



# 2017 RULES SUPPLEMENT

## 2017 PEWAUKEE YOUTH BASEBALL RULES (AAA)

### “RULES OF THE GAME”

#### 1. RULES

1.1. The league will play "National Federation of State High School Rules" with the following clarifications and exceptions:

#### 2. ROSTERS

2.1. The Commissioner will determine the number of players per team.

2.2. A player may only play on one team in the LCYBS/PYB program during a season.

Select players or players from a try-out team are not eligible for play in the LCYBS/PYB recreation league. If a select or try-out player is found playing in a recreation game, that team will automatically forfeit the game. No variation of this rule will be accepted.

#### 3. AGE REQUIREMENTS

##### 3.1. 5<sup>th</sup>/6<sup>th</sup> Grade

3.1.1. The school grade that the player is in at the time of sign up.

3.1.2. Any exception must be approved by board or commissioner.

#### 4. PARTICIPATION

4.1. Each player must play a minimum of three (3) innings in the field. In case of disciplinary reason, the opposing coach must be notified first.

#### 5. BASE PATH, PITCHING DISTANCE, DROPPED 3<sup>RD</sup> STRIKE, INFIELD FLY

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

<u>AAA</u>	<u>Base Length</u>	<u>Pitching Distance</u>	<u>Advance on Dropped 3<sup>rd</sup> Strike</u>	<u>Enforce Infield Fly</u>
5 <sup>th</sup> /6 <sup>th</sup> Grade	70 feet	50 feet	No	Yes

5.2 First Base Double Bags LCYBS/PYB uses two bags at first base for the stated purpose of the player's safety. On plays at first base, the runner must only use the outside orange base while the fielder must use base closet to second base.

#### 6. GAME LENGTH

6.1. Each game will be seven (7) innings in duration for the 5<sup>th</sup>/6<sup>th</sup> Grade

6.2. Game time limits will be 2 hours for each league.

6.3. A new inning will not start after the time limit has elapsed. In the event of a tie after 7 innings and time still remains, additional innings may be played until a winner is determined or the time limit expires. Any inning started prior to the time limit expiring must be completed.

6.4. Each team is required to show up on time according to the schedule. There will be a 15 minute grace period for a team to field a compliant team. After 15 minutes the game is a forfeit.

6.5. In the case of rain during a game – 4 ½ innings will constitute a complete game



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## 7. INNINGS

7.1. 5<sup>th</sup>/6<sup>th</sup> Grade – one inning is three outs or 7 runs scored – whichever occurs first.

## 8. RAINOUTS

8.1. 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 families. Coaches must reschedule games within 48 hours of cancellations.

For PYB vs PYB games that are called before they are official the home team's head coach must email the Division Coordinator or the PYB Rec Coordinator within 24 hours. The league shall reschedule said game subject to the following guidelines:

- PYB will attempt to provide a field for a makeup game. Field scheduling may not be able to accommodate all games. Only one date/time will be given for a makeup game.
- Both coaches are required to notify PYB of their team's availability at least 48 hours prior to the makeup game. If BOTH coaches do not notify PYB of their team's availability, the game is cancelled. This is to avoid late notification to parents and umpires of a cancelled game.
- If both coaches have confirmed their availability within 48 hours, the game will proceed as scheduled. Cancellation by a team within 48 hours will result in a forfeit.

## 9. RUN RULES – GAME AND INNING

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

9.2. The maximum number of runs a team can score in a given at-bat is 7. The ONLY exception to the 7 run limit is a team who enters their last at-bat behind by more than 7 runs. In this specific scenario, the team can score as many runs in order to win the game.. This applies to ONLY the last inning.

## 10. FORFEITS

10.1. All forfeits must be submitted to and approved by the League Commissioner /board before being posted to the standings.

10.2. Every effort must be made to play every league game.

## 11. COURTESY RUNNER

11.1. 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.

11.2. A courtesy runner for the catcher is mandatory after 2 outs.

11.3. 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.

11.4. 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.

## 12. LEADING OFF/STEALING

12.1. A runner may leave a base only after the ball crosses the plate.

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



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12.3. Stealing is allowed in the 5<sup>th</sup>/6<sup>th</sup> grade league.

12.4. NO STEALING HOME (No advance on wild pitches or pass balls). The only way a runner at 3<sup>rd</sup> base can advance home is if the ball is put in play by the batter or if the catcher makes a play on the base runner via throw. An errant throw back to the pitcher is not a ball put in play. If a runner at 3<sup>rd</sup> base leaves for home on a ball thrown back to the pitcher – whether caught or mishandled – the umpire shall return the base runner to 3<sup>rd</sup> base.

## 13. PLAYERS

13.1. There may be no more than 9 players in the field at one time for 5<sup>th</sup>/6<sup>th</sup> league

13.2. A minimum of three players must be positioned in the outfield and a minimum 30 feet behind the infield. When playing with 9 players.

13.3. To start a game, a team must have a minimum of 7 players in the field. Teams will use a continuous batting order and bat their entire team.

13.4. A team utilizing a continuous batting order may also freely substitute their players on defense without regard to reentry rule.

13.5. If utilizing a continuous batting order, and a player leaves the game, other than injury, there is an automatic out for that player each time his spot comes up in the batting order.

## 14. PITCHERS

14.1. Pitchers in the 5<sup>th</sup>/6<sup>th</sup> Grade League may pitch up to 3 innings in one game

14.2. The maximum a pitcher can pitch during a week is 6 innings.

14.3. If there are more than two games in a given pitching week a pitcher's maximum will be increased to 9 innings per week

14.4. For the end of season tournament, pitchers must take a game off if they have pitched in 2 consecutive games.

14.5. The pitching week is Sunday through Saturday

14.6. One pitch constitutes an inning.

14.7. Once removed as a pitcher, a player may not return as a pitcher.

14.8. The pitcher's foot must be touching the rubber when delivering a pitch. If the foot leaves the rubber during the wind-up before the ball is pitched, it is a dead ball, no pitch.

## 15. BALKS

15.1. Balks will be called in the 5<sup>th</sup>/6<sup>th</sup> Grade League

15.2. For the 5<sup>th</sup>/6<sup>th</sup> Grade League there will be 2 warnings per pitcher.

## 16. SLASH BUNTS

16.1. For safety reasons, slash bunts are prohibited at the 5<sup>th</sup>/6<sup>th</sup> Grade League. A slash bunt is when the batter shows a bunt then pulls back and swings away or slaps at the ball. The batter will be called out and no runners may advance.

## 17. SLIDING

17.1. There is **NO MANDATORY SLIDE RULE!**

17.2. There is no head first sliding in the 5<sup>th</sup>/6<sup>th</sup> Grade League. Otherwise the sliding rules for the LCYBS/PYB are all the same as the NFHS book rules.

17.3. There are two main points:

17.3.1. The Force Play Slide Rule:



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17.3.1.1. 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 basemen is on the bag and the runner makes a legal slide into the bag and there is contact, interference should not be called.

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

17.3.2.1. When there is a potential play at the plate, and the catcher is attempting to catch a thrown ball, the runner must either make a legal slide or avoid contact. The catcher has the right to be in the base-path to field the thrown ball. The runner is responsible for avoiding contact. If the catcher is not attempting to receive a thrown ball and is in the base path, then the catcher has committed obstruction and the runner is 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 incident contact then this is a judgment call by the umpire. If the runner commits malicious contact, the runner is out and ejected.

## 18. EQUIPMENT

### 18.1. SPIKES:

18.1.1. No metal spikes are allowed.

### 18.2. HELMETS:

18.2.1. 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 when on the field.

### 18.3. BASEBALLS:

18.3.1. Two league approved game baseballs will be provided by the home team.

18.3.2. Approved game balls will be determined by the Commissioner

### 18.4. BATS:

18.4.1. Bats are limited to a 2 5/8” maximum barrel diameter.

### 18.5. UNIFORMS:

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

## 19. MISCELLANEOUS

### 19.1. FIELDS:

19.1.1. 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.

### 19.2. PROTESTS:

19.2.1. 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.

### 19.3. SCORING AND REPORTING



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19.3.1. The home team will be the official scorekeeper for league games. The winning team is required to E-mail the results of the game within 24 hours to the commissioner. For TIE games, only the home team should report the game. PYB home teams should email the Division Coordinator or the PYB Rec Coordinator the results within 24hours.

19.3.2. In the case of an LCYBS/PYB team playing a non-conference game, the LCYBS /PYB team must email the commissioner the results of the game. PYB's coach of a non-conference game should email the Division Coordinator or the PYB Rec Coordinator.

## 19.4. EJECTIONS

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

19.4.2. 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.

19.4.3. For the 3rd ejection, the player, coach or fan will be removed from the league permanently.

19.4.4. Parent or coaches ejected must leave the vicinity of the playing field area including the stands and may not attend the game under suspension.

19.4.5. It is strongly recommended that a player serve his suspension by sitting on the bench, out of uniform and supporting his team.

19.4.6. The board of directors will, upon written documentation presented to the league commissioner, consider an appeal. The board of directors reserves the right by virtue of their position to uphold the decision of the umpire or overturn the suspension.

## 19.5. DUGOUTS

19.5.1. Home team takes 1<sup>st</sup> base dugout

19.5.2. Visiting team takes 3<sup>rd</sup> base dugout

## 19.6. COACHES/MANAGERS

19.6.1. Are responsible for the conduct of their team whether they are at the game or not.

19.6.2. Only two coaches are allowed on the field during play and must remain in the respective coaching box.

19.6.3. An adult supervisor must be present with each team throughout the entire game and practice. Failure to comply is cause for forfeiture.

19.6.4. The Head Coach shall be only person to address the umpire with Questions.

## 19.7. UMPIRE

19.7.1. Home plate Umpire has final say on all calls.

19.7.2. In the event the assigned umpire does not report, the coaches will be expected to make arrangements for an alternative umpire (parent). This individual must be acceptable to both team managers. Such games are official league games. The substitute umpire will be paid by assigning league (usually the home team or host league field), provided he/she signs the score sheet and includes an address where payment can be mailed. Home teams must notify the commissioner if an assigned umpire does not report.



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Note: Win-Loss standings will be kept for year end tournament seeding. A tie will be considered a half win and a half loss. For tournament seeding, if two teams with the same record, tie will be first broken by head to head.