

# **Westchester Rockland Wood Bat League 2018 Manager's Guide & Rule Book**

## **Contents**

1. Player/Manager/Spectator Conduct Issues.....	Page 2
2. Protests, Fine & Suspensions.....	Page 2
3. Umpire Issues.....	Page 3
4. Safety Rules.....	Page 4
5. Roster Requirements/Player Movement.....	Page 5-6
6. Procedures For Roster Changes.....	Page 6
7. Regular Season/Tournament & Playoff Eligibility Regulations.....	Page 7
8. On-Field Rules & Regulations.....	Pages 8-11
9. Rain Policies/Field Maintenance/Ground Rules.....	Pages 11-12
10. Score Reporting/Media Responsibilities.....	Page 13
11. Uniform Requirement.....	Page 13
12. Schedule Requirements.....	Page 14
13. Website Requirements.....	Page 14
14. Playoffs.....	Page 14

**\*\*Rules not covered in the WRWBL rule book will be covered by the NCAA College Baseball Rules\*\***

## **Section 1: Player/Manager/Spectator Conduct Issues**

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

1.2 – Alcoholic beverages or narcotics are strictly prohibited by the WRWBL before, during and most importantly after games, at any venue we are contracted to be at during the season. Violation of the league substance abuse policy will result in an automatic suspension without appeal.

1.3 – Fighting of any in the WRWBL kind is strictly prohibited. Initiating a fight with physical contact will result in suspension. The league will review each case and make disciplinary determinations based on severity and precedent.

## **Section 2: Protests, Fine & Suspensions**

2.1 – Managers or players can request a disciplinary committee session be called in the event a fine or suspension is levied against said player or team.

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

2.3 – Game protests must be filed within 24 hours of the game's completion to the league commissioner no exceptions (email is sufficient). The protesting team must indicate which ruling and specific rule they are protesting and have the home plate umpire sign their paper scoring book and indicate at which point the game is being protested. The disciplinary committee will contact the umpires involved.

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

### **Section 3: Umpire Issues**

- 3.1 – Umpires are to be treated with the highest levels of respect and courtesy before, During and after all WRWBL games and events. If it is discovered that a manager, player or fan verbally or physically abused any official said person (s) involved will be brought before the rules committee and a suspension levied.
- 3.2 -There is an immediate suspension if a player or manager makes any type of intentional contact with an umpire. Formal apologies must be made for consideration to enter the league the following season. Following an umpire out to a parking area to continue arguments will also be subject to more serious suspensions, and possibility of expulsion from the WRWBL.
- 3.3 – If there is a question, complaint or disagreement regarding an umpire's call then the manager ~~and player~~ involved should discuss it with him or her in a civil tone. If in the event the umpire is not willing to listen and is disrespectful towards either a player or the manager please report it immediately to the league commissioner.
- 3.4 – In the event a team forfeits a game, said team must provide a check to the league Treasurer for **BOTH** of the umpires' fees postmarked within three days or the team will not be permitted to play.
- 3.5 – Any player ejected by an umpire during a game must leave the field of play immediately. The player must be out of sight and sound immediately and cannot have any communication with anyone at the field for the rest of the game.
- 3.6 – Managers who are tossed out of a second game during the season face an immediate one-game suspension. This suspension can be appealed to the rules and disciplinary committee.
- 3.7 – In the event of one umpire attending the game, the game can and should be played with the attending umpire receiving a full fee and a half for his work.
- 3.8 – In the event of lightning or a flash in the sky umpires by law must remove everyone from the field and wait 20 minutes from the last lightning strike. No one but the umpires have jurisdiction over this issue. The umpires will have one hour from the initial lightning strike to officially end the game. Managers arguing this can and will be ejected.

#### **Section 4: Safety Rules & Equipment**

- 4.1 – Each team is to provide brand new baseballs at every game, given to the home plate umpire and should have at least one dozen available during each game. The official ball of the WRWBL is subject to change each season.
- 4.2 – All players must wear either plastic or metal baseball style cleats or spikes during game play. Sneakers or turf shoes **ARE** permitted but discouraged, unless the game is being conducted on an artificial grass surface.
- 4.3 – All batters must wear a protective helmet that is licensed for use in high school games and above. Helmets must have at least one ear flap on the side facing the pitcher. Helmets must be worn on the base paths as well.
- 4.4 – All coaches must wear helmets in the coaching boxes. Skull caps are permitted. Managers, coaches or players arguing this can and will be ejected.
- 4.5 – An umpire can insist that a player remove a cracked helmet from the field of play. If the umpire makes this ruling the helmet must be removed from play before the game can be continued.
- 4.6 – Catchers must wear a protective helmet and mask while playing their position. ~~Skullcaps or soft caps are not permitted.~~ Newer style hockey helmets are permitted and recommended.
- 4.7 – The Westchester Rockland Wood Bat League is exclusively wood bat. Usage of aluminum, baum, composite or bamboo bats are **NOT** permitted for use in the WRWBL. If a bat is found to be corked or doctored in anyway the **player** using the bat will be ejected, subject to a rule committee disciplinary decision and/or suspension.
- 4.8– Only players, managers and coaches in uniform are allowed on the field or in the dugout during the game. The only exception to this rule is a designated scorekeeper. Only players or coaches in uniform are permitted to be on the field in coaches' boxes.

## **Section 5: Roster Requirements/Player Movement**

- 5.1 – The maximum number of active roster spots for any team is 30 players. A team may make an unlimited number of roster transactions during the regular season.
- 5.2 – A player must be:
- 18 years of age or older in order to compete in a WRWBL season, or be 17 and meet all of the following requirements:
  - have graduated from high school
  - turn 18 in the same calendar year that he competes in the WRWBL
  - have their parent(s) or legal guardian sign the WRWBL Code of Conduct and Hold Harmless Clause
  - The required paperwork above (Code of Conduct, Hold Harmless Clause, letters of recommendation) must be filed directly with the commissioner
  - there is a limit of four (4) 17 year old players per team's active roster at any one time
- 5.3 – Once a player is removed from a team's roster he is no longer eligible to participate for that team for the remainder of the season unless he gets permission from the league commissioner. If he joins another club he forfeits his right to return to his opening day club.
- 5.4 – Any incomplete contract makes a player ineligible and any game said player competes in will become subject to a forfeit if protested by another manager.
- 5.5 – Players can be added to a roster freely prior to the completion of the regular season. There is no deadline, however any player added **MUST** meet the eligibility requirements for playoff play inclusion.
- 5.6 – Players can switch teams at anytime during the season **PRIOR** to the completion of the regular season. Players can only switch one time during the regular season and are not permitted to return to their original team for the remainder of the season. He must also meet all financial obligations to his former team including a return of all team equipment and uniforms.
- 5.7 – Managers are responsible for verifying the eligibility and age of their players prior to having them sign a contract. Players willingly violating the league's eligibility requirements will be expelled immediately and the manager will be subject to suspension by the rules disciplinary committee.
- 5.8 – The WRWBL official week runs Monday through Saturday. In order to add a player to the roster and have him eligible the contracts must be received by the league player agent (contact information provided) by 8 PM Friday for weekend games and at least 24 hours prior to a weeknight game. The added player's contract must be complete **AND INCLUDE** a \$50 check for him to be eligible. The player will then be cleared via the league website transactions area. At this time a manager should make the change in their team website roster area immediately. Money and contract may be provided to any league officer.

- 5.9 – Players cannot be added on Sunday and cannot be deemed eligible the same day as a weeknight game. If the league receives a contract on Sunday said player may not play until the first weeknight game. A player may not sign a contract and play the same day.
- 5.10 – If a player leaves or is dropped from a team the manager must notify the league within 24 hours of the change. Managers should notify the league via the league website transactions area.
- 5.11 – If a team folds, players from said team may join another team to complete the season, with permission from the league commissioner. If said player was a member of the folded team prior to end of the regular season schedule, he may be ruled eligible for the playoffs on his new team after a review by the league commissioner. He can begin play immediately for his new team.

## **Section 6: Procedures For Roster Changes**

- 6.1 – The WRWBL has a specific procedure for adding players prior to the July deadline for roster changes. Any new player added to the team must have a completed contract and \$50 fee sent to the league player agent in order to be considered for eligibility. A player is eligible once this is done.
- 6.2 – At this time provided the requirements (age, money, contract etc.) are met the team Manager will post in the transaction area of the website that said player has been activated onto your roster. A player is **NOT** to play until this activation notification is on the league website. If there are any technical difficulties with inputting the transaction on the website, managers must notify the league player agent before allowing said player to play.
- 6.3 – Once the activation notice is posted, the added players name and date of his activation (first day of eligibility) will be listed in the transaction area of the league website.
- 6.4 – At the time of the activation notice on the website managers should immediately add the new player to their roster area of the respective team's website.

## **Section 7: Regular Season/Tournament & Playoff Eligibility**

- 7.1 – In order for a player to be deemed eligible for the playoffs he must record a statistic in **8** regular season games, regardless of the number of team games played during the regular season. There will be no exceptions made for this rule.
- 7.2 – If a pitcher faces one batter regardless of outcome it counts as a statistic and is therefore awarded one game played for his team. If a position player records an official statistic either offensively or defensively (run, hit, putout, assist, etc.) he is awarded one game played towards total eligibility for the playoffs.
- 7.3 – Regardless of when a player is added to the roster he is required to play and record a statistic in the number of games determined in rule 7.1 in order to be deemed eligible for the playoffs.
- 7.4 – All rosters will be reviewed by the league statistician prior to the playoffs beginning. Any concerns regarding player eligibility will be confidential between the league and the manager/player (s) involved. A manager's score book and scoring software application history will be reviewed by the league and opposing manager's books also reviewed for accuracy.
- 7.5 – Any team found using ineligible or non-rostered players in a playoff game will result in the team forfeiting it's remaining playoff games and subject to discipline by the rules committee.

## **Tournament Eligibility**

- 7.6 – Teams are encouraged to participate in any tournament around the country. The WRWBL fully expects that all of our teams will conduct themselves on a national stage with grace and sportsmanship. Any tournament play that coincides with the WRWBL season schedule **MUST** be communicated to the league **BEFOREHAND**, via the commissioner and scheduler.

## **Section 8: Game Lengths & On-Field Procedures**

- 8.1 – All WRWBL games are nine innings (9) long when only one game is scheduled. When a doubleheader is scheduled the two games are each seven-(7) innings long.
- 8.2 – Teams have 30 minutes from the officially scheduled start time to field a team. **Teams must play with 9 players.** If after 30 minutes team does not have the minimum 9 players to start a game the umpires will rule said game a forfeit. In the case of a doubleheader, teams have 15 minutes from the originally scheduled time. Teams will get an additional 15 minutes after the first game has been ruled a forfeit. Both managers can agree to waive the time period.
- 8.3 – Games are official after five (5) complete innings regardless of whether a nine or Seven-inning game is scheduled. Games are deemed official and no continuations or makeups granted. If the home team is winning after 4 ½ innings the bottom half does not have to be played for the game to be declared official.
- 8.4 – All games not reaching five completed innings are deemed unofficial and if cancelled will result in a restart with no score, stats or results counting. The league schedule committee will reschedule games on an equitable date for both teams.
- 8.5 – In the event of a tie score in or after five (5) innings the game will be suspended and picked up from the exact point from which it was stopped. The same players and situations should be recorded and used when the game is picked up. Games halted in a tie prior to the fifth inning are not official and will be replayed in their entirety with scores, stats and results not counting. The league schedule committee will reschedule games on a equitable date for both teams.

## **Base Running**

- 8.6 – When there is a collision between a runner and a fielder who clearly is in possession of the ball, the umpire shall judge:  
If the defensive player blocks the base (plate) or base line with clear possession of the ball, the runner may make contact, slide into or make contact with a fielder as long as the runner is making a legitimate attempt to reach the base (plate). Contact above the waist that was initiated by the base runner shall not be judged as an attempt to reach the base or plate.
- 1.) The runner must make an actual attempt to reach the base (plate).
  - 2.) The runner may not attempt to dislodge the ball from the fielder. Contact above the waist shall be judged by the umpire as an attempt by the runner to dislodge the ball.
  - 3.) The runner must attempt to avoid a collision if he can reach the base without colliding.
  - 4.) If the runner's path to the base is blocked and (1), (2) and (3) are fulfilled, it is considered unavoidable contact.

### **Penalties:**

- (1) Runner must make an actual attempt to reach the base (plate).  
If the runner attempted to dislodge the ball or initiated an avoidable collision, the runner shall be declared out, even if the fielder loses possession of the ball. The



ball is dead and all other base runners shall return to the last base touched at the time of the interference.

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

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

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

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

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

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

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

8.8 – Fielders ARE permitted to feign a tag.

8.9 – Fielders **ARE PERMITTED** to draw a runner into leaving the base by pretending to lose the ball. Example: Shortstop pretending the ball is into the outfield after base stealer slides into second.

### **Hit Bats Men**

8.10 – Intentionally beaming a batter with a pitch is strictly prohibited and will result in the pitcher being ejected and suspended. The umpire will determine the intentionality of the pitch hitting the batter. This suspension is appealable. If there is any retaliation or anyone is hit again, which is determined solely by the umpire, the pitcher is ejected.

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

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

## Lineups

- 8.13 – Each team is required to provide a lineup card as a courtesy to the home plate umpire and to the opposing team manager before the start of each game. The lineup card should be legible and include the player's last name, uniform number and initial position and starting pitcher name and number. In addition, all substitutes who are available for that game should be listed on the sheet as well. All players listed on the official roster are eligible to play regardless of whether or not they are listed on the lineup card.
- 8.14 – Teams are required to bat 9 players at the start of each game. However, all teams are encouraged to bat 10 players when there are 10 or more players present at a game. The option to bat 9 players should be reserved for instances when a manager has only 9 healthy position players present. Injured or true "pitch-only" players will not have to be inserted into the batting line-up to get to 10, but all teams are encouraged to bat 10 players when feasible.
- 8.15 – The WRWBL employs separate offensive and defensive lineups. Managers **MUST** notify the opposing manager of **ALL changes, substitutions etc.**
- 8.16 – Pinch runners are included as offensive substitutions. Once the original player is pinch run for the substitute player assumes that position in the batting order and the original player **MAY NOT** return to the offensive lineup for the remainder of that game.
- 8.17 – Defensive changes must be given to the opposing manager and marked in each book.
- 8.18 – Players may switch defensive positions (excluding the pitcher) an infinite number of times. Changes can be made at any time provided play has been stopped.
- 8.19 – Any pitcher may re-enter the game as pitcher, if and only if, he stays in the game defensively. EX. Pitcher moves to 1B. He can come back to pitch any time as long as he is still in the field.
- 8.20 – Teams **MAY NOT** add to the bottom of their lineup once the game has started (i.e. 11 or 12 batters). But if teams start with 9 batters they may add a 10th batter to the bottom of the lineup any time during the game. At the start of a game, teams are free to bat as many players as they have present if they choose to.
- 8.21 – Teams may use a courtesy runner for **ONE PLAYER** per game to run for them in the event the designated player reaches base. Those that require a courtesy runner will be designated "NR" for 'non-runner' on the lineup card before the start of the game. This rule applies to a specific player in the batting lineup only. If the designated non-runner reaches base the **LAST BATTED OUT** in his team's lineup will run for said player. If there is no outs in the inning the team reverts back to the **LAST BATTED OUT** of the previous inning. This rule only applies to the designated non-runner and no other batters including the catcher and pitcher. **There is no speed-up rule.**

### **Miscellaneous Items**

- 8.22 – Starting pitchers receive 8 warm-ups and are to receive (5) warm-ups throws each half inning. Pitchers entering in relief receive 8 warm-ups and pitchers should be adequately prepared prior to entering the game to avoid injury. Pitchers entering the game to replace an injured pitcher may take as many warm-up throws as necessary.
- 8.23 – Intentional walks are permitted in the WRWBL and should be signaled by the catcher with his arm extended away from the batter. All pitches MUST be thrown to complete the at-bat. There is not a verbal designation without the action of pitching for any intentional walk.
- 8.24 – Anytime a team goes ahead by 10 runs after five complete innings, the mercy rule is implemented and the game is considered a run-rule game and stopped.

### **Section 9: Rain Out Policy/Field Maintenance/Ground Rules/Pre-Game**

- 9.1 – The home team manager is responsible for contacting the umpires and the opposing team manager about the weather and condition of the field at least 90 minutes before game time.
- 9.2 – Umpires are to wait at least 30 minutes past the scheduled game time for inclement weather to pass or for teams to make the field playable. After 30 minutes if the field is not ready the umpire can call the game or choose at his/her discretion to wait additional time. Anything past 30 minutes is not mandated and entirely up to the officials.
- 9.3 – If the home team does not notify the umpires and opposing team of a rain out 90 minutes prior, when it said team assumes the cost of both umpires (\$220 single, \$400 double). Owed monies must be in the league treasurer's possession prior to the team's next game or they forfeit their next game.
- 9.4 – If a game begins with even one pitch being thrown and the rain prevents the game from being continued then the umpire receives a full fee that is not refundable and the game is ruled official or cancelled depending on the inning (see official game lengths).
- 9.5 – If a game has not started and the game is rained out prior to it beginning then the umpire is to be paid a \$50 travel fee. Travel fees not paid will be considered the same as rainout fees and will result in your next game being forfeited until said fee is provided by the team in question.

## **Field Maintenance**

- 9.6 – **Both teams** are responsible for the preparation of any league field prior to a game. This includes dragging, raking, tamping, lining, cleaning, of dugout areas and spectator areas as well as any other needs. If one team consistently ignores their share of field maintenance they will be subject to a fine payable before their next game and/or disciplinary action. Teams playing morning games are not excused from cleaning and ensuring the field is prepared for afternoon games for our league or any other. Fields must be returned to their original condition after games. This includes cleaning litter in the dugouts and spectator areas and touching up with a rake the home plate and pitchers mound areas.
- 9.7 – No game is to be delayed more than 30 minutes after its official start time for field maintenance. **BOTH** teams should arrive early to avoid field delays. If the 30-minutes are needed the umpire is to make the final decision on the field.
- 9.8 – Fields and their operations personnel should be treated with the highest levels of respect. Anyone reported defacing a field, cutting locks, entering equipment sheds, stealing property or disrespecting a field representative will be subject to immediate suspension and/or fines, or possible expulsion from the WRWBL.

## **Ground Rules/Pre-Game**

- 9.9 – Each team must send a representative prior to the start of each game to meet with both officials to discuss ground rules. Umpires have sole jurisdiction on ground rules and may change the rules prior to a game only. It is recommended that managers and umpires work together to develop a consistent set of ground rules for each field as to not confuse players and officials.
- 9.10 – An umpire has final say on whether or not a field is in good enough condition to be used on a given day. If the official feels the infield playing surface, grass, sprinklers, outfield grass, lights or any other items are not safe he/she may call the game at their discretion. Managers and players are to respectfully abide by said umpires ruling and call the game.
- 9.11 – In the event of a double header teams will receive a 20-minute grace period between the end of the first game and the beginning of the second game.
- 9.12 – Home teams should take warm-ups (i.e. infield/outfield) up until 20 minutes prior to game time. The away team immediately follows until game time. Umpires may speed up or prevent warm-ups if teams are running very late.

## **Section 10: Scoring Requirements/Media Responsibilities**

- 10.1 – In the event of a scoring dispute the WRWBL will always refer to the HOME team's scorebook to settle a ruling. It is recommended that you confer with the opposing manager on a regular basis during games to address scoring issues (i.e. hits, errors, stolen bases etc.). It is encourage by the spirit of the league for both team managers to discuss any discrepancies with civility and respect.
- 10.2 – Box scores must be uploaded within 48 hours after the completion of a scheduled game. Any team failing to comply will be handed fines at the discretion of the commissioner.
- 10.3 – It is mandatory to score games traditionally in a paper scorebook and on the league's scoring application software on each team's netbook.

## **Section 11: Uniform Requirements**

- 11.1 – The required minimum uniform for a team consists of matching color-coordinated jerseys and subsequently matching pants and belts. Socks must have some hint of the team's colors in them. EX. If team A's primary colors are Blue and Red, either color can be worn.
- 11.2 – Jerseys must have uniform individual numbers on at least the back of the jersey. Numbers on the front of the jersey are not required but are recommended if possible.
- 11.3 – Caps are required during all games for all players and coaches. Caps must be part of the uniform will all members wearing the same hat, or in the event of an emergency, wearing a cap with matching colors.
- 11.4 – Players are NOT PERMITTED to share or swap jerseys during the season. Each player must have his own complete uniform. In the case of a new player a three-week grace period is provided (to borrow a uniform) in order for a new uniform.
- 11.5 – Personal expression by players on their uniforms is welcomed provided it is appropriate, sportsmanlike and does not interfere with game play.
- 11.6 – Players wearing neck jewelry is acceptable provided it is not a distraction and out of plain site. Watches and bracelets should be removed during games. Earrings are permitted, however if they reflect light and distract opposing players they must be removed.

## **Section 12: Schedule Requirements**

12.1 - All teams will play a maximum of 30 games on the season.

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

12.3 - Teams' inability/refusal to play on date determined by scheduler will result in a forfeit and will **NOT** count as a game played for that team. It is expected to communicate with the league scheduler as soon as possible, in the case that there is a true conflict with a given game date. This communication must also include the manager of the opposing team.

## **Section 13: Website Requirements**

13.1 - All players are required to have a valid and clear head-shot posted on the 'roster' page. If no picture is posted, the player is ineligible.

13.2 - Valid and up-to-date Uniform numbers must be listed for every player on the website.

## **Section 14: PLAYOFFS**

14.1- After the final regular season game, teams will be seeded by WINNING PERCENTAGE.

HEAD to HEAD records will be used when 2 or more teams have the same winning percentage. If 3 (three) or more teams are tied with the same winning percentage and head-to-head records, winning percentage of all games played between the tied teams is looked at first before looking at winning percentages for the entire season.

14.2 – In the 2018 season the top 8 (eight) teams will qualify for the playoffs. The First Round will be a best of 3 series between seeds: 1v8, 2v7, 3v6, 4v5. The winner of 1v8 will play winner of 4v5 and the winner of 2v7 will play winner of 3v6 in a best of 3 game semi-final series. The championship series will be a best of 5 series.