

WINDSOR

YOUTH BASEBALL

2026 RULES

WINDSOR YOUTH BASEBALL – LEAGUE RULES

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ARTICLE I – OVERVIEW

The established rules listed herein are to provide the Windsor Youth Baseball (WYB) Board, coaches, umpires, and participating families a foundation to operate.

ARTICLE II – CHARTER / GOVERNING BODY

WYB is a chartered member of the Cal Ripken division of Babe Ruth League, Inc.

ARTICLE III – VOLUNTEERS / BACKGROUND CHECKS

In compliance with CA AB 506 and Babe Ruth League, Inc., all regular volunteers with WYB shall submit to background checks and child abuse prevention training requirements. Under CA AB 506, a “regular volunteer” means a volunteer who is 18 years of age or older and who has direct contact with, or supervision of, children for more than 16 hours per month or 32 hours per year. Regular volunteers may include, but are not limited to, Board members, coaches, umpires, and other league officials. All compliance requirements must be met, and the individual must be cleared by WYB prior to serving as a Board member, coach, umpire, or regular volunteer. The Board has a designated custodian of records who is affirmed through the Department of Justice. The custodian will monitor compliance status and provide status to the VP. The VP will enforce compliance requirements. WYB will enforce compliance as follows:

SECTION 1. BACKGROUND CHECKS

Sub 1. Livescan Fingerprinting

Pursuant to CA AB 506 and Section 11105.3 of the Penal Code, all regular volunteers must undergo a background check to identify and exclude any persons with a history of child abuse. The background check shall include “livescan” fingerprinting. Effective the 2026 season, “livescan” will be at the expense of the volunteer. Livescan is good for the lifetime of membership with the league.

Sub 2. NCSI Background Check

Regular volunteers shall complete the NCSI background check as required by Babe Ruth League, Inc. This is processed through the league website via SportsEngine. The background check is good for 2 years.

If a negative report comes back, a volunteer may be asked to step down, without recourse to the Board. Any history of violence or crimes against a child will automatically disqualify a person from volunteering in the WYB league. All negative items listed within a personal report shall be carefully reviewed by the President and Vice President to determine qualifications to coach within the WYB. A coach may be reinstated upon clearing up any derogatory errors on the background check and passing a new background check.

SECTION 2. CHILD ABUSE PREVENTION (MANDATED REPORTER) TRAINING

Regular volunteers shall complete training in child abuse and neglect identification and training in child abuse and neglect reporting through Babe Ruth League, Inc. This is processed through the league website via SportsEngine.

SECTION 3. CHILD ABUSE PREVENTION POLICIES AND PROCEDURES

Pursuant to CA AB 506 and Section 11165.9 of the Penal Code, WYB has developed and implemented the following child abuse prevention policies and procedures:

- (1) Regular volunteers shall report all suspected incidents of child abuse to the Windsor Police Department and to the President of WYB.
- (2) To the greatest extent possible, at least two mandated reporters shall be present whenever volunteers are in contact with, or supervising, children.

ARTICLE IV – AGE ALIGNMENT

WYB is structured for 4-year-old through 12-year-old players. Each division is established using age as a primary guideline and is structured to provide every opportunity for players to enjoy and have a positive experience.

A player's age on April 30th of the current Spring league season will determine his/her playing age.

Example 1: Player's DOB is 4/30/2015. During the 2025 season they would play as a 10-year-old.

Example 2: Player's DOB is 5/01/2015. During the 2025 season they would play as a 9-year-old.

ARTICLE V – DIVISIONS

SECTION 1. DIVISIONS

WYB is divided into seven (7) playing divisions:

MAJORS DIVISION

- Primarily Ages 11/12**
- 50'/70' field size
- Competitive division with end of season playoffs and division championship

MINOR AAA DIVISION

- Primarily Ages 10/11**
- 46'/60' field size
- Competitive division with end of season playoffs and division championship

MINOR AA DIVISION

- Primarily Age 9**

- 46'/60' field size
- The beginning competitive division with end of season playoffs and division championship

MINOR A DIVISION

- Primarily Age 8**
- Players begin to learn how to pitch
- Non-competitive division

MACHINE PITCH DIVISION

- Primarily Age 7**
- Players hit off a machine
- Non-competitive division

ROOKIE DIVISION

- Primarily Age 5/6**
- Coach pitch and/or T-Ball stand is used
- A soft baseball is utilized
- Non-competitive division

T-BALL DIVISION

- Age 4 only
- A T-Ball stand is used exclusively
- A soft baseball is utilized
- Non-competitive division

***All players should play within their age-appropriate division, but upon request, certain players may be allowed to play in a lower division, or a higher division, based on skill level, safety issues, and/or special needs.*

Parents may petition for their division change by submitting a written request to the league prior to the first assessment. The Board will review the petitioning player's assessment. If the player is approved by the Board for the division change but still goes undrafted in the division they are requesting, they will be placed in the lower division draft.

SECTION 2. TEAMS

Sub 1. Team Formations

All competitive divisions use a draft method for putting teams together. Refer to *ARTICLE VIII – THE DRAFT*. Minor A, Machine Pitch, Rookie, and T-Ball teams are compiled by the Board and will not be finalized until the conclusion of the Minor AA draft. Players in the non-competitive divisions can request to play for a specific coach or with friends.

Sub 2. Number of Teams

The number of teams for any of the competitive divisions shall be determined by the number of age appropriate and qualified players. The final number of teams per division shall be determined by the Board based on recommendations from the Division Manager as soon as possible. The number of teams in the Minor A, Machine Pitch, Rookie, and T-Ball divisions shall be determined by the number of eligible players. The Majors and Minors divisions shall not exceed eight (8) teams per division.

Sub 3. Roster Size

Division roster numbers will be flexible based on the registration numbers and coaches available. Roster numbers will be voted on by the Board each season.

Sub 4. Team Age Mix

Majors, Minor AAA, and Minor AA Divisions:

The Player Agent shall announce prior to the beginning of each draft any restriction(s) on the number of a specific age group allowed per team for the current season (ex: Minor AAA teams only allowed four (4) 9-year-old players per team).

Sub 5. Protected Players

Majors, Minor AAA, and Minor AA Divisions:

Before the draft, each team will have one Head Coach and one Assistant Coach. If a coach **has a family member(s) in** the division in which they are coaching, they MUST protect that player(s). Special circumstances can be reviewed by the Board prior to the draft.

Sibling rule: A parent may elect to link age appropriate siblings in the draft. If an election has been made, the second sibling is automatically drafted to the same team in the round they were assessed.

If an age-appropriate sibling is not protected, they must attend and participate in one of the player assessments to be evaluated by all coaches within that division.

ARTICLE VI – REGISTRATION AND PLAYER ASSESSMENTS

SECTION 1. REGISTRATION

All players must be registered, and league fees paid, prior to participating in any player assessment, practice, or game. Hardship cases can be directed to the Player Agent. Should an ineligible player participate in a game, that team will forfeit the game and the Head Coach will be suspended for one (1) calendar week.

Sub 1. Late Sign-Ups

Sign-ups occurring after the registration cut-off date will be assigned to a wait list by the Player Agent. The Player Agent will place these players based on age, wait list order, and availability within the appropriate division.

SECTION 2. PLAYER ASSESSMENTS

Majors, Minor AAA, and Minor AA Divisions:

The Player Agent and Vice President are responsible for overseeing player assessment sessions. Player assessments are to be held in January or February. Locations, dates, and times for each division will be posted on the league website.

A player must complete a full player assessment session to be eligible for the draft. For all players unable to attend a player assessment session, the Board will review and determine which division draft the player should be placed in. Player may be placed in the appropriate age division draft or become a blind hat pick.

Players only need to attend one assessment session for their registered division. However, players should contact WYB or the Player Agent to inform if they wish to attend assessments for a division other than, or in addition to, the division they are currently registered with.

ARTICLE VII – COACHES

SECTION 1. PURPOSE

The coach is instrumental to a successful program. It is the coach's responsibility to teach players good sportsmanship, the value of being a good team member, and the game of baseball.

SECTION 2. NUMBER OF COACHES PER TEAM

Majors, Minor AAA, and Minor AA Divisions:

Each team shall have one (1) Head Coach and one (1) Assistant Coach prior to the draft. A third and fourth coach may be added after the draft has concluded and team rosters completed.

All Divisions:

Each team shall have at least one (1) Head Coach and one (1) Assistant Coach but no more than four (4) coaches in total.

SECTION 3. SELECTION AND RATIFICATION OF COACHES

All persons interested in coaching in the WYB league must complete and submit an online coaching application. The Vice President shall receive all applications and forward them to the respective Division Manager. No one under the age of 21 will be allowed to be a Head Coach on any team roster. All Assistant Coaches must be at least 18 years old, unless otherwise approved by the Board.

The Division Manager shall assemble coaching groups based on received applications and compile a list of Head Coaches to ensure enough Head Coaches are available for the projected number of teams in any one division. Late applications will be placed on a stand-by list.

Each Division Manager shall complete a list of Head Coaching applications for their respective divisions, placed in order based on the below listed guidelines and vetted through the Board for approval.

The Board shall make the final determination on Head Coaches by a majority vote and reserves the right to make coaching selections with the best interest of the league in mind.

General guidelines for selecting Head Coaches are:

- Individuals that were a Head Coach or an Assistant Coach the previous year will be given priority for positions over those who were not.
- If a division has more individuals volunteering to serve as Head Coach than the number of teams available, the following guidelines shall be considered by the board in selecting the coaches:
 1. Head or Assistant Coaches returning to the same division.
 2. Head or Assistant Coaches with two (2) or more years coaching experience in WYB who are moving up from the immediately preceding division and their player is the oldest age typically allowed in the division.
 3. Head Coaches with two (2) or more years coaching experience in WYB who are moving up from a lower division and their player is not the oldest age typically allowed in the division.
 4. Head Coaches with fewer than two (2) years coaching experience in WYB whose player is not the oldest age typically allowed in the division.
 5. Total years coaching experience in the league.
 6. Previous year player survey information.

SECTION 4. NOT ENOUGH COACHES BY PLAYER ASSESSMENT SESSIONS

Head Coaches can only add an Assistance Coach to their roster up until the day before the first player assessment. *(Exception: unless voted and approved by a majority of the coaches from the affected division during player assessments)*. The purpose of this rule is to prevent coaches from selecting the best player(s) at the player assessment and making one of their parents a coach to protect a specific player.

Coaches recruited by the Board after player assessments but prior to the draft may receive additional draft picks to preserve balance and fairness. The Board will determine additional draft picks prior to the draft. Any additional draft picks will be announced prior to the draft commencing.

SECTION 5. TEAM NAMES

The selection of team names for all divisions will be as follows:

1. A returning Head Coach to the same division shall be allowed to retain the previous year's team name, if available (team names for divisions are subject to change each year).
2. Reverse draft order for all remaining names (competitive divisions only).
3. For Minor A, Machine Pitch, Rookie, and T-Ball team selections not resolved by items 1. and 2. above, the remaining order will be decided by a blind hat pick at the non-competitive coaches meeting. The Division Manager (or their designee) will conduct the hat pick drawing.
4. Team names can be traded amongst coaches at the time of the draft or at the non-competitive coaches meeting.

SECTION 6. RESPONSIBILITY

Sub 1. Conduct

Coaches will have complete control of activities, conduct, and welfare of their players and parents while on the playing field. A coach shall conduct themselves in an adult, courteous manner at all times with players, coaches, parents, and umpires. This includes **no profanity at any time**.

Coaches are responsible for the players and need to set a good example regarding conduct and respect towards others, especially towards the umpires. **The players are the reason for the WYB league, and their well-being, training, and experience is our number one priority.** Safety, fairness, obedience to the rules, good sportsmanship, and positive attitudes must be evident at all times.

Disciplinary action will be taken in situations when the coaches fail to follow WYB rules. The degree of disciplinary action will be solely dependent on the degree of the violation as determined by the Conduct and Rules Committee (CRC), as described in *ARTICLE XII – CONDUCT AND RULES COMMITTEE (CRC)* and league Bylaws.

Sub 2. Rules

Coaches need to read and understand these rules and the rules of baseball. Coaches are required to read and sign the WYB Coach's Code of Conduct agreement.

Sub 3. Concussion Responsibility Training

The WYB Board strongly recommends having all coaches watch the CDC online concussion recognition course as additional training. The website link for the CDC concussion recognition course is available on the league website under the Coaches tab.

Sub 4. Practices

Coaches should hold regular weekly practices. It is the responsibility of the Division Manager and Head Coach to schedule these practices and communicate timely with their rostered families.

Sub 5. Field Maintenance

Proper field preparation and maintenance is essential for player safety, and it is equally as important in maintaining our relationship with the Town of Windsor's Parks and Recreation department (Keiser Park and Esposti fields) and Mattie Washburn Elementary School (Mattie fields).

All Teams:

- All coaches are responsible for field preparation before and/or after each practice and game, without exception.
- Practicing teams will be responsible for both Home and Visiting team field duties as noted below.
- Litter removal in the dugouts is the responsibility of all teams.

Home Team:

Responsible for preparation of the fields including, but not limited to:

- Placement of bases
- Watering, raking, and dragging the infield
- Raking and tamping pitcher's mound and batter's box
- Adding chalk lines and batter's box

Visiting Team:

Responsible for closing of the fields including, but not limited to:

- Removal of bases and replacing with plugs
- Watering, raking, and dragging the infield
- Raking and tamping pitcher's mound and batter's box
- Ensuring field locks (lock placement) are set properly

**All field drags need to be kept at least two (2) feet from any grass line. Please refer to the field maintenance guides available at each field.*

Sub 6. Equipment

Coaches will be responsible for all equipment issued by the WYB. All issued equipment must be returned to the WYB no later than one (1) week after conclusion of play.

Sub 7. Reporting Scores

Majors, Minor AAA, and Minor AA Divisions:

Head Coach of the home team is responsible for reporting final game scores to the Division Manager after the conclusion of play. The Division Manager will track game standings for end of season playoffs.

Sub 8. Safety

It is highly recommended that at least one (1) member of each coaching staff have first aid and CPR training. Coaches are encouraged to have a first aid kit with them during practice and games.

Sub 9. Communication with Division Manager

Head Coaches are responsible for responding to communications from the Division Manager throughout the season. Failure to adequately respond to requests for information may result in the matter being referred to the Conduct and Rules Committee (CRC).

SECTION 7. ALCOHOL/TOBACCO USE

WYB prohibits the use of all alcohol and tobacco on all fields and dugouts for all WYB affiliated practices, games, and tournaments. These products include, but are not limited to, smokeless tobacco, E-cigarettes, vapors, and all related alcohol products.

ARTICLE VIII – THE DRAFT

SECTION 1. DRAFT ORDER

The Player Agent will perform a lottery to determine the draft order for each of the competitive divisions. The drafts will be conducted in a serpentine fashion (aka 'snake draft').

Example:

First Round: team with #1 pick through team with #6 pick

Second Round: team with #6 pick through team with #1 pick

Sub 1. Pre-Draft – Players Not Attending Player Assessment

With the exception of players who have submitted a written reason for missing a player assessment that was approved by Board (refer to *ARTICLE VI, SECTION 2.*), any player eligible for a competitive division that is fully registered but failed to attend a player assessment may become a blind hat pick.

SECTION 2. DRAFT DAY GUIDELINES

Persons attending the draft are restricted to coaches from that division, the Division Manager, any Board member, and anyone else requested by the Player Agent. No children are permitted to attend the draft, no exceptions. The Player Agent (or their representative) will conduct the draft.

The Player Agent will present to the coaches a list of players eligible for the draft and announce the number of players per team. If a player's name and number do not appear on the draft list, his/her name must be brought to the attention of the Player Agent for review prior to the first pick.

SECTION 3. COMPETITIVE DIVISION DRAFT PROCEDURES

The draft sheet will identify available slots per team and list any protected slots at the top, prior to the first round. If the coach's child does not attend assessments, the draft round in which they fall will be determined at the discretion of the Player Agent and/or Division Manager.

SECTION 4. TRADING PLAYERS

Sub 1. Trading Players During the Draft

Drafted and placed players may be traded during a 30-minute period following each draft. Coaches need to make sure the proper age mix is kept in order if any age restrictions have been declared by the Player Agent (e.g., only four (4) 9-year-olds per team).

Sub 2. Trading Players After the Draft

Post-draft player-for-player trades will be permitted providing the involved coaches, players, parents, and the Player Agent consents.

SECTION 5. ROSTERS

Before leaving the draft, a coach must verify with the Player Agent that the selections are correct, and the appropriate coaches are listed. The Player Agent's copy of the draft is official and must be attested to by a Board member. Players may not be moved without the Player Agent's approval.

Sub 1. Balancing Rosters After the Draft

If any team drops below the minimum roster size, as voted by the Board prior to the start of the current season, and there are no late sign-ups to fill the spots, the Player Agent shall try and balance the roster by reviewing the next lower division (if applicable) to determine if there is an age-appropriate player qualified to play at the higher level and doesn't drop that team's roster below the minimum. If a player is identified, the Player Agent shall contact the parents and seek approval to move the player. The parents can accept or reject the move.

SECTION 6. STARTING PRACTICES

The Board will determine when practices may begin. This information will be communicated to all coaches.

ARTICLE IX – GENERAL PLAYING RULES (All Divisions)

Each Head Coach can locate a copy of this local rulebook on the league website. A current edition of the Babe Ruth League, Inc. 'Baseball Rules & Regulations & Official Playing Rules', along with a copy of this local rulebook, will be available in every snack shack and/or at every equipment job box. Umpire in Chief will ensure a hard copy of the local rulebook is printed and available.

In accordance with the Charter of Babe Ruth League, Inc., the WYB Board is empowered to make modifications to the local league rules.

If, during a game, a question arises about a rule, Head Coaches may call timeout so the Head Coaches and umpires can clarify. *In the event of any controversy or protest, these local rules will have priority over any other rules. Umpires do not have to justify their calls.* For information on the official protest process, refer to *ARTICLE XII, SECTION 2, Sub 1. Protests.*

SECTION 1. USA BAT RULE

Beginning in January 2018, the Babe Ruth League, Inc. approved the use of the 2 ^{5/8}" (maximum) barrel bats for Cal Ripken division local league play and tournament play, coinciding with the new USA Bat standard. All new bats that bear the USA Baseball licensing mark will be permissible for play in the leagues and tournaments of the participating youth baseball organizations. No BBCOR or USSSA bats. For T-Ball, the bat must display the USA Baseball T-Ball stamp.

Note: Solid one-piece wood bats are permitted for use in all divisions and must conform to Rule 1.10 of the Babe Ruth League, Inc. 'Baseball Rules & Regulations & Official Playing Rules'. No laminated or experimental bats shall be used in a game.

Tampering or altering bats may violate certain federal and state laws and voids the USA Baseball certification, as well as all manufacturer warranties. Rolling is considered tampering and would void the bat's certification, making it illegal for play.

Sub 1. Penalty

- If the illegal bat is discovered prior to a batter completing his at-bat the bat is simply removed from play and the at-bat continues.
- A player who uses an illegal bat or non-conforming barrel dimension and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play. The at-bat will be considered legal once a pitch is thrown to the next batter.
- Any bat discovered prior to the game that does not conform to the above rule shall be directed to be removed immediately and not be allowed for use during the game.

SECTION 2. PITCHING

Pitching limitations as outlined in Rule 0.06 (1-7) of the Babe Ruth League, Inc. *'Baseball Rules & Regulations & Official Playing Rules'* will be strictly enforced. All divisions will follow maximum innings allowed and pitch counts. Failure to abide by these will result in forfeiture of that game. It will also be noted in the Head Coach's file. Per the Babe Ruth League, Inc. *'Baseball Rules & Regulations & Official Playing Rules'* Handbook:

Sub 1. 'Rule 0.06 Pitching Limitations – Local League Play'

1. A Cal Ripken Baseball pitcher, regardless of age, may pitch six (6) innings per calendar week (see division levels).
 - a. Rule 0.06-1 applies to all games, regardless of when they are played. This includes re-scheduled and make-up games.
 - b. If a pitcher delivers one (1) or more pitches in an inning he shall be charged for one (1) inning pitched.
2. The calendar week of Babe Ruth League, Inc. is Monday through, and including, Sunday.
3. A Cal Ripken Baseball pitcher must have two (2) calendar days rest between pitching assignments if he pitches in more than two (2) innings in any one game. Each game in which a pitcher pitches is considered an assignment.
4. Games in which an illegal pitcher has been used as specified in paragraphs 1, 2, and 3 shall be declared forfeited. The withdrawal of an illegal pitcher after the pitcher is announced or after a warm-up pitch is delivered but before that pitcher has pitched a ball to a batter shall not be considered a violation. Babe Ruth League Officials are urged to prevent forfeits.
5. Because each game in which a pitcher pitches is considered one (1) "assignment", a pitcher in the same game may start out as a pitcher, play another position, and return to the mound and this would still be considered as one (1) assignment.
6. If a game is called before it has become a regulation game and the umpire declares it "no game," the pitching eligibility is the same as it was prior to the beginning of the "no game" situation.
7. Pitch Count – Any Cal Ripken Baseball League may elect to use a pitch count during local league games. For more information on Pitch Count for local league play, visit www.baberuthleague.org and click on the "Pitch Smart" link.

Sub 2. Pitch Count Limits and Required Rest Recommendations

Age	Daily Max (Pitches)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13	95	1-20	21-35	36-50	51-65	66+

Sub 3. Pitching

Any player may pitch, and coaches are encouraged to give all players an opportunity to pitch throughout the season. Only the starting pitcher once removed from the mound can return as a pitcher.

All pitchers must adhere to the pitch count limits in the ***Pitch Count Limits and Required Rest Recommendation*** chart based on their age/playing division and the total number of pitches thrown. The Head Coach must remove the pitcher when they reach the daily maximum pitch limit as prescribed in the ***Pitch Count Limits and Required Rest Recommendation*** chart.

Exception: If a pitcher reaches the daily max limit, as listed in the ***Pitch Count Limits and Required Rest Recommendation*** chart, while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. The batter reaches base;
2. The batter is out;
3. The third out is made to complete the half inning.

A pitcher who delivers more than 41 pitches in a game shall not play the position of catcher for the remainder of the day. A catcher who catches 4 or more innings in a game shall not play the position of pitcher for the remainder of the day. A catcher who catches less than 4 innings who later plays the position of pitcher shall be limited to no more than 41 pitches in the same game. If a catcher receives one pitch in an inning, they shall be charged with an inning caught.

Each Head Coach shall designate a scorekeeper (must not be a coach) prior to each game as the official pitch count recorder. After each half-inning, the official pitch count recorder for each team shall reconcile pitch counts. Any difference in pitch counts recorded shall be rectified before the next half-inning starts. The umpire will have the final say on which count to use in the case of a disagreement. The Head Coach is responsible for knowing when his or her pitcher must be removed. However, either pitch count recorder may inform the umpire when a pitcher has delivered his or her maximum number of pitches for the game. The umpire shall then inform the pitcher's Head Coach that the pitcher must be removed in accordance with this Section.

A replacement pitcher brought in between batters shall be allowed a maximum of eight (8) warm up pitches.

The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. In suspended games resumed on another day, the pitcher of record at the time the game was suspended may continue to pitch to the extent of their eligibility for the game when suspended, provided the pitcher has observed the required days of rest described above.

Example 1: A 12-year-old pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Thursday of the same week. The pitcher is not eligible to pitch when the game resumes because he or she has not observed the required days of rest.

Example 2: A 12-year-old pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up 15 more pitches when the game resumes, equaling the total of 85 per game, provided he or she is eligible based on his or her pitching record during the previous four days.

Division Managers may audit a team's scorebook at any time during the season to determine if the team is complying with this Section.

Violation of any part of this section may result in a suspension of the Head Coach and/or other disciplinary actions that the Conduct and Rule Committee (CRC) deems necessary.

SECTION 3. EXTRA PLAYER RULE

All Divisions:

This rule will be implemented to assist teams who may not have the necessary number of players. This rule assists in the prevention of rescheduling games (and forfeits) due to a team's potential failure to meet the minimum number of players required to start the game. The Extra Player List will consist of players from current rosters who are willing and able to play extra games when asked.

Guidelines:

- Player must be a registered player with WYB in the same division of the team requesting an extra player.
- Players must have their parent / player consent form signed and on file with the league.
- Players will be placed in order by a blind hat pick and will stay in that order.
- Once a player has been used, they will be moved to the bottom of the list.
- If a Head Coach knows they will have less than nine (9) players, they should inform the Division Manager or Player Agent and request a player as soon as possible.
- The Division Manager or Player Agent will then start at the top of the list in an attempt to find a player for the requesting team.
- Players utilized as the Extra Player will not be allowed to pitch in that game and should bat last in the batting order.
- If the team that called for an extra player has nine (9) of their own players show up, the Extra Player may play the first two (2) innings and get one (1) at bat and be allowed to leave.

SECTION 4. EJECTIONS

It is the Head Coach's (or coach-in-charge) responsibility to report any ejection from their team to the Conduct and Rules Committee (CRC), Player Agent, and/or Division Manager within 24 hours of the ejection. The umpire is also to report any ejections to the Head Umpire and is to notify the WYB league. The failure of the Head Coach (or coach-in-charge) to report the ejection will result in a two (2) game suspension.

Sub 1. Coach Ejections

Any coach ejected by an umpire will automatically result in their suspension from the following game. That coach will be prohibited from attending the next scheduled game played by their team. After an ejection, the coach must immediately leave the park (this includes, but may not be limited to, the playing field, bleachers, and parking lot). A second ejection will result in an expulsion for the remainder of the season pending Conduct and Rules Committee (CRC) review.

Sub 2. Player Ejections

A player ejected by an umpire will automatically result in their suspension from the following game. The ejected player's position in the batting order of the game in progress will be recorded as an "out" each time their turn at bat occurs in the game. The ejected player may *not* sit in the dugout while serving their suspension. A second ejection will result in the expulsion for the remainder of the season pending Conduct and Rules Committee (CRC) review.

SECTION 5. SLIDING RULES

Runners are required to slide when plays are close. If a runner elects to slide, the slide must be legal. All sliding rules and penalties are subject to the judgment of the umpire(s).

- Sliding is allowed in Minor A, Minor AA, Minor AAA, and Majors divisions.
- Sliding is NOT allowed in T-Ball, Rookie, and Machine Pitch divisions.

A slide is illegal if the runner:

- Slides headfirst into home plate (*Minor A division only*).
- Uses a rolling, cross-body, or pop-up slide into a fielder.
- Has a leg raised higher than the fielder's knee when the fielder is in a standing position.
- Goes beyond the base and does not attempt to avoid contact with or alters the play of the fielder.
- Slashes or kicks the fielder with either leg or tries to injure the fielder.

Any runner is out when they:

- Do not attempt to avoid contact with a fielder who is in the immediate act of making a play on that runner.
Ruling: The runner is out, and the ball remains live, unless interference is called.
- Slide headfirst into home plate (*Minor A division only*).
Ruling: The runner is automatically out.

- Elect to slide and do not legally slide (see illegal slides above), causing illegal contact and / or illegally altering the actions of a fielder in the immediate act of making a play.

Ruling: The runner is out; the ball is dead for interference.

**The term, “to avoid contact” as used above, refers to potentially injurious contact (ex: collisions). No part of this rule intends to absolutely prohibit incidental or slight contact between players on an otherwise legal and clean play.*

SECTION 6. BATTING OUT OF TURN

Batting out of turn is clearly outlined in Rule 6.07 of the Babe Ruth League, Inc. ‘*Baseball Rules & Regulations & Official Playing Rules*’.

If an improper batter is at bat, the proper batter may take their place at any time before the end of the at bat without an out being called. If the improper batter’s at-bat is completed and a team appeals *before* the next pitch, then the proper batter is called out and no runners may advance.

When a player shows up late for a game in the Minor divisions and below, they are placed at the bottom of the order and must wait for their time at bat. In the Majors division, they are treated as a substitute player.

SECTION 7. MINIMUM PLAYERS

Minor AA through Majors divisions must have at least eight (8) eligible players to begin a game. The team must also finish the game with at least eight (8) players. Should a team not have enough players to start the game or drop below eight (8) players during the game, that team will forfeit the game. Refer to *SECTION 9. TIED AND FORFEITED GAMES*.

It is the league’s desire to prevent forfeits due to insufficient players. Refer to *SECTION 3. EXTRA PLAYER RULE* for guidelines regarding coordinating extra players.

If playing with only eight (8) players, the ninth position in the batting order will be an automatic out. Head Coaches may agree to waive the automatic out rule before a game starts and will notify the umpires.

SECTION 8. MINIMUM PLAYING TIME (All Divisions)

Minimum play is:

- Four (4) innings in a six (6) inning game
- Three (3) innings in a five (5) inning game
- Two (2) innings in a four (4) inning game

SECTION 9. TIED AND FORFEITED GAMES

When the umpire declares the game a tie, it will be entered into the standings as a tie. In the case of playoff games, the game will be continued until a winner is determined.

New innings start when last out is recorded from the previous ½ inning, or unless tied and time allows for additional inning(s) to break the tie. If the game remains tied at the end of an inning after the expiration of the allowed time limit, the score will be reported and recorded as a tie. The game time limit is based on the posted starting time.

Forfeits will be registered as a loss.

SECTION 10. PROTESTED PLAY/GAMES

A protest must be filed with the umpire at the end of the disputed play and *before* the next pitch is made during the game. ***Protests on judgment calls are not permitted.*** The game may only be officially protested within 24 hours. The Conduct and Rules Committee (CRC) will review all protests.

SECTION 11. INJURED PLAYER UNDER PROFESSIONAL CARE

Any injured player under a physician's care must have a medical release submitted to the player's Head Coach prior to returning to practice or games. The Head Coach will submit a copy of the release to the Division Manager. At no time may a player participate with a cast or other device used as a result of injury.

Any player removed from a game or practice for a possible concussion shall not return to team activities until the Head Coach receives written permission from a medical professional. The coach shall contact the Division Manager immediately following any team activity where a player was forced to stop participating due to a possible concussion.

SECTION 12. BASE COACHES

At no time are players permitted to be base coaches.

SECTION 13. UNIFORMS

Players must wear WYB league-issued uniforms (jersey and cap). Players and coaches may wear "Pro Fit" caps as substitutes as long as they are identical to the league-issued caps.

Teams may put names on the backs of caps and jerseys as long as it is done professionally. There is no penalty for showing up in the wrong-colored pants or socks, but the league reserves the right to request a player with repeat violations to correct their uniform prior to playing. The league may also request an entire team to correct a problem if it is in violation.

SECTION 14. DISCIPLINE

If a player needs to be disciplined for unsportsmanlike conduct or a violation of the rules, coaches are expected to handle the situation with respect and in the presence of another adult(s). Players with repeated disciplinary actions for conduct or rule violations will be addressed by Conduct and Rules Committee (CRC). Refer to *ARTICLE XII – CONDUCT AND RULES COMMITTEE (CRC)*.

SECTION 15. MAKE-UP/RESCHEDULED GAMES

Sub 1. Rescheduling

WYB strives to ensure all scheduled games are played, but in certain situations, it may not be possible to reschedule a game. The Division Manager will attempt to reschedule any game canceled due to weather and/or school function.

A coach can request a game to be rescheduled if a team cannot be fielded (minimum of eight (8) players) due to a school function. The coach must make the request to the Division Manager at least one (1) week prior to the game. The coach must provide the names of the players, the school function, and date of the function. The Division Manager, upon verifying the inability to field a team with the minimum of eight (8) players, shall attempt to reschedule that game as soon as possible.

Each affected Head Coach is responsible for notifying their team of the time and date of any rescheduled game.

A game is considered complete when three (3) innings have been played, or 2 ½ innings, if the home team is leading. In the event a game is called for weather prior to it being a complete game, the rosters, line-up, and number of pitches when the game is called shall carry over to the make-up game, if one is scheduled.

The game **will not** be rescheduled if a team is unable to field at least eight (8) players on the scheduled game day. Refer to *ARTICLE IX, SECTION 7. MINIMUM PLAYERS*.

Sub 2. Revert-Back Rule

When a make-up game is scheduled, the pitching restrictions of the CURRENT week are in force. The Pitcher may return as long as the **Pitch Count and Minimum Days Rest** are met from prior games played during the current week and will start at the pitch count carried over from the rescheduled game.

SECTION 16. AMPLIFIED MUSIC

Amplified music may be played (e.g., walk up songs, music between innings, music during batting practice, etc.) during games and practices, so long as the music is played at a reasonable volume, and does not contain any explicit lyrics. However, amplified music is prohibited if a game is being played on a neighboring field, as it may cause a distraction.

ARTICLE X – DIVISION-SPECIFIC BASEBALL RULES

SECTION 1. MAJORS DIVISION

Goals:

This division is the highest level of Cal Ripken baseball. It is more competitive with an emphasis on skill development and learning more advanced baseball tactics. Players in this division will have the skills, emotional maturity, and desire to play at this level. Teams are formed based on evaluations from assessments and previous year level of play.

General Information

- **Field Dimensions:** 70' base path, 50' pitching mound distance.
- **Innings:** Games are six (6) innings.
- **Scorekeeping:** Scores will be kept during the regular season for end of season tournament seeding. However, this is still a developmental league in which scores should never be emphasized over player development.
 - Official scorekeeper (must not be a coach) will keep pitch count for both teams. A parent volunteer may be recruited for this task. Visiting teams are encouraged to keep track of pitch counts, as well.
- **Lineups:** Teams will bat through the entire roster.
- Free defensive substitutions.
- **Bats:** Must be USA Baseball compliant.

Game Locations and Time Limits:

- **Location:** Games will be played at Keiser Park – Field B.
- **Time Limit:** During regular season play, no new inning may begin after 2 hours from the official game start time (or if the umpire determines it is too dark to play).
- **Post-Season/Playoffs:** Refer to *ARTICLE XII – POST-SEASON / PLAYOFFS*

Home Team:

- Uses the third base dugout.
- Takes infield/outfield second – 20 minutes prior to the game time; 10 min. duration
- Provides the official scorekeeper (must not be a coach) and keeps track of pitch count.
- Provides game balls.
- Provides one (1) home plate umpire, if needed.
- Responsible for pre-game field preparation. Refer to Home team field responsibilities as outlined under *ARTICLE VII, SECTION 6. RESPONSIBILITY, Sub 5. Field Maintenance.*

Visiting Team:

- Uses the first base dugout.
- Takes infield/outfield first – 30 minutes prior to the game time; 10 min. duration
- Provides one (1) base umpire, if needed.

- Responsible for post-game field maintenance and closing of the fields. Refer to Visiting team field responsibilities as outlined under *ARTICLE VII, SECTION 6. RESPONSIBILITY, Sub 5. Field Maintenance*.

Those Permitted on the Field/Dugout:

- Players who are on the official rosters of the participating teams. ALL team roster changes (e.g. player injury, illness, resignation, release, etc.) must be reported to the Player Agent IMMEDIATELY (within 24 hours of the first knowledge).
- Only one (1) Head Coach and three (3) Assistant Coaches or four (4) adults total, are allowed on the field or in the dugout, excluding the field prep volunteer(s) who are permitted on the field prior to the beginning of the game.
- All Coaches and other assisting adults providing supervision for players must be approved by WYB.
- Umpires approved by WYB (special exception as needed for parent's recruited "on the spot")
- League officials.

Basic Game Rules

- **Runs:** There is no run limit per inning.
- **Mercy Rule:** 15 runs after four (4) innings, 10 runs after five (5) innings.

Batting:

- **Bunting:** Players may bunt (no slash bunts).
- **Dropped Third Strike:** Run on dropped third strike is in effect. The batter may advance to first base if the base is unoccupied; a runner attempting to steal second on that same pitch does not make first base 'unoccupied'.

Base Running:

- **Courtesy Runner:** A courtesy runner can be used anytime for a pitcher, catcher, or injured player. The courtesy runner shall be the last batted out.
- **Leadoffs/Stealing:** Players may lead off and steal (once momentum stops, the player cannot steal unless an overthrow to pitcher or attempted pick off).
- **Sliding:** Headfirst sliding is allowed for all bases including home plate. Refer to *ARTICLE IX, SECTION 5. SLIDING RULES* for all sliding rules.

Pitching:

- Six (6) innings maximum per week.
- **Balks:** Balks will be active (no warnings) for the entire season, playoffs, and championship game.
- **Pickoffs:** A right-handed pitcher may not make a pickoff attempt by starting a throw to third base and then throwing to first.
- If a player pitches one pitch, it is considered an inning pitched.
- If a pitcher hits two (2) batters in one (1) inning or three (3) batters in a game, a new pitcher must replace them.
- Only the starting pitcher can re-enter as a pitcher.

- **Warm-up pitches:** New pitchers are allowed eight (8) warm-up pitches. Returning pitchers are allowed five (5) warm-up pitches.
- A player may only pitch or catch for a maximum of four (4) innings per game. The maximum combinations for the four (4) innings are:
 - 3 Pitcher + 1 Catcher
 - 2 Pitcher + 2 Catcher
 - 1 Pitcher + 3 Catcher
 - 4 Catcher + 0 Pitcher
 - 4+ Pitcher + 0 Catcher
- **Pitch Count Limits and Required Rest:** See chart in *ARTICLE IX, SECTION 1. PITCHING* and refer to the appropriate ages.

Playing Time:

- Teams will bat through the entire roster. A Coach may change the batting order for each game. Late arriving players will be added to the bottom of the lineup. The Coach is responsible for notifying the scorekeeper of absences and late arrivals.
- Each player will be entered and/or re-entered defensively in the game anytime provided they meet the requirements of mandatory play.
 - **Note:** if a player is injured, becomes ill, or must leave the game site after the start of the game, the teams will skip over them when their turn at bat comes up in the order without penalty, provided the minimum player rule is met. If the absent player returns, they are merely re-inserted into the original spot in the batting order.
- Every player on a team roster will participate in each game for a minimum of four (4) defensive innings in a six (6)-inning game and bat through a continuous order for the entire game. Each player must play one (1) inning in the infield by the fourth inning. It is encouraged to have equal defensive play time for each player.

Coaches:

- Coaches must remain in the dugout or coaching box while the ball is live until time is called AND permission is granted by an umpire to leave the dugout or coaching box. The umpire has judgement whether a coach that is outside of the box or dugout is causing interference, or player distraction, while the ball is live.

Umpires:

- Every effort is made to have two (2) umpires supplied by the league for games.
- If no umpires are available, the Home team is responsible for providing the home plate umpire and the Visiting team is responsible for providing the base umpire.

Conduct & Sportsmanship:

- All conversations with the umpire will be conducted by the Head Coach and only after 'time out' is granted. All conversations must be done in a calm and respectful manner.
- Verbal abuse of the umpire WILL NOT be tolerated.

Coaches are responsible for the conduct of their players, Assistant Coaches, and fans.

SECTION 2. AAA DIVISION

Goals:

At this level, the focus is to use skills developed from earlier divisions and expand on them. Play is more competitive. Teams are formed based on evaluations from assessments and previous year level of play.

General Information

- **Field Dimensions:** 60' base path, 46' pitching mound distance.
- **Innings:** Games are six (6) innings.
- **Scorekeeping:** Scores will be kept during the regular season for end of season tournament seeding. However, this is still a developmental league in which scores should never be emphasized over player development.
 - Official scorekeeper (must not be a coach) will keep pitch count for both teams. A parent volunteer may be recruited for this task. Visiting teams are encouraged to keep track of pitch counts, as well.
- **Lineups:** Teams will bat through the entire roster.
- Free defensive substitutions.
- **Bats:** Must be USA Baseball compliant.

Game Locations and Time Limits:

- **Location:** Games will be played at Keiser Park – Field C
- **Time Limit:** During regular season play, no new inning may begin after 2 hours from the official game start time (or if the umpire determines it is too dark to play).
- **Post-Season/Playoffs:** Refer to *ARTICLE XII – POST-SEASON / PLAYOFFS*

Home Team:

- Uses the third base dugout.
- Takes infield/outfield second – 20 minutes prior to the game time; 10 min. duration
- Provides the official scorekeeper (must not be a coach) and keeps track of pitch count.
- Provides game balls.
- Provides one (1) home plate umpire, if needed.
- Responsible for pre-game field preparation. Refer to Home team field responsibilities as outlined under *ARTICLE VII, SECTION 6. RESPONSIBILITY, Sub 5. Field Maintenance.*

Visiting Team:

- Uses the first base dugout.
- Takes infield/outfield first – 30 minutes prior to the game time; 10 min. duration
- Provides one (1) base umpire, if needed.
- Responsible for post-game field maintenance and closing of the fields. Refer to Visiting team field responsibilities as outlined under *ARTICLE VII, SECTION 6. RESPONSIBILITY, Sub 5. Field Maintenance.*

Those Permitted on the Field/Dugout:

- Players who are on the official rosters of the participating teams. ALL team roster changes (e.g. player injury, illness, resignation, release, etc.) must be reported to the Player Agent IMMEDIATELY (within 24 hours of the first knowledge).
- Only one (1) Head Coach and three (3) Assistant Coaches or four (4) adults total, are allowed on the field or in the dugout, excluding the field prep volunteer(s) who are permitted on the field prior to the beginning of the game.
- All Coaches and other assisting adults providing supervision for players must be approved by WYB.
- Umpires approved by WYB (special exception as needed for parent's recruited "on the spot")
- League officials.

Basic Game Rules

- **Runs:** Five (5) runs max per inning through five (5) innings. Sixth inning unlimited if game is within five (5) runs after fifth.
- **Mercy Rule:** Fifteen (15) runs after four (4) innings, ten (10) runs after five (5) innings.

Batting:

- **Bunting:** Players may bunt (no slash bunts).
- No dropped third strike rule.

Base Running:

- **Courtesy Runner:** A courtesy runner can be used anytime for a pitcher, catcher, or injured player. The courtesy runner shall be the last batted out.
- **Leadoffs:** No leading off. Base runners must remain in contact with their occupied base until a pitched ball crosses the plate.
- **Stealing:** Players may steal once the ball reaches the plate. Once momentum stops, the player cannot steal unless an overthrow to pitcher or attempted pick-off.
- **Sliding:** Headfirst sliding is allowed for all bases including home plate. Refer to *ARTICLE IX, SECTION 5. SLIDING RULES* for all sliding rules.

Pitching:

- Six (6) innings maximum per week.
- No balks.
- No intentional walks.
- If a player pitches one pitch, it is considered an inning pitched.
- Official scorekeeper will keep pitch count for both teams. A parent volunteer may be recruited for this task, if needed. Visiting teams are encouraged to keep track of pitches as well.
- If a pitcher hits two (2) batters in one inning or three (3) batters in a game, a new pitcher must replace them.
- Only the starting pitcher can re-enter as a pitcher.
- **Warm-up Pitches:** New pitchers are allowed eight (8) warm-up pitches. Returning pitchers are allowed five (5) warm-up pitches.

- A player may only pitch or catch for a maximum of three (3) innings per game. The maximum combinations for the three (3) innings are:
 - 2 Pitcher + 1 Catcher
 - 1 Pitcher + 2 Catcher
 - 3 Catcher + 0 Pitcher
 - 3+ Pitcher + 0 Catcher
- **Pitch Count Limits and Required Rest:** See chart in *ARTICLE IX, SECTION 1. PITCHING* and refer to the appropriate ages.

Playing Time:

- Teams will bat through the entire roster. A Coach may change the batting order for each game. Late arriving players will be added to the bottom of the lineup. The Coach is responsible for notifying the scorekeeper of absences and late arrivals.
- Each player will be entered and/or re-entered defensively in the game anytime provided that he/she meets the requirements of mandatory play.
 - **Note:** If a player is injured, becomes ill, or must leave the game site after the start of the game, the teams will skip over them when their bat comes up in the order without penalty. If the absent player returns, they are merely re-inserted into the original spot in the batting order.
- Every player on a team roster will participate in each game for a minimum of four (4) defensive innings in a six (6)-inning game and bat through a continuous order for the entire game. Each player must play two (2) innings in the infield by the fifth inning. It is encouraged to have equal defensive play time for each player.

Coaches:

- Coaches must remain in the dugout or coaching box while the ball is live until time is called AND permission is granted by an umpire to leave the dugout or coaching box. The umpire has judgement whether a coach that is outside of the box or dugout is causing interference, or player distraction, while the ball is live.

Umpires:

- Every effort is made to have at least one (1) umpire supplied by the league for games.
- If no umpires are available, the Home team is responsible for providing an umpire.

Conduct and Sportsmanship:

- All conversations with the Umpire will be conducted by the Head Coach and only after 'time out' is granted. All conversations must be done in a calm and respectful manner.
- Verbal abuse of the umpire WILL NOT be tolerated.
- Coaches are responsible for the conduct of their players, Assistant Coaches, and fans.

SECTION 3. AA DIVISION

Goals:

- Players will learn the concept of teamwork and responsibilities as team-members.
- Players will be able to identify parts of the baseball diamond and identify the positions played in a game.
- Players will be able to assume a proper batting stance in the batter's box and demonstrate knowledge of the strike zone.
- Players will develop base running skills.
- Players will be able to assume the baseball ready position on defense and be able to field a ground or fly ball.
- Players will be able to make a throw to the appropriate base or cutoff player.
- Players will learn the art of pitching from the wind-up or stretch position.

General Information

Minor AA is the beginning level of "real" baseball. Three (3) strikes equal an out and four (4) balls equal a walk; Three (3) outs and the inning is over. Teams are formed based on evaluations from assessments and previous year level of play.

- **Field Dimensions:** 60' base path, 46' pitching mound distance.
- **Innings:** Games are five (5) innings.
- **Scorekeeping:** Scores will be kept during the regular season for end of season tournament seeding. However, this is still a developmental league in which scores should never be emphasized over player development.
 - Official scorekeeper (must not be a coach) will keep pitch count for both teams. A parent volunteer may be recruited for this task. Visiting teams are encouraged to keep track of pitch counts, as well.
- **Lineups:** Teams will bat through the entire roster.
- Free defensive substitutions.
- **Bats:** Must be USA Baseball compliant.

Game Locations and Time Limits:

- **Location:** Games will be played at Mattie Field 1 (closest to parking lot).
- **Time Limit:** During regular season play, no new inning may begin after 1 hour and 45 minutes from the official game start time (or if the umpire determines it is too dark to play).
- **Post-Season/Playoffs:** Refer to *ARTICLE XII – POST-SEASON / PLAYOFFS*

Home Team:

- Uses the third base dugout.
- Takes infield/outfield second – 20 minutes prior to the game time; 10 min. duration
- Provides the official scorekeeper (must not be a coach) and keeps track of pitch count.
- Provides game balls.
- Provides one (1) umpire, if needed.

- Responsible for pre-game field preparation. Refer to Home team field responsibilities as outlined under *ARTICLE VII, SECTION 6. RESPONSIBILITY, Sub 5. Field Maintenance*.

Visiting Team:

- Uses the first base dugout.
- Takes infield/outfield first – 30 minutes prior to the game time; 10 min. duration
- Responsible for post-game field maintenance and closing of the fields. Refer to Visiting team field responsibilities as outlined under *ARTICLE VII, SECTION 6. RESPONSIBILITY, Sub 5. Field Maintenance*.

Those Permitted on the Field/Dugout:

- Players who are on the official rosters of the participating teams. ALL team roster changes (e.g. player injury, illness, resignation, release, etc.) must be reported to the Player Agent IMMEDIATELY (within 24 hours of the first knowledge).
- Only one (1) Head Coach and three (3) Assistant Coaches or four (4) adults total, are allowed on the field or in the dugout, excluding the field prep volunteer(s) who are permitted on the field prior to the beginning of the game.
- All Coaches and other assisting adults providing supervision for players must be approved by WYB.
- Umpires approved by WYB (special exception as needed for parent’s recruited “on the spot”)
- League officials.

Basic Game Rules

- **Runs:** Five (5) runs max per inning through fifth inning. Fifth inning unlimited if game is within five (5) runs after fourth.
- **Mercy Rule:** Fifteen (15) runs after four (4) innings, ten (10) runs after five (5) innings.

Batting:

- **Bunting:** Players may bunt (no slash bunts).
- No dropped third strike rule.

Base Running:

- **Courtesy Runner:** A courtesy runner can be used anytime for pitcher, catcher, or injured player. The courtesy runner shall be the last batted out.
- **Leadoffs:** No leading off. Base runners must remain in contact with their occupied base until a pitched ball crosses the plate.
- **Stealing:** Players may steal once the ball reaches the plate. Once momentum stops, the player cannot steal unless an overthrow to pitcher or attempted pick-off.
- **Sliding:** Headfirst sliding is allowed for all bases including home plate. Refer to *ARTICLE IX, SECTION 5. SLIDING RULES* for all sliding rules.

Pitching:

- Two (2) innings maximum per game.
- Four (4) innings maximum per week.
- No balks.
- No intentional walks.
- If a player pitches one pitch, it is considered an inning pitched.
- If a pitcher hits two (2) batters in one inning or three (3) batters in a game, a new pitcher must replace them.
- Only the starting pitcher can re-enter as a pitcher.
- **Warm-up Pitches:** New pitchers are allowed eight (8) warm-up pitches. Returning pitchers are allowed five (5) warm-up pitches.
- A player may only pitch or catch for a maximum of three (3) innings per game. The maximum combinations for the three (3) innings are:
 - 2 Pitcher + 1 Catcher
 - 2 Catcher + 1 Pitcher
 - 3 Catcher + 0 Pitcher
- **Pitch Count Limits and Required Rest:** Refer to chart in *ARTICLE IX, SECTION 1. PITCHING* and refer to the appropriate ages.

Playing Time:

- Teams will bat through the entire roster. A Coach may change the batting order for each game. Late arriving players will be added to the bottom of the lineup. The Coach is responsible for notifying the scorekeeper of absences and late arrivals.
- Each player will be entered and/or re-entered defensively in the game anytime provided they meet the requirements of mandatory play.
 - **Note:** If a player is injured, becomes ill or must leave the game site after the start of the game, the teams will skip over them when their turn at bat comes up in the order without penalty. If the absent player returns, they are merely re-inserted into the original spot in the batting order.
- Every player on a team roster will participate in each game for a minimum of three (3) defensive innings in a five (5)-inning game and bat through a continuous order for the entire game. Each player must play two (2) innings in the infield by the fifth inning. It is encouraged to have equal defensive play time for each player.

Coaches:

- Coaches must remain in the dugout or coaching box while the ball is live until time is called AND permission is granted by an umpire to leave the dugout or coaching box. The umpire has judgement whether a coach that is outside of the box or dugout is causing interference, or player distraction, while the ball is live.

Umpires:

- Every effort is made to have one (1) umpire supplied by the league for games.
- If no umpires are available, the Home team is responsible for providing an umpire.
- Umpire will stand behind the pitching mound.

Conduct and Sportsmanship:

- All conversations with the Umpire will be conducted by the Head Coach and only after 'time out' is granted. All conversations must be done in a calm and respectful manner.
- Verbal abuse of the umpire WILL NOT be tolerated.
- Coaches are responsible for the conduct of their players, Assistant Coaches, and fans.

SECTION 4. A DIVISION

Goals:

The primary goal of this level is one of training and preparation in the mechanics, skills, knowledge, and sportsmanship of baseball.

General Information

- **Field Dimensions:** 60' base path, 43' pitching mound distance.
- **Innings:** Games are limited to four (4) innings.
- **Scorekeeping:** There will be no official score kept except as needed to record batting order, pitch count, runs, outs, and minimum play. No standings, no playoffs.
- **Lineups:** Teams will bat through the entire roster.
- Free defensive substitutions.
- **Bats:** Must be USA Baseball compliant.

Game Locations and Time Limits:

- **Location:** Games will be played at Mattie Field 2 (farthest field from parking lot).
- **Time Limit:** All games are limited to four (4) innings or 105 minutes (1 hour 45 minutes).
- No new inning may begin after 1 hour 30 minutes (90 minutes) from the official game start time.

Home Team:

- Uses the third base dugout.
- Takes infield/outfield second - 10 minutes prior to the game time; 10 min. duration
- Provides game balls (safety softball level 5).
- Responsible for pre-game field preparation. Refer to Home team field responsibilities as outlined under *ARTICLE VII, SECTION 6. RESPONSIBILITY, Sub 5. Field Maintenance.*

Visiting Team:

- Uses the first base dugout.
- Takes infield/outfield first - 20 minutes prior to the game time; 10 min. duration
- Responsible for post-game field maintenance and closing of the fields. Refer to Visiting team field responsibilities as outlined under *ARTICLE VII, SECTION 6. RESPONSIBILITY, Sub 5. Field Maintenance.*

Those Permitted on the Field/Dugout:

- Players who are on the official rosters of the participating teams. ALL team roster changes (e.g. player injury, illness, resignation, release, etc.) must be reported to the Player Agent IMMEDIATELY (within 24 hours of the first knowledge).
- Only one (1) Head Coach and three (3) Assistant Coaches or four (4) adults total, are allowed on the field or in the dugout, excluding the field prep volunteer(s) who are permitted on the field prior to the beginning of the game.

- All Coaches and other assisting adults providing supervision for players must be approved by WYB.
- League officials.

Basic Game Rules

- **Runs:** Five (5) runs per inning or three (3) out, whichever comes first.

Batting:

- **Bunting:** No bunting allowed.
- No infield fly rule.

Base Running:

- **Courtesy Runner:** A courtesy runner can be used anytime for pitcher, catcher, or injured player anytime.
- Base runners must remain in contact with their occupied base until a pitched ball crosses the plate.
- Base runners may attempt to get extra base on a base hit to the outfield however, once ball is thrown back to infield, PLAY STOPS. Runner must stop forward progress.
- Base runners may not advance on an 'overthrow' on a defensive play. Players should be encouraged to attempt to make the proper defensive play to develop basic skills.
- **Stealing:** No stealing allowed. Runners must return to their occupied base if the pitcher has possession of the ball and is on, or near, the mound.
- **Sliding:** No sliding headfirst at any time during the game. Refer to *ARTICLE IX, SECTION 5. SLIDING RULES* for all sliding rules.

Pitching:

- Pitcher may pitch one (1) inning. The object is to have as many kids pitch that are willing to and can make the throw to the plate.
- **Walks:** There are no walks in Minor A division. If a Pitcher throws four (4) balls to a batter the offensive player's Coach will step in and pitch to the batter. The batter is given three (3) pitches by the coach to hit the ball. If the batter does not put the ball in play he is out.
 - The batter can continue their at-bat if they foul the third pitch off.
 - If the Coach pitches a "bad ball" the coaches can discuss offering an additional pitch.
- Players may pitch and catch in the same game. A player may only pitch or catch for a maximum of three (3) innings per game. The maximum combinations for the three (3) innings are:
 - 1 Pitcher + 2 Catcher
 - 3 Catcher + 0 Pitcher
- **Pitch Count Limits and Required Rest:** Refer to chart in *ARTICLE IX, SECTION 1. PITCHING* and refer to the appropriate ages.

Playing Time:

- Equal playing time for ALL players is a priority, including infield & outfield.

- **Minimum Play:** Is four (4) innings. No player may sit on the bench more than one defensive inning consecutively.
- Players will rotate between infield and outfield so that each player plays the infield at least two (2) innings per game.
- The defensive team shall consist of ten (10) players on the field (four (4) outfielders)
- The offense shall consist of all players present for the game.

Coaches:

- The defensive Coach will call balls and strikes from the right side of the Pitcher's mound.
- The defensive Coach is encouraged to work with the pitchers on fundamentals.
- The offensive Coach shall make calls at first and second base from the infield behind second base.
- A Coach may request 'time' to instruct his team or player(s) at any time.
- Coaches may not manage or observe from the stands or behind the backstop during the game.
- No coaching out in the field during live play except one offensive and one defensive Coach at the mound.
- One (1) coach must always be in the dugout.

Umpires:

- There are no official league umpires.

SECTION 5. MACHINE PITCH DIVISION

Goals:

The primary goal of this level is one of training and preparation in the mechanics, skills, knowledge, and sportsmanship of baseball.

General Information

- **Innings:** Games are limited to three (3) or four (4) innings. An inning shall consist of all players having one (1) at bat.
- **Scorekeeping:** There will be no official score kept, no standings, and no playoffs.
- **Lineups:** Teams will bat through the entire roster every inning.
- **Bats:** Must be USA Baseball compliant.

Game Locations and Time Limits:

- **Location:** Games will be played at Keiser Park - Bertozzi Field.
- **Time Limit:** Games are limited to three (3) or four (4) innings or 105 minutes (1 hour 45 minutes).

Home Team:

- Uses the third base dugout.
- Takes infield/outfield second – 10 minutes prior to the game time; 10 min. duration
- Sets up pitching machine and is responsible for pre-game field preparation. Refer to Home team field responsibilities as outlined under *ARTICLE VII, SECTION 6. RESPONSIBILITY, Sub 5. Field Maintenance.*

Visiting Team:

- Uses the first base dugout.
- Takes infield/outfield first - 20 minutes prior to the game time; 10 min. duration
- Puts away the pitching machine and is responsible for post-game field maintenance. Refer to Visiting team field responsibilities as outlined under *ARTICLE VII, SECTION 6. RESPONSIBILITY, Sub 5. Field Maintenance.*

Those Permitted on the Field/Dugout:

- Players who are on the official rosters of the participating teams. ALL team roster changes (e.g. player injury, illness, resignation, release, etc.) must be reported to the Player Agent IMMEDIATELY (within 24 hours of the first knowledge).
- Only one (1) Head Coach and however many assistants they allow to help.
- Volunteer parent to assist in dugout, if necessary.
- All Coaches and other assisting adults providing supervision for players must be approved by WYB.
- League officials.

Basic Game Rules

- **End of Play:** A play ends when the ball is in the possession of a defensive player within the pitching area (within ten (10) feet of the pitching machine).

Batting:

- No on deck batter.
- If the batter is out, they should return to the dugout.
- If you get three (3) outs before everyone has batted, clear the bases, and start with zero (0) outs again. Continue this process until everyone has batted.
- The last batter in the lineup can be the “home run” hitter and can run all the way home regardless of where the ball is hit.
- **Bunting:** No bunting allowed.
- No infield fly rule.

Base Running:

- Base runners may attempt to get extra base on a base hit to the outfield however, once ball is thrown back to infield, PLAY STOPS. Runner must stop forward progress.
- Base runners shall not leave their base until the ball has crossed the plate.
- Base runners may not advance on an 'overthrow' on a defensive play. Players should be encouraged to attempt to make the proper defensive play to develop basic skills.
- **Stealing:** No stealing allowed.
- **Sliding:** No sliding allowed.

Pitching:

- The offensive Coach / Parent Volunteer shall feed the pitching machine.
- **Machine Speed:** The speed setting on the machine dial should be set around 35 mph range.
- **Pitch Count:** Batter shall receive five (5) pitches. If the fifth pitch is foul or if the player is close to hitting the ball, it is okay to give an extra pitch. But don't get too excessive with extra pitches.
- **Walks:** No balls will be called, and no walks will be awarded.
- The fielding pitcher may stand no closer to home plate than the pitching machine and must be within ten (10) feet of the pitching machine.

Playing Time:

- Equal playing time for ALL players is a priority, including infield & outfield.
- **Minimum Play:** No player may sit on the bench more than one defensive inning consecutively (preferably no innings).
- Defensive team may consist of up to twelve (12) players, try to have all players play the field. It is okay to have extra infielders or outfielders.
- The offense shall consist of all players present for the game.

Coaches:

- When the ball is in play, the offensive Coach / Parent Volunteer shall remain behind the pitching machine and shall make the umpire calls.
- Defensive Coaches may be on the field at outfield line to advise players during game but must not interfere with play.
- One (1) coach must always be in the dugout.

Umpires:

- There are no official league umpires.

SECTION 6. ROOKIE DIVISION

Goals:

Coaching basic skills for hitting and throwing are taught. Batting is mainly Coach pitch but may require the use of a tee ("T"). Teamwork and sportsmanship are also emphasized. Most important while playing at this level is to learn the fundamentals and to HAVE FUN!

The primary function of the league is to be one of training and preparation of athletes in the mechanics, skills, knowledge, and sportsmanship of baseball.

General Information

- **Innings:** Games are limited to three (3) innings. An inning shall consist of all players having one (1) at-bat.
- **Scorekeeping:** There will be no official score kept.
- **Lineups:** Teams will bat through the entire roster every inning.
- **Bats:** Must be USA Baseball compliant.

Game Locations and Time Limits:

- **Location:** Games will be played at Esposti Park (large).
- **Time Limit:** All games are limited to three (3) innings or 75 minutes (1 hour 15 minutes).

Home Team:

- Uses the third base dugout.
- Responsible for pre-game field preparation. Refer to Home team field responsibilities as outlined under *ARTICLE VII, SECTION 6. RESPONSIBILITY, Sub 5. Field Maintenance.*

Visiting Team:

- Uses the first base dugout.
- Responsible for post-game field maintenance. Refer to Visiting team field responsibilities as outlined under *ARTICLE VII, SECTION 6. RESPONSIBILITY, Sub 5. Field Maintenance.*

Those Permitted on the Field/Dugout:

- Players who are on the official rosters of the participating teams. ALL team roster changes (e.g. player injury, illness, resignation, release, etc.) must be reported to the Player Agent IMMEDIATELY (within 24 hours of the first knowledge).
- Only one (1) Head Coach and however many assistants they allow to help.
- Volunteer parent to assist in dugout, if necessary.
- All Coaches and other assisting adults providing supervision for players must be approved by WYB.
- League officials.

Basic Game Rules

- **End of Play:** A play ends when the base runner reaches first base.

Batting:

- **Strikeouts:** There are no strikeouts.
- **Bunting:** No bunting allowed.
- **Foul:** The ball is foul if it travels less than fifteen (15) feet in fair territory from home plate.
- Players bat through the lineup with no outs or score kept.
- When the ball is hit, the runner shall advance one (1) base for a grounder even if the ball rolls into the outfield and two (2) bases if it is a fly ball into the outfield.
- **Last Batter:** Coach must announce the last batter in each half inning to the other team's coach. The last batter in the lineup can be the "home run" hitter and can run all the way home regardless of where the ball is hit.

While a Coach may keep the same batting line up for the entire season, to ensure that every player gets a chance to hit the "home run", the batting lineup should be drawn up so that the starting batter in the first inning must not be the same player in the next inning. Batter #1 in the first inning must be moved to the bottom of the lineup for the second inning. Continue this method throughout the season.

Base Running:

- Base runner must stay in contact with the base until the ball is hit.
- **Stealing:** No stealing allowed.
- **Sliding:** No sliding allowed.

Pitching:

- The Coach or Assistant Coach shall pitch to their own team; one knee on the ground and will deliver the ball overhand. Distance should be around 20-25 ft from home plate.
- A batter shall receive five (5) pitches; if the batter fails to put the ball into play, then a tee will be used.

Playing Time:

- Players shall play every inning.
- The defensive team shall consist of every player on the roster in attendance - maximum of six (6) infielders and six (6) outfielders.
- All players shall have the opportunity to play a variety of positions. Players should move between infield and outfield in every game. Since the games are only three (3) innings, the Coach will need to keep track of which positions each player played. If a player played twice in the infield, the next game he/she should play twice in the outfield.

**A volunteer parent can be asked to track playing time for each game.

Coaches:

- Each Coach is responsible for setting up the ball on the tee, calling pitch count, and foul balls.
- The base coach makes calls at first and third base and keeps track of runner's positions at the conclusion of each play.
- The Coach or designated adult volunteer may stand near their batter or defensive players to give advice but must not interfere with play.
- The Coach must request 'time' before attempting to demonstrate a technique or explain a play to the player(s) during the progress of the game.

Umpires:

- There are no official league umpires.

SECTION 7. T-BALL DIVISION

Goals

T-Ball is the beginning level of play in WYB. Coaching basic skills for hitting and throwing are taught. Batting is exclusively with the use of a tee ("T"). Teamwork and sportsmanship are also emphasized. Most important while playing at this level is to learn the fundamentals and to HAVE FUN!

The primary function of the league is to be one of training and preparation of athletes in the mechanics, skills, knowledge, and sportsmanship of baseball.

General Information:

- **Innings:** Games are limited to three (3) innings. An inning shall consist of all players having one (1) at bat.
- **Scorekeeping:** There will be no official score kept.
- **Lineups:** Teams will bat through the entire roster every inning.
- **Bats:** Must be USA Baseball compliant bearing the USA T-Ball stamp.

Game Locations and Time Limits:

- **Location:** Games will be played at a location TBD.
- **Time Limit:** All games are limited to three (3) innings or 75 minutes (1 hour 15 minutes).

Home Team:

- Uses the third base dugout.
- Responsible for pre-game field preparation. Refer to Home team field responsibilities as outlined under *ARTICLE VII, SECTION 6. RESPONSIBILITY, Sub 5. Field Maintenance.*

Visiting Team:

- Uses the first base dugout.
- Responsible for post-game field maintenance and closing of the fields. Refer to Visiting team field responsibilities as outlined under *ARTICLE VII, SECTION 6. RESPONSIBILITY, Sub 5. Field Maintenance.*

Those Permitted on the Field/Dugout:

- Players who are on the official rosters of the participating teams. ALL team roster changes (e.g. player injury, illness, resignation, release, etc.) must be reported to the Player Agent IMMEDIATELY (within 24 hours of the first knowledge).
- Only one (1) Head Coach and however many assistants they allow to help.
- Volunteer parent to assist in dugout, if necessary.
- All Coaches and other assisting adults providing supervision for players must be approved by WYB.
- League officials.

Basic Game Rules:

- **End of Play:** A play ends when the base runner reaches first base.

Batting:

- **Batting:** A tee will be used exclusively.
- **Strikeouts:** There are no strikeouts.
- **Bunting:** No bunting allowed.
- **Foul:** The ball is foul if it travels less than fifteen (15) feet in fair territory from home plate.
- Players bat through the lineup with no outs or score kept.
- When the ball is hit, the runner shall advance one (1) base for a grounder even if the ball rolls into the outfield and two (2) bases if it is a fly ball into the outfield.
- **Last Batter:** Coach must announce the last batter in each half inning to the other team coach. The last batter in the lineup can be the “home run” hitter and can run all the way home regardless of where the ball is hit.

While a Coach may keep the same batting line up for the entire season, to ensure that every player gets a chance to hit the “home run”, the batting lineup should be drawn up so that the starting batter in the first inning must not be the same player in the next inning. Batter #1 in the first inning must be moved to the bottom of the lineup for the second inning. Continue this method throughout the season.

Base Running:

- Base runner must stay in contact with the base until the ball is hit.
- **Stealing:** No stealing allowed.
- **Sliding:** No sliding allowed.

Playing Time:

- Players shall play every inning.
- The defensive team shall consist of every player on the roster in attendance - maximum of six (6) infielders and six (6) outfielders.
- All players shall have the opportunity to play a variety of positions. Players should move between infield and outfield in every game. Since the games are only three (3) innings, the Coach will need to keep track of which positions each player played. If a player played twice in the infield, the next game he/she should play twice in the outfield.

***A volunteer parent can be asked to track playing time for each game*

Coaches

- Each Coach is responsible for setting up the ball on the tee and foul balls.
- The base coach makes calls at first and third base and keeps track of runner's positions at the conclusion of each play.
- The Coach or designated adult volunteer may stand near their batter or defensive players to give advice but must not interfere with play.

- The Coach must request 'time' before attempting to demonstrate a technique or explain a play to the player(s) during the progress of the game.

Umpires:

- There are no official league umpires.

ARTICLE XI – CONDUCT AND RULES COMMITTEE (CRC)

SECTION 1. MAKE-UP AND PURPOSE

The Conduct and Rules Committee (CRC) will be made up of all Board members with an appointed Chairperson. The CRC will convene to rule on protests, behavioral, and conduct issues brought before the General Board regarding players, coaches, and parents. Any ruling made by the CRC may be appealed to the President. Any Board member that is a party to the issue will be recused from the CRC for the incident.

SECTION 2. CRC ISSUES

Sub 1. Protests

JUDGMENT CALLS CANNOT BE PROTESTED!

If, during a game, a question arises about a rule, call timeout so the Head Coaches and umpires can clarify. *Umpires do not have to justify their calls.* A coach must be able to refer to the rule in question. It is best that every Head Coach and Assistant Coach read both rule books to familiarize themselves with all rules. It will also assist in the location of the rule in question. WYB Board Members can delay the start of a game to settle safety concerns or other important issues.

If the need arises for a protest, all coaches must conduct themselves in a professional manner and demonstrate good sportsmanship. For a **protest to be considered valid, the coach must file the protest with the umpire in charge immediately at the time of dispute and before the next pitch.** The protest must be presented in writing, within 48 hours of the game in question, to the CRC Chairperson. The CRC Chairperson will review all protests and will convene a protest hearing if they determine more information is required to render a decision.

Sub 2. Ejections

In the event a coach or player is ejected from a game, he/she must immediately leave the park. They may not communicate either verbally or non-verbally with their team. The ejected coach or player will be allowed to attend the next game played as a spectator but will not be allowed to coach or play with his team or communicate either verbally or non-verbally with them, unless otherwise determined by the CRC.

The coach or player may appeal within 48 hours of the start of the game. The appeal must be in writing to the CRC Chairperson. If the CRC Chairperson feels the appeal presents just cause for a hearing before the entire CRC, a hearing will be convened. The ejected coach or player must make himself/herself available for a hearing within 48 hours of the filing of the appeal.

Failure to be available within 48 hours of the filing of the appeal will result in a denial of the appeal. If the CRC Chairperson determines the appeal does not present just cause, the CRC Chairperson shall deny the appeal.

Any coach or player ejected from more than one (1) game in a season will be suspended immediately pending a CRC hearing. The hearing may result in suspension from coaching or playing in the Windsor Youth Baseball league for the remainder of the season, an indefinite suspension, or suspension of any All-Star participation.

Note: *It is the Head Coach's (or coach-in-charge) responsibility to report any ejection from his/her team to the CRC Chairperson on the same day or night of the ejection. The umpire is also to report any ejections to the Head Umpire and is to notify the WYB league. The failure of the Head Coach (or coach-in-charge) to report the ejection will result in a two (2) game suspension.*

Sub 3. Complaints

All complaints regarding coaches, players, umpires, or parents shall be submitted in writing to the CRC Chairperson within 48 hours of the incident. Any person who is the subject of a complaint shall have the right to submit a written rebuttal to the CRC Chairperson. The rebuttal shall be submitted to the CRC Chairperson within 24 hours of the request.

Failure to submit a rebuttal in writing within 24 hours to the CRC Chairperson will result in a forfeiture of the alleged subject's right to a CRC hearing. The alleged subject will also lose any right to appeal or object to the discipline imposed by the CRC Chairperson.

The CRC Chairperson shall, after receipt of the complaint and rebuttal, determine whether the complaint should be dismissed, immediate punishment imposed, or whether a full CRC hearing is necessary. Should the CRC Chairperson dismiss the complaint or impose immediate punishment without a full CRC hearing, the party adversely affected may request a full CRC hearing. The request for a full CRC hearing must be in writing and filed with the CRC Chairperson within 24 hours of the Chairperson's decision.

Failure to request a full CRC hearing in writing to the CRC Chairperson within 24 hours will result in a forfeiture of the right to a full CRC hearing and the right to request an appeal to the Executive Board. If a request for a full CRC hearing is appropriately made, the person making the request must make himself/herself available for a CRC hearing within 48 hours of the request. Failure to be available for a full CRC hearing within 48 hours will result in a forfeiture of the right to a full CRC hearing and any and all appeal rights.

Sub 4. CRC Investigations

The CRC shall also have the power on their own to investigate any misconduct by coaches, players, umpires, or parents, even if a formal complaint has not been filed or is past the 48-hour time deadline. In the event the CRC finds evidence that warrants punishment or a hearing, the parties involved will be requested to provide written rebuttal pursuant to *SECTION 2., Sub 3.* The procedure from this point forward shall follow the procedures established in *SECTION 2., Sub 3.* In the event the CRC Chair determines a verbal warning is sufficient, the warning will be logged in the coach's profile.

Sub 5. Witnesses

Any time an issue is brought before the CRC, each party is allowed one witness.

SECTION 3. HEARING PROCEDURES

The CRC will notify all parties of the time and place of the hearing. It is recommended that each person involved in the incident submit a written statement describing what occurred.

Guidelines for written and oral presentations:

- Brief summary of events
- Names of persons involved
- Cite the actual rule or bylaw in question
- Recommended action to be taken
- Each side gets one witness
- Each side will be given 5 minutes for oral presentations
- Each side will be given 3 minutes for rebuttal

Committee members are not to interpret presentations. After the rebuttal period, committee members may ask questions.

The committee will issue a binding judgment and hand down disciplinary action, if needed.

ARTICLE XII – POST-SEASON / PLAYOFFS

At the conclusion of the regular season, a Post-Season Tournament will be held for all competitive divisions. This will be a single or double-elimination tournament depending on the number of teams in a particular division or as decided by the Executive Board.

SECTION 1. SEEDINGS

Final regular season win-loss records will determine seeds for the Post-Season Tournament. Ties will be broken in the following order:

1. Head-to-head records;
2. Fewest runs allowed against each other;
3. Higher runs scored against each other;
4. Coin flip.

The tournament bracket will be provided by the Division Manager.

SECTION 2. RULES

- Regular season rules shall apply.
- Home team will be the higher seeded team unless the Head Coach defers.
 - Home team will have pre-game field prep responsibilities for each playoff game.
 - Visitor will be responsible for postgame field work.
- The International Tie Breaker rule will be used in case of tie games (refer to Sub 2. below).
- Mercy rules will be enforced as follows:
 - Ten (10) run differential after five (5) innings (after 4 ½ if the home team is leading)

- Fifteen (15) run differential after four (4) innings (after 3 ½ if the home team is leading)
- There will be a 2-hour 30-minute time limit in Playoff Tournament bracket games.
- There will be no time limit in the Championship Game.

Sub 1. Championship Game

- In the Championship Game, the team with the higher seed shall be the home team, or in the case of a double-elimination tournament the Home team shall be the undefeated team, unless the Head Coach chooses to defer.
 - The Home team of a “what-if” Championship Game shall be the Visiting team from the previous game.

Sub 2. Extra Innings – International Tie Breaker Rule

Every playoff game must have a winner. NO GAMES CAN END IN A TIE. To help keep the playoff games on schedule, WYB will observe the International Tie Breaker rule for all extra-inning games, including the Championship Game.

What is the International Tie Breaker rule?

- 1) At the beginning of each team's at-bat in the first extra inning, the last batter from the previous inning is placed on 2nd base.
- 2) At the beginning of each team's at-bat in the second extra inning or later, the last batter from the previous inning is placed on 3rd base and the next-to-last batter is placed on 2nd base.

NOTE: It is not sudden death. Each team has an opportunity to bat in each inning. The game ends when one team is ahead at the end of a complete extra inning.

The International Tie Breaker rule goes into effect when:

- 1) Score is tied at end of six (6) innings.
- 2) When time limit would ordinarily end play, but the score is tied at the end of last completed inning of play.

NOTE: If a game is tied when time limit is reached, the game shall continue. The tie breaker rule shall be applied to the first inning to begin after the time limit. (i.e. Even if it is only the fifth or sixth inning, it shall be treated as an “extra inning” and the innings starts with the base runner on 2nd base.)

NOTE: Weather-shortened games of official length that end in a tie shall be treated as a suspended game since play can't be immediately continued.

ARTICLE XIII – ALL-STARS

SECTION 1. PLAYER SELECTION FOR TRYOUTS

- Any player that has been an All-Star Player in the past is invited to try out with or without a coach's nomination.
- Coaches may nominate any player they feel has the potential to play on the All-Star team. They are not limited to the number of players they may nominate.
- Any player who wishes to try out may do so with their league age group.
- Players must be able to commit to the scheduled practices and games.
 - They must be present for at least 75% of the All-Star Season.
 - All-Star Season typically runs from April through August, depending on whether the team advances past the State Tournament to Regionals and beyond.
- The Board has the right to nominate players to attend the All-Star tryouts.

SECTION 2. PLAYER ELIGIBILITY

Windsor Youth Baseball will follow the Babe Ruth Cal Ripken Age Chart for Divisions 8U - 12U. Divisions will be age-pure unless an exception is made by the Board.
The Board will make the final decision on player movement.

A player must attend 50% of Divisional games during the season to be eligible for All Star Season. Appeals for medical reasons etc, must be approved by the player selection committee.

If we have an elected coach, in the event we don't have enough players, coaches may pick an alternate replacement player from registered players. The alternative players must have been registered in the league. The replacement players do not have to have been present for 50% of games.

SECTION 3. TEAM SELECTION

Sub 1. Team Selection Process for 11U and 12U Teams

- The 11U and 12U age teams for each Spring Season will be selected by the following process:
 - The players in the Majors Division will get to vote for twelve (12) players in their same age group.
 - League age 11-year-olds will get to vote for twelve (12) players for the 11U Team.
 - League age 12-year-olds will get to vote for twelve (12) players for the 12U Team.
 - The coaches in the Majors Division will vote for twelve (12) players for the 11U Team and twelve (12) players for the 12U Team.
 - Coaches' votes count as two (2) votes and players votes are counted as one (1).
 - A team shall consist of a minimum of twelve (12) and maximum of fifteen (15) players.
 - The All-Star Head Coach and Assistant Coaches will have final selection of the team with the President and League Rep approval.

Sub 2. Team Selection Process for All Other Age Teams Team selection for All Star teams

- The 8U, 9U, and 10U (all age groups) teams for each Spring Season All-Star Season will be selected by the following process:
 - Independent assessors will be used for tryouts. The assessors will rank the players based on their assessment scores.
 - A team shall consist of a minimum of twelve (12) and maximum of fifteen (15) players.
 - All-Star Head Coach and Assistant Coaches will select a team based on criteria listed below:
 - Players shall be selected by the All-Star Head Coach and Assistant Coaches based on:
 - Assessment scores.
 - Input from regular season coaches.
 - Regular season performance.
 - The All-Star Head Coach and Assistant Coaches will have final selection of the team with the President and League Rep approval.

SECTION 4. HEAD COACH & ASSISTANT COACH SELECTIONS

- Applicants for the Head Coach position must have been a coach during the regular Spring season and in compliance with background checks and online training.
- Assistant coaches must have been a coach in the regular Spring season in compliance with background checks and online training.
- Head Coaches must fill out their application by the Board set deadline.

SECTION 5. PROCESS TO ELECT COACHES

Sub 1. Head Coaches

The Board will review applications and select Head Coaches to interview for the position. This will be completed prior to assessments.

Decision will be based on the following criteria:

- Application
- Experience
- Input from regular season Coaches

The Board will vote and has the final decision on Head Coaches.

Sub 2. Assistant Coaches

Head Coaches can nominate three Assistant Coaches. The Board has final approval.

SECTION 7. FEES

Sub 1. Players' Fees

Each player on an All-Star team will be required to pay a fee to the WYB. The fee assists to offset the expense of the equipment and/or tournament fees for each player, as noted below.

Sub 2. Tournament Fees

WYB will pay team entry fees to any sanctioned All-Star tournament:

- Annual Pre-State Tournament hosted by Laguna Youth Baseball in Elk Grove, CA
- NorCal State Tournament
- Pacific Southwest Regional Tournament

Sub 3. Travel Fees

- Each player and coach are responsible for their own travel expenses as outlined in the All-Star player application.
- Parents/guardians and/or supporters traveling with any team advancing to a State, Regional Tournament, and/or World Series Tournament will assume their own expenses.

SECTION 8. INDIVIDUAL EQUIPMENT

All-Star Tournament team coaches and players will receive the following:

- One (1) game jersey with front screen, number, and two (2) patches
- One (1) game hat