



# PLOVER-WHITING YOUTH ATHLETICS

## 9/10 AND 11/12 YEAR OLD BASEBALL

### RULES AND PROCEDURES

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#### **I. AGE 9-10 AND 11-12 LEAGUE RULES**

The Plover-Whiting 9-10 and 11-12 year old leagues will operate in accordance with official Little League Baseball Rules. The following rules and policies represent a restatement of some of these basic rules as well as differences or additions that will also apply to the operation of the League and to game play.

No rulebook can completely cover each or every situation that may occur in a game or over the course of a season. Coaches are expected to meet any unexpected situation with common sense and cooperation with the good of the program in mind. The Board of Directors reserves the right to make rulings or interpretations on rules covered in the official rulebook or our additions to those rules. Coaches will be expected to abide by and accept those interpretations. Failure to do so may result in the board taking disciplinary action. It is not always the strict letter of the rule that may settle a dispute, but the intent of the rules must also be considered, and the effect the rule violation has on the outcome of a game.

#### **A. OVERALL LEAGUE RULES**

##### **a. Sportsmanship**

- i.** Umpires have been directed to ensure a game that is fun and promotes good sportsmanship. To promote these goals, the umpires have the discretion to remove a player or coach from a game for any of, but not limited to, the following reasons:
  - 1.** Deliberately and maliciously throws a bat, helmet, or other object.
  - 2.** Exhibits behavior that is not in the spirit of fair play and good sportsmanship, especially if he has been previously warned about his behavior.
  - 3.** Maliciously runs into a fielder or other player.

- ii. The use of bad, profane, objectionable language or gestures while on the field or in the dugout.
  - iii. Managers and coaches are responsible for the attitudes and sportsmanship displayed by their team and fans and are expected to lead by example.
  - iv. Any coach, assistant, parent or player listed on the umpire evaluation form for adverse behavior concerning a game will be contacted by the umpire coordinator and overall boy's coordinator to discuss possible reprimands, including suspensions and expulsions.
  - v. Any umpire's decision which involves judgment is final and non-appealable. Judgment calls include whether a hit is fair or foul, whether a pitch is a ball or strike, or whether a runner is safe or out. If there is reasonable doubt about a decision being in conflict with the rules, the manager may request that a correct ruling be made. The umpire making the decision may ask for information from another umpire before making a final decision; however, no umpire shall criticize or interfere with another umpire's decision unless asked by the one making it.
  - vi. In the event that a coach *or player* is kicked out of any game in league or tournament play, the boys overall coordinator must be contacted within 24 hours.
- b. Protest Rule**
- i. No protests are allowed. The umpire's decision on the field is final.
  - ii. Common sense and communication will be expected in the case of a conflict in rulings. The League encourages both coaches and the umpire-in-chief to discuss the rulings and decide on a mutually agreeable solution.
- c. No alcohol or tobacco products shall be consumed in the dugouts or on the field during play by players, coaches or volunteer parent umpires.**
- d. Uniforms and Equipment**
- i. League uniforms shall not be worn, except for games and league-approved functions/fundraisers. Caps may be worn at any time, and are required during play.
  - ii. Players and their parents are responsible for keeping uniforms clean and in reasonable repair. Normal wear is expected; however, holes should be repaired to ensure that the uniforms are usable for as long as reasonably possible. Parents are asked not to make major alterations to the uniforms and to follow the washing instructions when cleaning their son's uniforms.
  - iii. Players are required to wear the uniform properly with shirts tucked in at all times. Uniforms will consist of league issued jerseys, hats, socks, and gray pants. Non-league issued baseball pants may be worn, but must be gray in color (piping is permitted). Travel hats (Plover or otherwise) are not an approved part of a player's league uniform.
  - iv. No metal jewelry may be worn (chains, watches, earrings, etc.) during games. Medical Alert chains are permissible but must be taped to the person. Phitens and braided necklaces are allowed.
  - v. Protective gear such as: hockey style helmet with elongated face mask, chest protector, shin guards and protective supporter with cup (provided by player) shall be worn by the catchers.
  - vi. Players are encouraged to use league provided equipment for safety.
  - vii. Only players will be issued uniforms. There shall be no uniforms for bat boys, coaches or managers.
  - viii. Equipment is the property of the league. It should be used only for practice, games, and league approved functions. It should not be used for "neighborhood games". At the end of the season, the uniforms and equipment should be turned in to the coordinator within two weeks of the last scheduled game.

- ix. Only rubber spikes or turf shoes may be worn.
- e. Preferred days of play:
  - i. Monday and Wednesday - 11/12 league
  - ii. Tuesday and Thursday - 9/10 league

## B. PLAYING RULES

### a. GENERAL PLAYING RULES

- i. Pre-game Practice Rules
  - 1. Home team gets the diamond for pre-game practice from 4:45-5:00 p.m. *Visiting team gets the assigned batting cage during this time.*
  - 2. Visiting team gets the diamond from 5:00-5:15 p.m. *Home team gets the assigned batting cage during this time*
  - 3. Opposing team must leave the confines of the playing field before and after practices to allow the scheduled team to practice. The same rule applies to the batting cages.
  - 4. There will be no infield/outfield practice on the field prior to the second game of a double header that would prevent the second game from starting as scheduled.
- ii. Game starts at 5:30 p.m., preceded by a managers/umpires rules meeting. Double header games at Woyak or Memorial during the week will be scheduled at 5:30 and 7:15
- iii. Home team gets the first base dugout, Visitors get the third base dugout.
  - 1. *Both teams must rake and fill low spots on pitchers mound, home plate, and tarp the mound and home plate after each game at Woyak.* Tarping may be excluded as directed by the league coordinator or board delegate. Both teams are responsible for putting out and the return of bases and umpires equipment to the box.
- iv. No new inning will start after **1 hour & 40** minutes unless tied. In the event of a tie *after six innings (or less if time limit has been reached)*, the California Tie-Breaker Rules will be followed. One *additional* inning will be played to determine the outcome. The inning starts with a runner on 2<sup>nd</sup> base and one out. The runner on 2<sup>nd</sup> is the player who made the last out of the previous inning. All games will have a hard stop time of 1 hour & 40 minutes if either team is ahead by 7 or more runs. All games will have a hard stop time of 2 hours regardless of score or which team is batting. Start time for timing purposes for the 1st game is the scheduled start regardless if the game starts late. (Please try to start games on time) Regular play continues and a win, loss or tie is determined. This rule applies to all games except the Consolation game and Championship game.
- v. Playing Field Conditions and Suspended Games
  - 1. Once play has begun on a particular evening, the advent of rain, severe lightning, high winds, or unplayable field conditions shall be discussed between the umpire-in-chief and the two managers, and a mutually agreeable decision shall be reached as to whether to continue or suspend play. Such a decision shall be made within fifteen (15) minutes of the advent of such conditions. Completion of four (4) full innings constitutes a completed game. 3 ½ innings if the home team leads.
  - 2. In the event a game is suspended prior to the completion of four (4) full innings, the game will be resumed at the point of suspension, including balls, strikes and outs. In the event a player is absent from the initial game, he shall be allowed to play in the continuation game, but must be inserted in the last batting position in the order.

3. If inclement weather, unplayable field conditions, etc. interfere with play so that the game is called (ended) by the umpire, it is a regulation (completed) game if four (4) full innings have been played or if the home team has scored a greater number of runs in three or three and a fraction turns at bat than the visiting team has scored in four (4) turns at bat. If inclement weather stops play after four (4) full innings, the score reverts back to the last complete inning. i.e. the visiting team takes the lead in the top of the fifth, when rain stops play. The final score would be the score at the end of the fourth inning.
4. Lightning\*\* – Once Lightning is observed or Thunder is heard, and a flash to bang count of less than 30 seconds has been noted, the game must be suspended. Once play has been suspended play cannot be resumed unless 30 minutes have elapsed without lightning. (In this case 30 minutes since the last note of lightning and thunder being within 30 seconds of each other. Sky to ground strikes, or “bolts” of lightning visible in the skyline will be considered imminent threats and will result in game suspension or continued suspension.) There are instances where lightning “flashes” may be observed (sometimes referred to as “heat lightning”) where the distance is so far away that an accurate flash to bang count cannot be established or far exceeds 30 seconds. In these cases the umpire and/or the overall league coordinator may continue or resume play using the flash to bang method as guidance. Any resumption of play must be approved by the League coordinator or Overall Coordinator.
5. \*\* - National Lightning Safety Institute recommends using the “flash to bang” method of measuring lightning distance. Using this method one counts the seconds from seeing a stroke of lightning to hearing the thunder. For each 5 second count, lightning is 1 mile away. (At 25 seconds, the strike is 5 miles away, 20 seconds, the strike is 4 miles away). At a count of 15 seconds (3 miles) there is imminent danger, and immediate defensive action should be taken. (Note: PWYA may not have the room to provide “Safe shelter” to all participants.) All participants must clear the area and seek safe shelter. Safe structures include completely enclosed buildings, or a fully closed metal vehicle with windows tightly closed. (Note: Press boxes and dugouts are not considered safe shelters and should be evacuated.)
6. Suspended or canceled games must be rescheduled as quickly as possible by the League Coordinator.
  - a. Any rescheduled game must be approved by the League Coordinator.

**vi. Players Needed to Start and Play a Game**

1. Seven (7) players must start and be on the field at all times to conduct a game. Any teams with less than seven (7) players available to play 5 minutes after the scheduled start time shall forfeit the game. In the event of a forfeit, the game should be played with the players available or players from the other team. The object is for the boys to play a game.
2. Teams will use ten (10) players, by playing four (4) fielders in the outfield. You will have a right, right center, left center and left fielder. No playing the 10<sup>th</sup> player in infield or a roving short.
3. Any player reporting after six (6) outs, or one complete inning, may not play in that game. The second inning does not start until the pitcher throws the first pitch. This rule does not apply if the player is late due to a school function. This rule may be waived at the discretion of both team managers and the reason for the waiver shall be reported to the League Coordinator.

4. When a team has only eight (8) players to begin a game, the first player reporting is to play the remainder of the game, regardless of “g(3)” above.

**vii.** Playing Time and Reentry Rules

1. The League will operate with a continuous batting order, whereby all players (not just the ten (10) on the field at any one time) in the lineup shall bat in the order that their name appears on the lineup sheet. Example: If 11 players are present to start the game, all 11 players will be put into the batting order and may not be changed once the game has started. Players showing up late for the game shall be added to the end of the batting order. If a player is injured during a game or is unable to finish, the team will not be charged with an out when that player’s turn comes up in the line-up; you will simply skip over that spot.
2. Every player in the lineup for a particular game shall play a minimum of four (4) complete innings in each game if their roster is 12 or fewer players or three (3) complete innings if their team roster is 13 or more players. In the event that a game is shortened to less than six (6) complete innings because of the ten (10) or thirteen (13) run rule, this policy is waived.
3. Rules “(vii)(1)” and “(vii)(2)” may be waived by a manager if a particular player is being disciplined by the manager. Any disciplinary action taken by a manager must be reported to the League Coordinator.

**viii.** Ten Run Rule

1. Any team being ahead by 10 runs after 3 ½ innings, with the home team ahead, or after four complete innings with the visiting team ahead, the game is over. After 3 ½ innings, the home team may end the game with a 10 run lead in the middle of an inning. With the visiting team ahead by 10 runs, the game must go the complete inning. The run rule does not apply to the Championship game.

**ix.** The players and substitutes shall be in the dugout unless participating in the game or preparing to enter the game.

**x.** Only roster players and league-authorized coaches are allowed in the dugout during a game. Coaches must remain within the 3 foot area of the opening of the dugout, not towards home plate.

**xi.** Base coaches must remain within 10 feet of the assigned base. This rule is designed to keep pace of play and allow maximum innings to be played per game. (Unnecessary trips to home plate.)

**xii.** Infield fly will not be called in the 9-10 or 11-12 league.

**xiii.** The winning team will file the game report with their league coordinator no later than 5:00 P.M. on the day following the game.

**b. PITCHING/DEFENSE**

**i.** (9-10) Pitchers may pitch a total of 2 innings per game. No exception in the event of play-offs or suspended games. One pitch in an inning shall constitute an inning pitched.

**ii.** (11-12) Pitchers may pitch a total of 2 innings per game. No exception in the event of play-offs or suspended games. One pitch in an inning shall constitute an inning pitched.

**iii.** No balks are called in the 9/10 and 11/12 year old leagues.

**iv.** A pitcher must be removed from game if he:

1. Hits three (3) batters in one inning or four (4) batters in one game. After the second batter is hit the coaches should meet and discuss the rule to make sure all are in agreement.

2. Managers or coaches are allowed one trip to the mound each inning. A second trip in the same inning shall require the removal of the pitcher. A pitcher walking

toward the baseline to discuss play with the manager/coach shall be counted as a trip to the mound.

- v. Only five (5) warm-up pitches will be allowed between innings unless, in the umpire's judgment, it is necessary to increase pitches to prevent a possible injury to the pitcher.
- vi. A pitcher, having thrown a minimum of one pitch, shall not return as a pitcher in that game. Once the player leaves the mound as a pitcher, he cannot pitch again in that game. Any player may re-enter a game in any position, except pitcher.
- vii. No pitcher may pitch with a batting glove on either their throwing or non-throwing hand and may not pitch with sunglasses on, unless they are prescription glasses.
- viii. No pitcher shall wear a long sleeved white shirt or white wrist- bands. Solid, dark colored compression sleeves with white print will be permitted.
- ix. No intentional walks. Every batter must be pitched to.
- x. A fielder shall not fake a tag on a runner. A fielder who fakes a tag is considered an obstruction and the runner shall be awarded the base attempted, plus one base.
- xi. The third strike does not have to be caught by the catcher to produce an out.
- xii. Four consecutive walks in an inning will result in pitcher removal. (9/10 League Only)

### c. **BATTING/BASE RUNNING**

- i. USA Baseball Approved- Bat diameter is not to exceed 2 5/8". No wooden bats.
- ii. A batter/runner who reaches first base safely and then overruns or over-slides, may immediately return without being put out, provided he does not attempt or fake an advance to second base. This privilege of return does not apply on a base on balls.
- iii. Any runner is out when he does not slide or attempt to avoid contact with a fielder who is attempting to field a batted ball or has the ball and is waiting to make the tag, or if he maliciously runs into a fielder. This is the umpires' discretion.
- iv. There are no designated/pinch hitters allowed. Continuous batting order is to be used.
- v. No appeal on missed bases by the runner or tagging up too soon after a caught ball. It is an automatic out and the umpire will call it at the end of play.
- vi. A base runner caught leading off prior to the pitch crossing home plate shall receive one team warning. The next occurrence shall result in the runner being called out.
- vii. A substitute runner will be allowed for the pitcher when he is on base with two outs. The substitute runner will be the person who made the last out (this rule is optional). A substitute runner must be used for the catcher when he is on base with two outs.
- viii. Stealing home will not be allowed in the 9/10 league; the only ways to advance the runner from third base are:
  - 1. On a base hit (batted ball).
  - 2. Walk or hit batter with bases loaded.
  - 3. Continuous play of a batted ball. For example, the batter hits the ball. While advancing to 2nd base the ball is overthrown. The runner then advances to 3rd base, where another overthrow occurs. Because of the continuous play of a batted ball, the runner may advance from 3rd to home at his own risk. This example assumes that the umpire has not called time out.
  - 4. The runner must stay at 3rd base if a continuous play of a steal brings him to 3rd base. For example, a runner at 2nd base advances to 3rd on a steal/wild pitch (non-batted ball). 3rd base is overthrown. The runner must stay at 3rd base, even though the overthrow was part of a continuous play. If, in the above example, a runner is also at 1st base, his attempt to advance to 2nd base is at his own risk.

Even though the runner at 3rd base cannot advance to home, the defensive team can still throw out the runner going from 1st to 2nd.

5. A runner trying to advance from second to third or third to home, with third base occupied by a non-advanceable runner, is considered a live runner and may be put out.
- ix. No faking a bunt and then pulling back and swinging away. This is an automatic out.
- x. Once the progress of the runner is stopped, the runner must return to the base previously occupied. If a pitcher has the ball within a 6-foot radius of the pitching rubber no runner can advance to the next base and must return to the base previously occupied.
- xi. On ball four, no batter-base runner can advance beyond first base until a pitch is made to the next batter, unless ball four is a passed ball.

## II. Procedures

### A. Assignment of Coaches

- a. Returning coaches from the previous year will be given first priority of the same team.
- b. Head coaches from 7/8 or 9/10 year-old league will be given second priority in next age league.
- c. Last year's 9/10 or 11/12 year old assistant coaches will be given third priority.
- d. New coaches will be given the fourth priority.
- e. The emphasis will be to balance coaching positions between the two age groups (9/10 or 11/12) to avoid a high turnover of any one group.
- f. Exceptions to the above procedures may be made at the discretion of the PWYA board.
- g. *All coaches (head and assistant) are subject to approval by the Board of Directors*
- h. *All head coaches must pass a background check per PWYA child protection policy.*

### B. Assignment of Teams

- a. Coaches will be assigned to open teams by the league coordinator based upon a blind draft of available teams:
  - i. Blind draw will be conducted prior to the upcoming season's player draft.
  - ii. Coaches will draw numbers out of a hat to establish their picking number. The first draw will be done alphabetically according to the coach's last name.
  - iii. The names of the open teams will then be placed in a hat for the second draw. Coaches will pick in the numerical order that had been established through the first draw.

### C. Draft Order

The draft order will be based on the final standings (1-12) of each team at the conclusion of the prior regular season (based on tournament seeding). The team ranked #12 (last) will draft first and conversely, the team ranked #1 (first) will draft 12<sup>th</sup>.

### D. Draft Procedures

- a. No more than two (2) adult representatives from a team at try-outs.
- b. One (1) representative from each team in the draft room.
- c. The number of 10 or 12 year olds on each team will be balanced by drafting new 10 or 12 year olds in the same order as determined above, to provide an equal team. Any additional 10 or 12 year olds will go into the general draft.
- d. The 9 or 11-year-old draft will begin by using the previously determined drafting order. The draft will continue for three (3) rounds. A balancing round will then be held using the initial pre-determined order. (Place of the balancing round will be flexible from year to year, league to league). After the balancing round, rounds four (4) and five (5) will be held beginning where round three concluded. Balancing rounds, if necessary, will be held at the end of all succeeding rounds, reversing the draft order in each balancing round. In the final round of the draft, the

remaining teams will each choose a number out of a hat as their drafting position for the final round. Choosing this number will be done in the pre-determined draft order established by the league coordinator. The coaches will then draft in the usual manner. Any players registering after the draft will be assigned to a team by the league coordinator, based on a team's lottery pick, up to a maximum of thirteen (13) players per team.

## **E. League Schedule**

- a. The 9/10 and 11/12 year old leagues will operate on a prescribed schedule organized by the league coordinator and approved by the Board of Directors.
- b. An attempt will be made to play each scheduled game, with the exception of the first rain out of the season. In the event that the complete slate of games is canceled due to weather conditions, that game will not be made up.

## **F. League Tournament**

- a. At the conclusion of regular season play, all of the regular season teams will be eligible to play in the championship series. The format shall be determined each year based on the total number of teams in the league and seeded according to league record.

## **G. All Star Team Selection**

- a. Preferred Dates of Play
  - i. All-star games will be held at Woyak Park. North, South, East and West teams will represent the leagues with teams of 15- 17 players each. Games will be scheduled in the evening at the end of the season. Consult your list of league dates for details.
  - ii. Rain Date: TBD
- b. Coach Selection
  - i. The head coaches of each All Star team will be the coaches of the 4 teams with the best league records.
  - ii. The remaining head coaches from the other teams in the league will assist the head coaches.
- c. Player Selection
  - i. Each coach will submit players to represent his/her team. Special attention should be given to these choices.
  - ii. Coaches are urged to allow input from players and assistant coaches in selecting the team's representatives.
  - iii. Criteria for choosing players should include: **SKILL LEVEL, ATTITUDE AND SPORTSMANSHIP.**
  - iv. A list of the players must be submitted to the league coordinator no later than 8 days before the game. Please include the player's uniform number and rank the players by ability from 1 to 5 to allow equal placement on teams.
  - v. The league coordinator shall have the discretion to add up to four (4) at large selections to the pool of players in the event that a qualified player(s) has not been nominated. The player's coach will be notified of the selection.
  - vi. Once the league coordinator has received all All-Star nominations, he will divide the pool into equal teams, based on the coach's rankings. Team rosters and time of games will be available Mon. or Tues. before the All Star game to the respective coaches.
- d. Rules and Playing Time
  - i. Rules will be the same used during the regular season.
  - ii. The head coach is expected to divide playing time among his players as evenly as possible, so each player has the opportunity to bat and play in the field. Any player who pitched on a regular basis during the season should be offered the choice of pitching in



the All Star game. No player should sit out more *than* one (1) inning without playing defensively. (This could change depending on the number of players on each team.)

- iii.** Each player will receive a trophy/ medal for his selection to the All Star team.

## **H. Tournament Team Selection**

### **a. Tournament Team Objectives**

- i.** The purpose of the tournament team is to provide our players with a competitive experience that will enable them to grow as young men and further develop their skills as baseball players.
- ii.** The board of directors fully supports the formation of as many teams as can perform on a competitive level with its opponents.
- iii.** It is the position of the board of directors that the tournament team be selected on an A, B, C, etc. basis, with the “A” team being the most competitive and so forth.
- iv.** To remain consistent from year to year, the board of directors has stipulated the maximum number of tournaments that each age group may participate in as follows:
  - 1.** 8's no more than 4 (4) tournaments
  - 2.** 9/10 no more than five (5) tournaments
  - 3.** 11/12 no more than five (5) tournaments
  - 4.** 13 no more than six (6) tournaments
  - 5.** 14/15 no more than six (6) tournaments
  - 6.** Plover Early-Bird tournament does not count towards maximum tourney count.

### **b. Coach Selection**

- i.** As indicated above, we will field as many tournament teams as we have qualified coaches to handle. Therefore, any regular season coach who indicates a desire to coach a tournament team will be accommodated, presuming there is enough interest among the player pool. The league coordinator will have the first option to coach a team.
- ii.** It will be the responsibility of the league coordinator to determine coaching interest in each age division, based on the coach’s interest. The league coordinator will attempt to construct coaching staffs from among interested coaches. If unable to satisfactorily do so, we will utilize the board of directors’ executive committee and the league coordinator.
- iii.** The only limitation on the number of tournament teams in a particular tournament would occur if imposed by the tournament itself, relative to the number of teams allowed from one league.
- iv.** In the event any PWYA Coach is ejected from any game at any venue he/she must report the incident to their Over All Coordinator within 24 hours. Failure to do so will result in disciplinary action up to and including termination of coaching privileges.

### **c. Player Selection**

- i.** As it is the philosophy of the board of directors to field the best possible teams to represent our program and community, we will attempt to evaluate and place players as appropriate for “A” teams, “B” teams, etc.
- ii.** The final decision of tournament team selection rests with the respective tournament team coaches, the league coordinator, and the PWYA Board of Directors.
- iii.** Traveling teams will consist of no less than 12 players. Exceptions will be made only with approval from the PWYA Executive board or when there are fewer than 12 players trying out for a team.
- iv.** Traveling team rosters may not be changed for any reason without the prior consent of the PWYA Executive board. This includes the addition of any replacement players

needed to field a team. Violation of this policy may result in disciplinary action up to and including termination of coaching privileges.

**Modification to any of the above rules and/or procedures will only be allowed based on board of director's approval.**

Revised 12/2022 JT  
APPROVED BY BOARD VOTE