



# 2018 LEAGUE RULES

of the

# WISCONSIN STATE YOUTH

# BASEBALL LEAGUE

**Amended January 2018**

## 1. LEAGUE FORMAT

### 1.1. Age Divisions & Eligibility

The Wisconsin State Youth Baseball League, hereafter referred to as the WSYBL, will consist of 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup> and 8<sup>th</sup> grade Divisions. The rules contained herein will apply to all divisions. Rules specific to a given age level will be noted as such.

**NOTE: No student who is in High School may play for any team in the WSYBL.**

### 1.2. Format

The WSYBL is a closed league format with players on each team coming from their respective school districts or community of residence. If a player is legally on the roster of a WSYBL team the previous year, he may remain with that team in the event he moves out of that community or changes school districts. This privilege will continue through his 8<sup>th</sup> grade season. Once the player leaves the team, this privilege is revoked.

**Clarification:** For this rule, “legally on the roster” is defined as meeting ALL eligibility requirements, not being on a team by being granted an exemption or waiver.

WSYBL Rules state that **new teams entering the league** may not raid existing teams to get their players. However there are times when an existing team may not object to the player moving to the new team. For those cases the WSYBL has developed a release form, where an existing team will release a player to a new team. This includes 2<sup>nd</sup> or “B” teams formed within an existing organization.

### **New in 2018**

**Teams may have up to 2 players from out of district, provided the following conditions are met.**

- 1) The idea behind this rule change is not to stack teams but to enable teams that are short of players to fill out their rosters. In community players should not be cut to make a spot for out of district players.**
- 2) Players cannot be taken from any existing WSYBL team.**

### 1.3. Rosters

Team rosters will consist of a minimum of 11 players and a maximum of 20 players. Each player may only be on one WSYBL team roster. No player will be allowed to play unless he is listed on the official team roster, which is to be held at the league office, and has provided proof of grade and residency. Changes to the roster during the season will require league commissioner approval. Failure to abide by these rules will result in forfeitures of games played.

#### 1.3.1. Proof of Eligibility

One of the biggest and most time consuming duties of an Age Level Coordinator is to verify the eligibility of a team to play in our league. The WSYBL has set a procedure to do this which works in 98% of the cases. Each new player to the WSYBL is required to provide a copy of his/her most current Report Card.

The Report Card is intended to show the player's grade and that he/she either lives or attends school within the boundaries of the school the team represents. In The case of private school teams it also verifies that the player attends a private school so we can verify the team meets the private school criteria as stated in rule 1.2.

If the report card does not show the school name, the student name and grade then **additional** proof of residency will be requested. This may be in the form of a tax bill which shows parent name and address.

We fully understand the parents desire to keep certain information private. In the case of the report cards all we care about is the school name and student name/address. Anything else may be blacked out. In the case of Tax bills all we care about is the parent name and address, any \$\$ information may be blacked out.

The sole purpose of requiring this information is to verify that all of the teams are playing by the same rules.

### 1.4. Insurance

Every team must provide a certificate of liability Insurance, naming the WSYBL as an Additional insured on the policy. This must be provided to the commissioner by April 15<sup>th</sup>. No team may play a game in our league without first providing proof of insurance.

## 2. GAME PLAY

### 2.1. Rules

The league will play "National Federation of State High School Rules" with the clarifications and exceptions as outlined in these rules:

**Games must be played by the rules as written, coaches may not make "a gentleman's agreement" to change any rules. Failure to play by the rules as written may result in a double forfeit.**

### 2.2. Base Path & Pitching Distances & Dropped 3rd Strike

2.2.1. Bases and pitching rubbers will be placed at the following distances:

	<u>Base Length</u>	<u>Pitching Distance</u>	<u>Mounds or Portable Mounds</u>	<u>Advance on Dropped 3<sup>rd</sup> strike</u>	<u>Enforce Infield Fly</u>
7 <sup>th</sup> & 8 <sup>th</sup> Grades	90 ft.	60 ft. 6 in.	<b>Yes</b>	Yes	Yes
5 <sup>th</sup> & 6 <sup>th</sup> Grades	70 ft.	50 ft.	<b>Optional</b>	Yes	Yes
3 <sup>rd</sup> & 4 <sup>th</sup> Grades	60 ft.	46 ft.	<b>No</b>	No	Yes
2 <sup>nd</sup> Grade	60 ft.	43 ft.	<b>No</b>	No	No

### 2.3. Game Length

For grades 3-8, a game will be seven (7) innings in duration. The time limit for 7<sup>th</sup> & 8<sup>th</sup> grade games will be 2 hours 15 minutes and for 3<sup>rd</sup> through 6<sup>th</sup> grade games will be 2 hours. For the 2<sup>nd</sup> grade division, the game will be six (6) innings in duration with a 1 hour 45 minute time limit.

A new inning will not start after the time limit has elapsed. In the event of a tie after 7 innings (6 for 2<sup>nd</sup> grade) and *time still remains*, additional innings will be played until a winner is determined or the time limit expires. Any inning started prior to the time limit expiring must be completed.

### 2.4. Suspended Game

**Per WIAA adaption to NFHS rules,** "A game called for any reason, where a winner cannot be determined, will be treated as a suspended game (Rule 4-3-1- Note 2). If the game is to be completed, it will be continued from the point of suspension and a suspended game will be completed."

### 2.5. Rainouts

In the event of a cancellation it is the responsibility of the Home team to contact the Umpires and the visiting team coach. Effort should be made to play games as scheduled, however in the case of inclement weather a decision should be made early enough to notify the visiting team prior to them leaving for the game. Prior to the game, the decision to play or cancel rests solely with the home team. Once the game begins that responsibility rests on the umpires.

### 2.6. Ten-Run Rule

If a team is behind by 10 or more runs after five innings of play, it shall be considered a complete game.

### 2.7. Forfeits

All forfeits must be submitted to and approved by the WSYBL Commissioner before being posted to the standings. Every effort must be made to play every league game.

### 2.8. Courtesy Runner

A courtesy runner may be used at any time for the pitcher of record or the catcher of record. The same player may not be used for both in the same inning. The runner must be a player not in the game and may not be used as a substitute for any other player in that same ½ inning. If no eligible player is available to courtesy run for the catcher the player who made the last out may run for the catcher. A courtesy runner for the catcher is mandatory after 2 outs.

Pitcher or catcher of record means the player in those positions the previous defensive inning. In the case of the visiting team, in the 1<sup>st</sup> inning, it is the player who will pitch or catch in the bottom of the inning.

**Note:** Upon discovery of a catcher on base with two outs, a courtesy runner should be put into the game for the catcher, without penalty.

For teams using a continuous batting order, the player making the last out must be used as the courtesy runner for either the pitcher or catcher, but not for both in the same inning.

**Clarification:** If the player making the last out is the pitcher or catcher from the last inning played you would go to the 2<sup>nd</sup> last out as the courtesy runner.

## 2.9. Leading Off

Leading off is allowed in the 5<sup>th</sup> – 8<sup>th</sup> grade leagues. Leading Off is NOT Allowed in the 2<sup>nd</sup>, 3<sup>rd</sup> & 4<sup>th</sup> grade leagues.

For the 4<sup>th</sup> grade league, a runner may leave a base only after the ball leaves the pitchers hand.

For the 2<sup>nd</sup> & 3<sup>rd</sup> grade league, a runner may leave a base only after the ball crosses the plate.

The runner will be called out for leaving early and the pitch will not be allowed.

For the 2<sup>nd</sup> grade league, a runner may not steal home unless a defensive play is attempted on him or any other runner. A runner attempting to steal home without a play being attempted will be sent back to 3<sup>rd</sup> base.

Also in the 2<sup>nd</sup> or 3<sup>rd</sup> grade leagues, in order to speed up play, delayed steals are not allowed. If a player wishes to steal 2<sup>nd</sup> or 3<sup>rd</sup>, he must make his move immediately, and not try to bait the catcher into making a play.

### **No Advancement on Walks.**

On walks, in the 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> Leagues, the Batter/Runner (B/R) may not advance to second base if the catcher returns the ball directly to the pitcher and the pitcher is on the rubber. The B/R is only protected, by virtue of the walk, to first base. If the B/R is off the base or running to second while the pitcher has the ball and is on the rubber, the B/R will be called out.

If there is a play on another runner or there is a pass ball, then the ball is live and the B/R and all other runners may advance at their own risk.

## 2.10. Players

2.10.1. There may be no more than 9 players in the field at one time. The WSYBL will allow the game to start and be played with 8 players. The 9<sup>th</sup> position is then an automatic out each time through the lineup.

2.10.2. Continuous Batting Order:

2.10.2.1. Teams **at any level** may choose to use a continuous batting order and bat their entire team.

2.10.2.2. If a team uses a continuous batting order, then they may also freely substitute their players on defense without regard to reentry rule 2.12.

2.10.2.3. If a player leaves the game due to an injury or illness, there is an automatic out for that player the next time his spot comes up in the batting order. His spot is then skipped on subsequent at bats. Once the out is taken, this player may NOT return to this game.

2.10.2.4. If a player leaves the game for any other reason than injury or illness, there is an automatic out for that player every time his spot comes up in the batting order.

2.10.2.5. If a team is using a continuous batter order and a player arrives late, the late player may be inserted at the end of the lineup provided the team has not yet batted through the lineup at least once. If the team has gone through the line up at least once, then the player must be used as a sub and normal NFHS substitution rules will apply.

2.10.3. Extra Player

The extra player (EP) is optional for all age divisions. The WSYBL does not use the designated hitter (DH) rule. The Extra player is then free to rotate in and out of the field defensively.

## 2.11. On Deck Batters

In the interest of safety, on-deck batters may loosen up behind the batter rather than being restricted to their own side of the field

## 2.12. Re-entry

Any of the starting players may be withdrawn and re-entered once, including a player who was the extra hitter, provided such player occupies the same batting position whenever he is in the lineup. In the event of an injury with no officially available players to replace the injured player, re-entry of any available player will be allowed.

## 2.13. Slash Bunts

For safety reasons, slash bunts are prohibited at in the 2<sup>nd</sup> through 6<sup>th</sup> grade divisions. A slash bunt is when the batter shows a bunt then pulls back and swings away or slaps at the ball. Penalty – Batter is called out and no runners may advance.

## 2.14. Double First Base

Some fields use a double first base and do not have a choice to use a single base. In these cases, the double base should be considered one big base, allowing the runner or the fielder to touch either the white or the orange portion of the base. There will be no penalty for the runner or the fielder if they touch either color.

## 2.15. Pitchers

Pitchers in the 4<sup>th</sup> through 6<sup>th</sup> grade Leagues may pitch up to 4 innings per game; pitchers in the 3<sup>rd</sup> grade league may pitch up to 3 innings per game. In order to encourage teams to develop more pitchers, in the 2<sup>nd</sup> grade league, pitchers will be limited to 2 innings per game.

### 2.15.1. Pitchers in the 7<sup>th</sup> and 8<sup>th</sup> grade leagues:

- 2.15.1.1. Will follow the WIAA rules for JR High School pitchers.
- 2.15.1.2. A pitcher may pitch up to 7 innings in a single game, and a maximum of 7 innings in any 4 day sliding window. Once a pitcher reaches the 7 inning maximum, he **MUST** take 3 full days rest.

#### Some Examples:

Pitcher	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Day 8
A	7	R	R	R	7	R	R	R
B	6	0	0	1	R	R	R	
C	5	2	R	R	R			
D	3	3	1	R	R	R		
E	3	3	0	1	R	R	R	
F	4	2	0	0	5	R	R	R

R = Mandatory rest day.

This table is an example and not intended to be all inclusive

### 2.15.2. One pitch constitutes an inning.

### 2.15.3. Once removed as a pitcher, a player may not return as a pitcher.

### 2.15.4. Enforcement

It is not the responsibility of game officials to enforce the pitching rule. Teams must report violations to your age coordinators following the competition. Violations are considered in the same manner as a team using an ineligible player. The minimum penalty for such violations is forfeiture of the game.

## 2.16. Balks

Balks will be called in the 5<sup>th</sup> – 8<sup>th</sup> grade leagues. For the 5<sup>th</sup> and 6<sup>th</sup> grade leagues there will be 1 warning per pitcher. The 7<sup>th</sup> and 8<sup>th</sup> grade teams will get 1 warning per team.

## 2.17. Sliding Rules

There is **NO** MANDATORY SLIDE RULE!

The sliding rules for the WSYBL are all the same as the NFHS book rules. There are two main points.

### 2.17.1. The Force Play Slide Rule

Any runner who is in a force play, must either slide directly into the base or run himself out of the play avoiding contact with the fielder. If this is not done, this is considered interference and the runner is out and the B/R is automatically out for a double play, and all other runners must go back to the base they occupied at the time of the pitch. The runner may not “take out the fielder to break up the double play.” If the runner slides, it must be a legal slide according to book rule and if the second baseman is on the bag and the runner makes a legal slide into the bag and there is contact, interference should not be called.

#### 1. Plays at the plate: Summary of the NFHS rule.

When there is a potential play at the plate, and the catcher has the ball, the runner must either make a legal slide or avoid contact. The catcher has the right to be in the base-path when he has the ball in his possession... If the catcher does not have possession of the ball and denies the runner access to the plate, then the catcher has committed obstruction and the runner may be awarded home. The runner has the right to reestablish his base path by running no more than 3 feet to either side of the base path to avoid contact. If the runner does attempt to avoid contact and there is incidental contact then this is a judgment call by the umpire. If the runner commits malicious contact, the runner is out and ejected. **Remember, malicious contact supersedes obstruction.**

### 3. EQUIPMENT

#### 3.1. Spikes

No metal spikes are allowed in the 2<sup>nd</sup> – 6<sup>th</sup> grade leagues. Metal Spikes will be allowed in the 7<sup>th</sup> & 8<sup>th</sup> grade leagues only.

#### 3.2. Helmets

Helmets must be worn at all times by any offensive player on the playing field for any reason. Batboys must wear helmets at all times he is on the field or in the dugout.

Per NFHS rule 1.5.1, batting helmets must have a non-glare (not mirror-like) surface.

#### 3.3. Baseballs

Three new league approved game baseballs will be provided by the home team. Approved game balls are as follows:

**Champro CBB300      Diamond DOL – A      Baden 2BB      Rawlings ROLB      Pro Nine NFHSA**

You should also have several playable game balls available in case they are needed

#### 3.4. Bats

There is no restriction on a bats weight to length ratio nor bat diameter.

Any adult league bat (**those with a weight to length ratio of -3**) must conform to current NFHS standards.

#### 3.5. Uniforms

All players on one team must have the same uniform if possible.

### 4. MISCELLANEOUS

#### 4.1. Fields

The umpires will have the right and the responsibility to end a game due to unsafe playing conditions. If a game is ended prior to seven innings, then five complete innings will constitute an official game. Four and ½ innings if the Home team is ahead at the time the game is ended

#### 4.2. Protests

Protests are allowed, however, games must be played to completion. **Protests are not allowed on judgment calls.** The league commissioner will evaluate and rule on the protest. The league commissioner's ruling will be final on all protests.

#### 4.3. Scoring & Reporting

The home team will be the official scorekeeper for league games. The winning team is required to report the score on the WSYBL website. For TIE games, only the home team should report the game

#### 4.4. Ejections

Anyone ejected from a game will automatically be suspended for the next league game. This is the minimum punishment and the board may impose additional sanctions if deemed appropriate for the infraction.

Note: for the 2<sup>nd</sup> ejection, there is an automatic 2 game suspension. This too is the minimum punishment; it could be more if the board deems it appropriate. For the 3<sup>rd</sup> ejection, the player, coach or fan will be removed from the league permanently.

**If a player, coach or fan feels the need to continue the argument in the parking lot after the game, the minimum suspension shall be FIVE games, a 2<sup>nd</sup> offense brings a lifetime ban.**

**Parent or coaches ejected must leave the vicinity of the playing field area including the stands and may not attend any game while suspended.** It is strongly recommended that a player serve his suspension by sitting on the bench, out of uniform and supporting his team.

While the automatic suspensions (1 or 2 games) **cannot** be appealed, the board of directors will, upon written documentation presented to the league commissioner, consider an appeal of any additional penalty imposed.

#### 4.5. Umpire Fees

For the **2<sup>nd</sup> grade league**, there will be **one** umpire who will be paid **\$60**. to be split equally by both teams.

For the **3<sup>rd</sup>-6<sup>th</sup> grade leagues** using a **two** man umpire system the fee is **\$50/** umpire to be split by both teams equally OR games with **one** umpire the fee is **\$70**, to be split equally by both teams, according to the chart below.

For the **7<sup>th</sup> & 8<sup>th</sup> grade leagues** using a two man umpire system the fee is **\$50/** umpire, to be split equally by both teams OR **\$80** for one umpire, to be split equally by both teams, according to the chart below.

##### 4.5.1. Rainout Policy:

The home team coach is responsible for notifying the umpires at least 1½ hour before game time, that the game is rained out. If the umpires are not notified in time or the game is started and does not qualify as a completed game then each umpire will receive a show up fee and the per inning rate per the rainout chart below (split by both teams).

**Note:** Umpires who are assigned to finish a postponed or suspended game will receive a show up fee and the per inning rate. If only one umpire is assigned, then apply the fee to the Single Umpire chart below to a maximum of 5 innings.

#### RAINOUT FEES PAY PER UMPIRE

Grade Levels	SHOW UP FEE	1 <sup>ST</sup> INNING	2 <sup>ND</sup> INNING	3 <sup>RD</sup> INNING	4 <sup>TH</sup> INNING	5 <sup>TH</sup> INNING	TOTAL PAY(Max)
2 <sup>nd</sup> grade (1 Umpire)	\$30	+\$6/ Inn	+\$6	+\$6	+\$6	+\$6	\$60 1 ump
3 <sup>rd</sup> - 6 <sup>th</sup> grade Per umpire	\$25	+\$5/ inn	+\$5	+\$5	+\$5	+\$5	\$50
7 <sup>th</sup> & 8 <sup>th</sup> grade Per umpire	\$25	+\$5/ inn	+\$5	+\$5	+\$5	+\$5	\$50

#### UMPIRE FEES FOR SINGLE UMPIRE

Grade Levels	SHOW UP FEE	1 <sup>ST</sup> INNING	2 <sup>ND</sup> INNING	3 <sup>RD</sup> INNING	4 <sup>TH</sup> INNING	5 <sup>TH</sup> INNING	Total Pay (Max)
2 <sup>nd</sup> Grade	\$30	+\$6/inn	+\$6	+\$6	+\$6	+\$6	\$60
3 <sup>rd</sup> - 6 <sup>th</sup>	\$30	+\$8/inn	+\$8	+\$8	+\$8	+\$8	\$70
7 <sup>th</sup> & 8 <sup>th</sup>	\$30	+\$10/inn	+\$10	+\$10	+\$10	+\$10	\$80

Note: In case of a double header, if both games are rained out then each umpire receives the show up fee for the first game, plus the inning rate for as many innings that are started. The second game does not require another show up fee, unless it has been started, then apply the rainout chart above on a per inning basis.

##### 4.5.2.Replacement Umpires:

Coaches should contact the umpire scheduler by email for replacement umpires as quickly as dates can be scheduled for the makeup. Rainout games should be rescheduled with at least one week notice to the Arbiter scheduler.