in the number of games determined in rule 7.1 in order to be deemed eligible for the playoffs.

7.4** – Pinch running does count as a game played, regardless of whether a base is stolen or a run is scored.

7.5 **– Playing the field does not count as a statistic unless the player records a putout, error or assist while playing the field or plays in the field for 3 consecutive innings.

7.6 – All rosters will be reviewed by the league statistician prior to the playoffs beginning. Any concerns regarding player eligibility will be confidential between the league and the manager/player (s) involved. A manager's score book and scoring software application history will be reviewed by the league and opposing manager's books also reviewed for accuracy.

7.7 – Any team found using ineligible or non-rostered players in a playoff game will result in the team forfeiting its remaining playoff games and being expelled from the league.

Tournament Eligibility

7.8 – Teams are encouraged to participate in any tournament around the country. The WRWBL fully expects that all of our teams will conduct themselves on a national stage with grace and sportsmanship. Any misconduct while at tournament functions (i.e. cheating, fights etc.) will result in a review by the disciplinary committee and possible suspension or expulsion from the league.

7.9 – Players from various WRWBL are permitted to attend tournaments with other teams from our league.

7.10 – Managers who are taking players from other teams to tournaments must notify the league player agent by June 15th (for July 4th tournaments) or two weeks prior for any other tournament. The notification (email is sufficient) must include the players name and which team he plays for in the WRWBL. If this notification is not received on time those players are restricted from attending the tournament.

7.11 – Players are not permitted to attend tournaments with any other team if their original WRWBL team has scheduled games. If the team has rain make-up etc. on that weekend or weeknight all players from that team are prohibited from attending the tournament. If players violate this rule they are suspended for five (5) games.

7.12** – If a player (s) returns from a tournament and wants his release he is entitled to receive it from his opening day manager without being blocked. However, said player is still prohibited from playing with the tournament team he traveled with until

the following season if he played in an in-season tournament. He is free to play for any other team immediately.

7.13 – If a manager in a formal written complaint to the commissioner reveals that said player (s) are deliberately undermining their original team upon return to the WRWBL after appearing at a tournament with another team they will be brought before the rules committee and face a potential one full season suspension if the allegations are verified.

Game Lengths & On-Field Procedures

8.1 – All WRWBL games are nine (9) innings long when only one game is scheduled. When a doubleheader is scheduled the two games are each seven (7) innings long.

8.1A** – Teams have 30 minutes from the officially scheduled start time to field a team. Teams must play with nine (9) players. If after 30 minutes team does not have the minimum nine (9) players to start a game, the umpires will rule said game a forfeit. In the case of a doubleheader, teams have 15 minutes from the originally scheduled time of the first game. Teams will get an additional 15 minutes after the first game has been ruled a forfeit. Both managers can agree to waive the time period.

8.2 – Games are official after five (5) complete innings regardless of whether a nine or Seven-inning game is scheduled. Games are deemed official and no continuations or makeups granted. If the home team is winning after 4 ½ innings the bottom half does not have to be played for the game to be declared official.

8.3 – All games not reaching five (5) completed innings are deemed unofficial and if cancelled will result in a restart with no score, stats or results counting. The league schedule committee will reschedule games on an equitable date for both teams.

8.4 – In the event of a tie score in or after five (5) innings the game will be suspended and picked up from the exact point from which it was stopped. The same players and situations should be recorded and used when the game is picked up. If said player is not available or no longer on roster a replacement (last recorded out) should be used. Games halted in a tie prior to the fifth inning are not official and will be replayed in their entirety with scores, stats and results not counting. The league schedule committee will reschedule games on an equitable date for both teams.

Base Running

8.5 - When there is a collision between a runner and a fielder who clearly is in possession of the ball, the umpire shall judge:

If the defensive player blocks the base (plate) or base line with clear possession of the ball, the runner may make contact, slide into or make contact with a fielder as long as the runner is making a legitimate attempt to reach the base (plate). Contact above the waist that was initiated by the base runner shall not be judged as an attempt to reach the base or plate.

(1) The runner must make an actual attempt to reach the base (plate).

(2) The runner may not attempt to dislodge the ball from the fielder. Contact above the waist shall be judged by the umpire as an attempt by the runner to dislodge the ball.

(3) The runner must attempt to avoid a collision if he can reach the base without colliding.

(4) If the runner's path to the base is blocked and (1), (2), and (3) are fulfilled, it is considered unavoidable contact.

Penalties:

(1) The runner must make an actual attempt to reach the base (plate).

If the runner attempted to dislodge the ball or initiated an avoidable collision, the runner shall be declared out, even if the fielder loses possession of the ball. The ball is dead and all other base runners shall return to the last base touched at the time of the interference.

(2) The runner may not attempt to dislodge the ball from the fielder.

If the contact was flagrant or malicious before the runner's touching the plate, the runner shall be declared out and also ejected from the contest. The ball is immediately dead and all other base runners shall return to the last base touched at the time of the interference.

(3) The runner must attempt to avoid a collision if he can reach the base without colliding.

If the contact was flagrant or malicious after the runner had touched the base (plate), the runner will be ruled safe and ejected from the contest and suspended for five (5) games. The ball is immediately dead and all other base runners shall return to the last base touched at the time of the interference. If this occurs at any base other than home, the offending team may replace the runner.

If the contact was after a preceding runner had touched home plate, the preceding runner will be ruled safe. The ball is immediately dead and all other base runners shall return to the last base touched at the time of the contact.

(4) If the runner's path to the base is blocked and (1), (2), and (3) are fulfilled, it is considered unavoidable contact.

8.6 – When heading towards second or third base a base runner must slide or surrender himself by leaving the base path and fielders throwing lane. Said base runner may slide hard into the bag or within one arm's distance away from the bag to break up the throw from a fielder provided the official does not deem the contact unnecessary or malicious (i.e., spiking the fielder above the knees). If contact is excessive said base runner will be ejected from the game with additional suspensions possibly being levied. Players may not slide across the bag (from one side to the other) to make contact.

8.7 – Fielders are permitted to feign a tag.

8.8 – Fielders are permitted to draw a runner into leaving the base by pretending to lose the ball. Example: Shortstop pretending the ball is into the outfield after base stealer slides into second.

Hit Bats Men

8.9 – Intentionally beaming a batter with a pitch is strictly prohibited and will result in the pitcher being ejected and suspended for five (5) games. The umpire will determine the intentionality of the pitch hitting the batter. This suspension is appealable. If there is any retaliation or anyone is hit again, which is determined solely by the umpire, both the pitcher (or his substitute) is ejected as well as the manager.

8.10 – Any manager heard instructing a pitcher to intentionally hit a batter will be ejected and suspended by the league for a minimum of five (5) games.

8.11 – Any retaliatory strikes after an ejection for beaming by the opposing team's pitcher will result in a minimum three (3) game suspension for pitcher and manager without appeal provided the pitcher is ejected for the incident.

8.12 – Pitchers are permitted to pitch inside and all contact will be interpreted by the official. A pitcher cannot be suspended after a game for hitting a batter unless he is ejected by the umpire for intent.

Lineups

8.13 – Each team is required to provide a lineup card to the home plate umpire and to the opposing team manager before the start of each game. The lineup card should be legible and include the player's last name, uniform number and initial position and starting pitcher name and number. In addition, all substitutes who are available for that game should be listed on the sheet as well.

8.14 – Teams must bat 10 players whenever possible. If a 10th player is present at the field he must be inserted into the batting lineup. This includes all players even if he is "just a pitcher."

8.15 – The WRWBL employs separate offensive and defensive lineups. Managers must notify the opposing manager of all changes, substitutions etc.

8.16 – Pinch runners are included as offensive substitutions. Once the original player is pinch run for the substitute player assumes that position in the batting order and the original player may not return to the offensive lineup for the remainder of that game.

8.17* – Defensive changes must be given to the opposing manager and marked in each book.

8.18** – Players may switch defensive positions (excluding the pitcher) an infinite number of times. Changes can be made at any time provided play has been stopped.

8.19** – Any pitcher may re-enter the game as pitcher, if and only if, he stays in the game defensively. Eg. Pitcher moves to 1B. He can come back to pitch any time as long as he is still in the field.

8.20 – Teams may not add to the bottom of their lineup beyond 10 players (i.e. 11 or 12 batters) at any time. The batting lineup cap is 10 players and may not exceed this amount. Straight substitutions are recommended by the WRWBL as opposed to expanding the lineup.

8.21 – Teams may use a courtesy runner for one player per game to run for them in the event the designated player reaches base. Those that require a courtesy runner will be designated "NR" for 'non-runner' on the lineup card before the start of the game. This rule applies to a specific player in the batting lineup only. If the

designated non-runner reaches base the last batted out in his team's lineup will run for said player. If there is no outs in the inning the team reverts back to the last batted out of the previous inning. This rule only applies to the designated non-runner and no other batters including the catcher and pitcher.

Miscellaneous Items

8.22 – Starting pitchers receive eight (8) warm-ups and are to receive five (5) warm-ups throws each half inning. Pitchers entering in relief receive eight (8) warm-ups and pitchers should be adequately prepared prior to entering the game to avoid injury. Pitchers entering the game to replace an injured pitcher may take as many warm-up throws as necessary.

8.23 – Intentional walks are permitted in the WRWBL and should be signaled by the catcher with his arm extended away from the batter.

8.24** – Anytime a team goes ahead by 10 runs after six complete innings (5 complete in a 7 inning game) or 15 runs after 5 innings in a 9 inning game, the mercy rule is implemented. If a team goes ahead by 10 anytime after the sixth inning (or 5) the game is considered a run-rule game and stopped.

Section IX: Rain Out Policy/Field Maintenance/Ground Rules/Pre-Game

9.1 **– The home team manager is responsible for contacting the umpires and the opposing team manager about the weather and condition of the field at least 90 minutes before game time.

9.2 – Umpires are to wait at least 30 minutes past the scheduled game time for inclement weather to pass or for teams to make the field playable. After 30 minutes if the field is not ready the umpire can call the game or choose at his/her discretion to wait additional time. Anything past 30 minutes is not mandated and entirely up to the officials.

9.3 – If the home team does not notify the umpires and opposing team of a rain out 90 minutes prior, said team assumes the cost of both umpires (\$220 single, \$400 double). Owed monies must be in the league treasurer's possession prior to the team's next game or they forfeit their next game.

9.4 – If a game begins with even one pitch being thrown and the rain prevents the game from being continued then the umpire receives a full fee that is not refundable and the game is ruled official or cancelled depending on the inning (see official game lengths).

9.5 – If a game has not started and the game is rained out prior to it beginning then the umpire is to be paid a \$50 travel fee. Travel fees not paid will be considered the same as rainout fees and will result in your next game being forfeited until said fee is provided by the team in question.

Field Maintenance

9.6 – Both teams are responsible for the preparation of any league field prior to a game. This includes dragging, raking, tamping, lining, cleaning, of dugout areas and

spectator areas as well as any other needs. If one team consistently ignores their share of field maintenance they will be subject to a \$100 fine payable before their next game. Teams fined more than twice for this violation will be expelled from the WRWBL.

9.7 – Teams playing morning games are not excused from cleaning and ensuring the field is prepared for afternoon games for our league or any other.

9.7a – No game is to be delayed more than 30 minutes after its official start time for field maintenance. Both teams should arrive early to avoid field delays. If the 30-minutes are needed the umpire is to make the final decision on the field.

9.8 – Fields and their operations personnel should be treated with the highest levels of respect. Anyone reported defacing a field, cutting locks, entering equipment sheds, stealing property or disrespecting a field representative in person or on the phone will be expelled from the league immediately.

9.9 – Fields must be returned to their original condition after games. This includes cleaning litter in the dugouts and spectator areas and touching up with a rake the home plate and pitchers mound areas.

Ground Rules/Pre-Game

9.10 – Each team must send a representative prior to the start of each game to meet with both officials to discuss ground rules 10 minutes before game time. Umpires have sole jurisdiction on ground rules and may change the rules prior to a game only. It is recommended that managers and umpires work together to develop a consistent set of ground rules for each field as to not confuse players and officials.

9.11 – An umpire has final say on whether or not a field is in good enough condition to be used on a given day. If the official feels the infield playing surface, grass, sprinklers, outfield grass, lights or any other items are not safe he/she may call the game at their discretion. Managers and players are to respectfully abide by said umpires ruling and call the game.

9.12 – In the event of a double header teams will receive a 20-minute grace period between the end of the first game and the beginning of the second game.

9.13 – Home teams should take warm-ups (i.e. infield/outfield) up until 20 minutes prior to game time. The away team immediately follows until 10 minutes before game time. Umpires may speed up or prevent warm-ups if teams are running very late.

Section X: Scoring Requirements/Media Responsibilities

10.1 – In the event of a scoring dispute the WRWBL will always refer to the home team's scorebook to settle a ruling. It is recommended that you confer with the opposing manager on a regular basis during games to address scoring issues (i.e. hits, errors, stolen bases etc.)

10.2 – Box scores must be uploaded five (5) calendar days after the completion of a scheduled game. Any team failing to comply will be handed out \$50 fines per game at the discretion of the commissioner.

10.3 – In the event the media attend games (specifically TV media) managers should take extra precaution to ensure their players are aware the cameras are present, that they are dressed properly and refrain from using profanity or doing anything even remotely unsportsmanlike. Violators of this policy will be suspended for a minimum of five (5) games without appeal.

10.4 – It is mandatory to score games traditionally in a paper scorebook and on the league's scoring application software on each team's netbook.

Section XI. Uniform Requirements

11.1 – The required minimum uniform for a team consists of matching color-coordinated jerseys and subsequently matching pants and belts. Socks must have some hint of the team's colors in them. (Example: If team A's primary colors are Blue and Red, either color can be worn.)

11.2 - Jerseys must have uniform individual numbers on at least the back of the jersey. Numbers on the front of the jersey are not required but are recommended if possible.

11.3 - Caps are required during all games for all players and coaches. Caps must be part of the uniform with all members wearing the same hat. Alternate hats or random hats will not be permitted. Players violating this cannot play until they have a matching hat.

11.4 - Players are not permitted to share or swap jerseys during the season. Each player must have his own complete uniform. In the case of a new player a three-week grace period is provided (to borrow a uniform) in order for a new uniform.

11.5 - Team may not have white socks or stirrups as part of their uniform colors. Socks or stirrups must be a non-neutral color (examples: red, blue, black, green are permitted). Tube, crew or low ankle socks are prohibited.

11.6 - The league has the right to block or enforce change of a team's uniform if the name is rude or offensive. In addition, if a team name has a political, religious, sexual undertone or if it is deemed inappropriate in anyway, it must be changed in order for the team to be eligible for play.

11.7 - Personal expression by players on their uniforms is welcomed provided it is appropriate, sportsmanlike and does not interfere with game play. (Example: writing numbers of deceased players on hats as a tribute). Any personal expression deemed inappropriate by the league will result in the player being ruled ineligible until a change has been made.

11.8 - Players wearing neck jewelry is acceptable provided it is not a distraction and out of plain site. Watches and bracelets should be removed during games. Earrings are permitted, however if they reflect light and distract opposing players they must be removed.

SECTION XII: Schedule Requirements

12.1 - All teams will play 32 games.

12.2 - In the event of a rainout or other forced cancellation, the league scheduler will work to re-schedule the game on an open date/field during the season. If a team can field 9 players, they must play on this date.

12.3 - Teams' inability/refusal to play on date determined by scheduler will result in a forfeit and will not count as a game played for that team.

SECTION XIII: Website Requirements

13.1 - Teams must update their websites in a timely fashion (within 48 hours of a game).

13.2 - All players are required to have a headshot posted on the 'roster' page. If no picture is posted, the player is ineligible.

13.3 - Uniform numbers must be listed for every player on the website.