



2018 Ground Rules

1. RUN RULE, TIME LIMITS AND MAXIMUM INNINGS:

<u>DIVISION:</u>	<u>RUNS:</u>	<u>TIME LIMIT:</u>	<u>INNINGS:</u>
T5 – T6	5 runs	55 minutes	5 innings
8u Baseball	5 runs	1 hour 15 minutes	5 innings
8u Softball	5 runs	1 hour 15 minutes	5 innings
10u Baseball	5 runs	1 hour 30 minutes	5 innings
10u Softball	5 runs	1 hour 30 minutes	5 innings
12u Baseball	0 runs	1 hour 30 minutes	6 innings
12u Softball	5 runs	1 hour 30 minutes	6 innings
14u Baseball	0 runs	1 hour 45 minutes	6 innings

** All games will be required to play minimum of 4 innings for regulation game or time limit takes effect. 14u games will be a minimum of 5 innings, except 6 pm games will go by time limit.

NO NEW INNING WILL BEGIN AFTER TIME EXPIRES. INNINGS IN PROGRESS WILL BE COMPLETED. 10u, 12u, AND 14u WILL PLAY ADDITIONAL INNINGS IF GAME IS TIED, HOWEVER NO NEW INNINGS WILL BEGIN ONCE TIME HAS EXPIRED. IF GAME ENDS IN A TIE, THE SCORE WILL REMAIN A TIE AND SCORED AS SUCH.

2. ELIGIBILITY

Players must play in their designated age groups. If you feel a player is not playing in the appropriate division it needs to be brought to the WCSA board's attention and a birth certificate will be requested.

Baseball (eligibility age is determined by April 30th):

T5	4-5 years old (T)
T6	5-6 years old (Coach Pitch & T)
8u	7-8 years old (Coach Pitch)
10u	9-10 years old (Pitching)
12u	11-12 years old (Open Bases, Pitching)
14u	13-14 years old (Open Bases, Pitching and Metal cleats)

Softball (eligibility age is determined by January 1st):

8u	7-8 years old (Coach Pitch)
10u	9-10 years old (Pitching)
12u	11-12 years old (Pitching)
14u	13-14 years old (Pitching and Metal cleats)

3. SELECTION OF PLAYERS:

Number of teams will be determined by the number of players registered in that age group, to allow each team to have approximately 12 players per team (preferably no more than 12 players per team.) The player draft will be coordinated by a WCSA Board Member. Managers will draw for draft position in each age group within the division. Once draft order is established, the Managers will draft the older age group in the division first. (Example: 12u - 12 yr. old first, then 11 yr. old). Draft will be a snake draft (example: 1, 2, 3, 4, 5, -5, -4, -3, -2, and



-1). The manager's child will be elected in the 3rd round of their age group of the draft. Once all the older age group players have been drafted on a team in that division, the Managers will redraw for draft order position in the younger age group in that division. If a manager has a coach picked out for his team, then the child of that coach must be drafted in 1st round of their age group. Players not present at the draft will be selected as a "hat pick" at the end of the draft in respective age groups and will start with the next available coach in the current draft order. The order of draft shall not change until the next age group is drafted.

4. TEAM DUTIES:

HOME TEAM:

Rake & water fields before game.
Mark the field before the game.
Furnish the official scorekeeper.
Cleanup dugout and fan area.
Replace official scorekeeper book into equipment room after game.

VISITING TEAM:

Furnish an assistant scorekeeper.
Furnish someone to operate scoreboard.
Rake and water field after game.
Cleanup dugout and fan area.
Replace score box into equipment room after game.

*Managers that do not follow these rules will be given a written warning after first offense and suspended for one game thereafter for each offense.

5. RESCHEDULING GAMES:

Any game that is rescheduled must be done within 24 hr. notice and must be done by the Division Commissioner and both managers. All teams (8u and up) must play if 9 players can be fielded. Games should only be rescheduled in the event that a school function conflicts. If pool players are drafted, they must play in the outfield and have last at bat.

6. POOL PLAYERS:

The commissioners for each division will compile a list of players from each team. (3 to 4 players from each team) Teams needing a player to fill a roster spot for a game must notify commissioners 24hrs in advance. If a team needs a pool player at the field, then the 2 managers and the board member on duty will decide on a player. A team may not use the same pool player in consecutive games. Pool players can play in the game with a different uniform, as long as the jersey has a number on it. If pool players are drafted, they must play in the outfield and bat last in line up. A team can only use 2 pool players a game and can only have 10 players in the line-up with pool players.

IN ADDITION:

8u and 10u must start a game with 9 players. However, they may finish a game with only 8 on the field if a player is removed from the game for any reason.

12u and 14u teams must have 9 players on the field at all times. If a team knows they will be starting game with 9 players, they may ask for a pool player to prevent them from risking a forfeit if they lose a player.



7. BATTING ORDER:

T-Ball, 8u, and 10u will bat the entire roster in each game. All other divisions will bat only those playing defensive positions, except for teams indicating an extra hitter, or 10th spot in the batting order. Extra hitters still have to play six consecutive outs defensively, as per the WCSA Mandatory Play Rule. 6 outs and 1 at bat, does not have to be consecutive

Team managers are to have three (3) exact copies of the batting order prepared before the game starts; one for the official scorekeeper, one for the opposing manager.

8. COACHING STAFF:

Once the game begins and for the duration of the game, there shall be no more than three (3) coaches allowed on the field (during defense) at any one time. This rule includes the dugout as part of the fields. Exception to this rule applies only to T5, T6, and 8u, they may have four (4) coaches/adults.

9. SLAUGHTER RULE:

From 10u down, if a team is ten (10) runs or more ahead after the 4th inning, the umpire shall declare the team ahead the winner. In the 12u and up, play is called if a team is up by ten (10) runs after the 5th inning.

10. PROTEST RULE:

No protests will be allowed in T-Ball. Protests are only of the rules and not of judgment calls. The protest must be made to the umpire before the next pitch (or before the teams leave the field in the case of a required play time rule such as mandatory play violations). If the dispute is not settled with the umpire, the board member on duty should be called. If the issue is still not settled, it needs to be acknowledged by the umpire at the point of protest that the remainder of the game is being played under protest if the two teams decide to proceed without a decision. All protests not settled at the field, must be presented in writing to the WCSA President within 24 hours. Protest can only be made on rule interpretations. Safe/out, ball/strike, or any other umpire judgment call is NOT eligible. A \$75.00 fee will be assessed for the protest, but will be refunded if the determination is found to be in favor of the protesting team.

11. DISRUPTIVE BEHAVIOR:

WCSA will not tolerate any fighting or disruptive behavior by anyone (players, parents, managers, and/or fans) during any WCSA sponsored activity at any playing fields.

****THIS RULE WILL BE STRICTLY ENFORCED AND VIOLATORS WILL BE REMOVED FROM THE PREMISES.****

Any violator not leaving voluntarily will be escorted away by local law enforcement authorities and banned from all future involvement in WCSA activities.

12. REFUND OF FEES:

No refunds will be given after the tryouts and drafting of teams without approval of WCSA President.



13. JEWELRY:

All players are prohibited from wearing any jewelry during the playing of any game. This includes rings, necklaces, watches, bracelets, and earrings.

14. PITCHING:

10u is required to use a nine (9) year old pitcher for at least one (1) inning/ five (5) runs/three (3) consecutive outs during one complete inning. This does not include 2 outs in one inning followed by one more out in the next inning.

The manager or coach will be allowed to warm up the pitchers between innings to speed up game time.

These rules are for regular season only and are not allowed at year end tournaments or All Star games.

A player who throws a bat will be personally warned the first time by the Umpire, any time after that warning, he/she will be called out. This rule is for all levels. They will not be ejected from the game. This is Umpire's judgment call.

15. LATE ARRIVALS

Players who are not present at the start of the game but are expected to arrive shall be listed at the end of the lineup and both the scorekeeper and the opposing manager shall be notified that the player is en route. When he/she arrives, the scorekeeper and opposing manager will be notified and shall be inserted into the game. If the player has not arrived by the time he/she is to bat, that position will be skipped without penalty. The manager shall try his/her best to fulfill the mandatory play requirement for the late arriving player.

16. TOURNAMENT TEAM SELECTION:

- A. The board will determine the number of players to be selected on tournament teams; this can only be revised by the Board.
- B. The commissioner will have each team vote for 5 players, off their own team. These 5 top vote getters from each team will be placed in a pool of players. The managers from each team will also vote on 5 players off his team to be placed in this pool. Once the pool of nominations is formed, the Commissioner will meet with the Managers to select the team from this pool. Each manager in the division will vote for players in that pool. All unanimous selections are placed on the team. (Example: 3 players are unanimous; they are placed on the team). The managers will vote until they fill the team roster.