

2019 WCSA Youth Baseball Rules – 10U Division

Rev 2/2019

WCSA Baseball is not currently affiliated with any organization (i.e. Little League Nations, etc.). However, Nations rules will serve as the primary set of rules for WCSA Baseball except as modified herein. If no modification to the applicable rule is incorporated, the Nations rules will prevail.

1. Max Roster Size: 11 Maximum

2. Age Verification: All players on a team must be registered within the boundaries of the league they are playing for or as of April 30th of that year. A birth certificate must be presented upon request by a WCSA official

ELIGIBILITY: This division will be restricted to players ages 11 and under as specified by the participating League's standards.

3. Season Format: Per schedule

- a. Teams may interleague and travel to other parks.

4. Pitching Distance: Plate @46 feet

5. Coaching Staff: 1 manager and 2 coaches allowed regardless of number of players.

6. Mandatory Play:

Players: Minimum of 1 at bat and 6 consecutive defensive outs

Pitchers: 9 Year old must pitch 3 consecutive outs.

7. Time Limits: A regulation game will be 1 hour and 30 minutes or 6 innings unless a team is mathematically eliminated. At the completion of 1 hour and 30 minutes the inning will be completed unless the HOME team is ahead and at bat.

- a. Championship game will not have a time limit. A complete game will be played.

8. Pitching/Catching

- a. Balks will result in a warning with no penalty throughout the season and the WCSA season for 10U. Play will stop and warning will be given.
- b. The Dropped Third Strike rule will not be enforced at any time during the WCSA season for 9U-11U.

9. Pitching Limits

- a. For all kid pitch divisions, a pitcher may not pitch more than 65 pitches in a game. If a pitcher is in the middle of a batter, they may complete that batter. A new batter should not be started with 60 or more pitches on record.
- b. Once a pitcher begins, there are rest requirements that will need to be met in determining pitchers eligibility in the next games. If a pitcher throws 35 pitches or less, they will require 24 hours rest. That night counts, and effectively the pitcher can pitch the next day. If a pitcher throws 36-50 pitches, they will require 45 hours rest. 51-65 pitches will require 72 hours rest before that pitcher is eligible again.

- c. Two trips to the mound is permitted per pitcher in any half inning. A third trip to the same pitcher in the same inning will cause the pitcher's automatic removal from the mound (not the game).
- d. When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he shall be permitted to pitch eight (8) preparatory pitches to his catcher during which play shall be suspended.

10. Run Limit: 5 run limit per ½ innings.

11. Mercy Rule: 10 run's after 4 innings. 15 run's after 5 innings

12. Batting Order: Will bat full roster.

- a. WCSA does not require a mandatory courtesy runner at any time during the game. Courtesy runners are for the pitcher and catcher only. The courtesy runner must be the player that has completed an at-bat for his team.
- b. There is free substitution on defense, except for the pitcher. Once a pitcher is removed from the mound, they are no longer eligible to pitch in that game.
- c. If a player is unable to continue due to injury or illness, the team will not be penalized when it is the missing players turn to bat. His batting spot will be skipped over without penalty.
- d. If a team is roster batting (nine or more players) and a player on the original lineup card arrives before the entire lineup has been batted, he may be added to the end of the batting order provided he is announced to both the plate umpire and the opposing team when he arrives to the field. Once announced, he will be placed at the end of the batting order.
- e. Players who arrive late for the start of the game shall be added to the team batting order at the end of the lineup and bat when this position comes up. Players who must leave before the end of the game may do so. Their position in the batting order will be ignored for the rest of the game and no out will be charged unless the batting order fall below nine players. Once a player leaves a game, for reason other than illness or injury, they will not be permitted to return.
- f. Any time the batting order is reduced by an ejection, an automatic out shall be declared in that batting order position.

13. Conferences:

- a. Defensive: Two in an inning,
- b. Offensive: Two per inning. Courtesy runner not charged.

14. Base Running: Bases will be at 65 feet and modified bases will be used for 12U

- a. There is a 10-foot mark placed off first, second, and third base 10U.
- b. **The runner can take a lead, but cannot cross the 10 foot mark until the ball cross the plate.**
- c. The runner is allowed to steal when the ball crosses the plate.
- d. The runner can take the next base at his own risk on an attempted pick off.
- e. If runner leaves early in an attempt to steal **before** the ball crosses the plate the runner will be called out.

- f. A base runner / runners **MAY** advance if the pitcher overthrows a base while attempting a pickoff move.

15. Sliding:

- a. A legal slide **must be feet first**. If a runner slides feet first, at least one leg and buttock shall be on the ground. **If a player slides head first, the team shall be given a warning. The following occurrence will result in the runner being called out.**
- b. If a runner slides he must slide within the reach of the base without going past the base.
- c. On a force play if the runner slides, it must be on the ground in a direct line between the two bases, stopping at the base. The runner may slide or run in a direction away from the fielder to avoid making contact or altering the play of the fielder. PENALTY – An illegal slide causes both the runner and the batter-runner to be called out and all other runners to return to the base occupied at the time of the pitch.
- d. No player shall initiate malicious contact. The question of what is malicious is umpire judgment. PENALTY – The player initiating malicious contact shall be removed from the game. NOTE: There can be a collision and not be malicious contact. The key for malicious contact is "intent", umpires need to ask themselves when making the call, "Did the runner deliberately or intentionally run into the fielder to break up the play or cause harm to the fielder?" If your answer is yes, then you have malicious contact, if your answer is no, then it is a clean play. **Umpire's need to be careful when making this call as to not eject a player if the intent is not there.** Keep in mind that the younger ages are just learning the game and sometimes there will be contact by the runner not sliding and running into the catcher. Remember the key word is "INTENT".
- e. Runners are never required to slide, but if a runner elects to slide the slide must be legal.
- f. To prevent contact, if the fielder has the ball or his receiving of the ball is imminent the runner has the following choices: 1) Slide 2) Give Up 3) Go Around or 4) Go Back If contact results due to the runner failing to do one of the above, the runner shall be declared out.
- g. If a defensive player is obstructing the runner (judgment call by the umpire), contact by the runner is not illegal unless malicious.

16. Speed up Rule

- a. The defensive team may give an intentional base on balls by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball and strike count. It is a dead ball when an intentional base on balls is being awarded, no runners can be put out or advance. An intentional base on balls is only in effect for ages nine (9) and above. There will be no intentional base on balls for coach pitch or tee ball games.
- b. The batter must keep at least one foot in the batter's box throughout his time at bat with the following exceptions: 1) The batter swings at the pitch 2) The batter is forced out of the box by the pitch 3) The batter attempts a drag bunt 4) The pitcher or catcher makes a play or attempted play at any base 5) The pitcher leaves the dirt area of the pitching mound 6) The plate umpire calls time 7) The catcher does not catch a pitched ball. If the batter leaves the batter's box and one of the above exceptions does not apply, the umpire may call an automatic strike if he determines leaving the batter's box delayed the game. The batter's box is defined in the rulebook even if it is not marked on the field and all batter's box restrictions still apply.

17. Safety Rules:

- a. A player who throws a bat will be personally warned, the first time by the Umpire, any time after that warning she will be called out. This is Umpire's judgment call.
- b. While on offense, only the batter and the on deck batter shall be outside of the dugout fence. All players need to be behind the dugout fence.
- c. A bat boy/girl may leave the dugout to retrieve a bat after all playing action is completed provided they wear a helmet while on the field.
- d. All bat boys/girls must have a helmet with two earflaps when not in the dugout.
- e. While on defense, there shall be no equipment outside the dugout; this includes the on deck circle.
- f. Catchers are required to wear helmets that have either throat protector or mask protecting the throat. Catchers are also required to wear a protective cup.
- g. A player participating in any WCSA sanctioned game shall not wear jewelry. PENALTY: The umpire shall ask the player to remove the jewelry. Play shall not be resumed until the jewelry is removed or the player is replaced. This is not an ejection or an out. Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so as to remain visible.
- h. Shoes with metal cleats may not be worn.
- i. The use of cell phones is prohibited on the playing field by players, coaches or umpires.
- j. If the runner from third base is running toward home plate attempting to steal or is participating in a squeeze play, the following apply: 1) The batter has two options take the pitch or attempt to bunt the pitch. **NO SLASH BUNTING** - PENALTY – Failure to do so will result in the following: 1) The batter is called out 2) All runners return to the base occupied at the time of the pitch 3) The third base coach **may be** ejected. NOTE: With the bases loaded, three balls and two strikes on the batter, coaches please have your runner on third start running in foul territory and not sprinting towards home plate. UMPIRES: In this situation, please be aware that this is not a steal play or squeeze play if the batter swings the bat. Do not enforce the penalty with this circumstance.

18. Disruptive Behavior: WCSA will not tolerate any fighting or disruptive behavior by anyone (players, parents, managers, and fans) during any WCSA sponsored activity at ANY playing Field. 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 enforcement authorities and banned from all future involvement in WCSA activities.

- a. The umpires will handle UNSPORTSMANLIKE CONDUCT if the unsportsmanlike conduct is on the field of play. If an umpire has a problem with a fan or parent outside of the field, the umpire should go to the manager of the team that the problem is with and have the manager handle the situation. If the manager fails to handle the situation then the umpire will eject the manager from the game. The umpire then has the option of handling the situation himself or getting a facility director to handle the situation.
- b. If a Manager or Coach is ejected from a game, he/she is suspended from any coaching responsibility for the remainder of that game AND his/her next game. Immediately following an ejection, the manager or coach will proceed to the parking lot for the remainder of that game. The WCSA Baseball Committee will decide if further disciplinary action is needed and will communicate their decision prior to the coach's next game.

19. Weather delays: In the event of inclement weather, or other delays beyond our control, cancellations will be posted on social media (Facebook etc.). All attempts will be made to rescheduled games if season permits.

- a. If a game is called due to weather or other hazardous conditions; **the game will be considered complete if 3 innings have been completed or the home team was ahead after 2 ½ innings.**

- b. A game stopped prior to the completion of the 1st inning will be completely rescheduled as if it had never been played. A game stopped prior to the game being called complete (after the 1st inning) will be rescheduled and will resume play from where it was stopped. Score keepers and coaches will need to make note of batter and runners.

20. Team Responsibility's

- a. Home Team is responsible for furnishing the official scorekeeper, returning the official book to the equipment room, prepping and marking the field before the game and cleaning the dugout/stands after the game.
- b. Visiting Team is responsible for operating the scoreboard, returning the control box back to the equipment room, racking the field after the game, and cleaning the dugout/stands after the game.
- c. Managers are to ensure that this gets done. First violation will be a warning. Second will be a one game suspension for the manager.

21. Protest

- a. If a team wishes to file a formal protest with the League official, a \$75.00 fee will be assessed. In the event that the call or situation is overturned as a result of the protest, the money will be refunded. A rules interpretation is the only grounds for a protest. Safe or out, foul or fair, strikes or balls, or any such umpire judgment call is NOT eligible.