



2025 LEAGUE RULES

of the

WISCONSIN STATE YOUTH

BASEBALL LEAGUE

- **U13/U14 Time Limit 2 hrs**
- **U13/U14 No Balk Warning**
- **Newly Approved Baseball**
- **Umpire Pay**

1. LEAGUE FORMAT

1.1. Age/Grade Divisions & Eligibility

The Wisconsin State Youth Baseball League, hereafter referred to as the WSYBL, will consist of U7/1st grade, U8/2nd grade, U9/3rd grade, U10/4th grade, U11/5th grade, U12/6th grade, U13/7th grade, U14/8th grade, U15, and U16/U17 Divisions. Players in a division must either be in the specified grade or age eligible as of May 1st of the upcoming season. For example, a player in the U10/4th grade must either be in 4th grade OR cannot turn 11 before May 1st prior to the season.. As in the past, younger players may play up.

The rules contained herein will apply to all divisions. Rules specific to a given age level will be noted as such.

1.2. Format

The WSYBL is an open league format, which means that there are no residency requirements. While the WSYBL has dropped the residency requirement, it is our hope that teams will continue to serve as a feeder program and make every effort to develop players for their high schools.

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 U7 or "B" teams formed within an existing organization.

1.3. Rosters

Team rosters will consist of a minimum of 11 players and a maximum of 20 players. 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. 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.

The WSYBL recognizes that the desire to play travel ball has become the norm. We also understand that several of our organizations have multiple teams at each age group and they desire to play in the same league. There are also times when there are enough players to commit to 2 teams but not enough to consistently field them on a weekly basis.

In order to minimize forfeits and cancelations, the WSYBL will allow the sharing of players among teams within an organization under certain conditions:

- 1.3.1. Players from a younger age group can play up with no restrictions. However players from an older age group may not play down.
- 1.3.2. Within an age group if the teams are in different levels (ABC), players from the lower level may play up in the higher level with no restrictions.
- 1.3.3. Within an age group if the teams are in different levels (ABC), 2 players from the higher level may be designated to play down
 - 1.3.3.1. These 2 designated players should be put on both teams' rosters at the beginning of the season and should be players who might not see a lot of playing time on the higher level team.
 - 1.3.3.2. This should ONLY be done to avoid a forfeit or cancelation, not to stack a team to win a division.
- 1.3.4. Within an age group if the teams are in SAME levels (ABC), 2 players from each team can be added to the other team's roster and used when there is a shortage.
 - 1.3.4.1. These 2 designated players should be put on both teams' rosters at the beginning of the season and should be players who might not see a lot of playing time.
 - 1.3.4.2. This should ONLY be done to avoid a forfeit or cancelation, not to stack a team to win a division.

1.4. Proof of Eligibility

The WSYBL will no longer collect report cards or Birth Certificates. If a coach wishes to challenge the eligibility of a player he must inform the umpire at the game or the league coordinator within 24 hours of the completion of the game.

The coach of the player being challenged, when notified of the challenge, has 72 hours to provide proof of eligibility. If proof is not received in that time, a forfeit will be awarded to the team making the challenge.

While the league will no longer collect proof of eligibility, we strongly encourage coaches keep a copy in their coaches' bag so the issue can be resolved at the field.

1.5. 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 1st. 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 3rd strike</u>	<u>Enforce Infield Fly</u>
U15 & U16/U17	90 ft.	60 ft. 6 in.	Yes	Yes	Yes
U13 & U14	90 ft.	60 ft. 6 in.	Yes	Yes	Yes
U11 & U12	70 ft.	50 ft.	Optional	Yes	Yes
U9 & U10	60 ft.	46 ft.	No	No	Yes
U8	60 ft.	43 ft.	No	No	No
U7	60 ft.	40 ft.	No	No	No

2.3. Game Length

For U9-U16/U17, a game will be seven (7) innings in duration. **The time limit for U9 through U16/U17 games will be 2 hours.** For the U7 & U8 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 U7 & U8) 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. Mercy Rule

If a team is behind by 15 or more after four innings or 10 or more runs after five innings of play, it shall be considered a complete game. If the home team is ahead by the required runs, then the game shall end in the half inning.

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 $\frac{1}{2}$ 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 1st 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 2nd last out as the courtesy runner.

2.9. Leading Off

Leading off is allowed in the U11 – U16/U17 leagues. Leading off is **NOT** allowed in the U7, U8, U9 & U10 leagues.

For the U10 league, a runner may leave a base only after the ball leaves the pitchers hand.

For the U8 & U9 league, a runner may leave a base only after the ball crosses the plate.

For the U7 league, a runner may leave a base only after the ball crosses the plate, but not allowed to steal.

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

For the U8 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 3rd base.

Also in the U7, U8 & U9 leagues, in order to speed up play, delayed steals are not allowed. If a player wishes to steal 2nd or 3rd, 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 U7, U8, U9 and U10 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 9th 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. Thrown Bat

By NFHS rule 3.3.1.C the first batter who carelessly throws a bat is given a warning and the next offender on the team is ejected. By WSYBL rules the ejected player would be suspended for the next game.

The WSYBL is modifying the rule such that after the warning, any batter on the same team will be restricted to the bench, which effectively eject them for that game but the player will not be subject to a 1 game suspension.

2.12. 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

2.13. 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.

2.14. Slash Bunts

For safety reasons, slash bunts are prohibited at in the U7 through U12 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.

2.15. 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.

2.16. Pitchers – MLB Pitch Smart

This fall at the annual presidents meeting, by a near unanimous vote, it was decided that we would switch from innings pitched to a pitch count. This rule will be based on the MLB's Smart pitch initiative. This will mean more work for you. We strongly recommend that you assign one coach or parent to be your official pitch counter. This person should have no other assigned duties and will be the sole person communicating with the other team's pitch counter and the umpire regarding pitch counts.

2.16.1. Both teams MUST keep the pitch count for all pitchers.

2.16.2. Every half inning the 2 teams must get together and come to an agreement on the number of pitches thrown the previous ½ inning and report it to the plate umpire.

2.16.3. When a pitcher hits the daily limit, the pitcher may finish pitching to the current batter, then must be pulled.

2.16.4. If you feel your opponent is violating the rule:

2.16.4.1. Inform the umpire of a protest immediately.

2.16.4.2. Note in the score book the exact place the protest.

2.16.4.3. File the protest with your league coordinator, who will bring it up to the board.

2.16.5. In order for this to work, scores must be reported by **Noon the day after the game** by the **WINNING COACH** (or HOME Coach in case of a TIE)

2.16.5.1. He/she will report the number of pitches for every pitcher used in the game for both teams.

2.16.5.2. The losing coach should review the report for accuracy and bring up any discrepancy immediately to the winning coach and the league coordinator.

2.16.5.3. Any game reported without pitch counts will be deleted from the database until the pitch counts are added correctly.

2.16.6. No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch counts.

2.16.7. Pitchers once removed from the mound may not return as pitchers.

2.16.8. A pitcher may pitch in both games of a double header provided:

- 2.16.8.1. The pitcher throws no more than 20 pitches in the first game.
- 2.16.8.2. The total pitches thrown in both games does not exceed the daily maximum.

League	Daily Max (Pitches in Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest
U7 & U8	50	1-20	21-35	36-50		
U9 & U10	75	1-20	21-35	36-50	51-65	66+
U11 & U12	85	1-20	21-35	36-50	51-65	66+
U13 & U14	95	1-20	21-35	36-50	51-65	66+

2.16.9. Rest days are based on the **actual number of pitches thrown!** Examples of days rest calculations

- 2.16.9.1. A U8 pitcher throws 50 pitches on Monday, he may not pitch again until Thursday (2 days rest)
- 2.16.9.2. A U11 pitcher throws 73 pitches on Monday, he may not pitch again until Saturday (4 days rest)
- 2.16.9.3. A U13 pitcher throws 57 pitches on Monday, he may not pitch again until Friday (3 days rest)
- 2.16.9.4. On Monday, a U12 pitcher throws 19 pitches in the 1st game of a double header, and 35 pitches in the 2nd game for a total of 54 pitches. He may not pitch again until Friday (3 days rest)

2.16.10. 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.

2.17. Balks

Balks will be called in the U11 – U16/U17 leagues. For the U11 and U12 leagues there will be 1 warning per pitcher. **The U13 and U14 teams will not receive a warning.** The U15 and U16/U17 teams will follow NFHS rules.

2.18. Batter Limit

- 2.18.1. In U7 and U8, the inning will end after three outs, or once through the “Equal Batting Order”.
 - 2.18.1.1. The “Equal Batting Order” size will be determined by the larger number of batters between the two teams playing.
 - 2.18.1.2. Example:
 - 2.18.1.2.1. Team A has 11 batters
 - 2.18.1.2.2. Team B has 12 batters
 - 2.18.1.2.3. The “Equal Batting Order” for the game is 12 batters

2.19. 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.

2.19.1. 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 U7 – U12 leagues. Metal Spikes will be allowed in the U13 – U16/U17 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
- Pro Nine OLA-R

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 commissioners 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. Umpire Fees

For the **U7, U8, U9 and U10 leagues**, there will be one umpire who will be paid **\$90**, to be split equally by both teams.

For the **U11 & U12 leagues** using a **two man** umpire system the fee is **\$70/umpire** to be split by both teams equally OR games with **one** umpire the fee is **\$100**, to be split equally by both teams, according to the chart below.

For the **U13 & U14 leagues** using a **two man** umpire system the fee is **\$75/umpire**, to be split equally by both teams OR **\$110** for one umpire, to be split equally by both teams, according to the chart below.

For the **U15 & U16/U17 leagues** using a **two man** umpire system the fee is **\$75/umpire**, to be split equally by both

teams OR **\$120** for one umpire, to be split equally by both teams, according to the chart below.

4.4.1. 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

Age Levels	SHOW UP FEE	1 ST INNING	2 ND INNING	3 RD INNING	4 TH INNING	5 TH INNING	TOTAL PAY(Max)
U7 – U10 (1 Umpire)	\$35	+\$11/ Inn	+\$11	+\$11	+\$11	+\$11	\$90
U11 - U12 Per umpire	\$35	+\$7/ inn	+\$7	+\$7	+\$7	+\$7	\$70
U13 & U14 Per umpire	\$35	+\$8/ inn	+\$8	+\$8	+\$8	+\$8	\$75
U15 & U16/U17 Per umpire	\$35	+\$8/ inn	+\$8	+\$8	+\$8	+\$8	\$75

RAINOUT FEES FOR SINGLE UMPIRE

Age Levels	SHOW UP FEE	1 ST INNING	2 ND INNING	3 RD INNING	4 TH INNING	5 TH INNING	TOTAL PAY(Max)
U7 – U10 (1 Umpire)	\$35	+\$11/inn	+\$11	+\$11	+\$11	+\$11	\$90
U11 - U12 Per umpire	\$35	+\$13/inn	+\$13	+\$13	+\$13	+\$13	\$100
U13 & U14 Per umpire	\$35	+\$15/inn	+\$15	+\$15	+\$15	+\$15	\$110
U15 & U16/U17 Per umpire	\$35	+\$17/inn	+\$17	+\$17	+\$17	+\$17	\$120

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.

4.4.2.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.

4.4.3.U7 Umpire Position

The umpire will call the game from behind the pitcher for U7 games.

4.5. 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 2nd 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 3rd ejection, the player, coach or fan will be removed from the league permanently.

If an ejected 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 2nd 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 the game under suspension. 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.