

## 2017 Warrenville Athletic Association (WAA) Youth Baseball Policies, Procedures and Supplemental Rules

Our mission is to provide high quality youth baseball programs to Warrenville and surrounding communities. Emphasis at all levels is placed on sportsmanship, team spirit and baseball fundamentals. It is the belief of the WAA that the baseball programs serve our community by creating a place for our children to have fun, become more physically fit, learn good sportsmanship and learn basic concepts of teamwork including tolerance of others and recognition of different skill levels. The policies, procedures and supplemental rules were developed and annually reviewed by the Rules Committee of the WAA. They were designed to provide an equitable and manageable administration of youth baseball for the benefit of all participants, coaches and fans. Since our program was developed to be a community project, the league itself, and not any particular team or individual, is our primary interest. The WAA wants to provide experiences in youth baseball that will help young people become better adults. According to the Constitution of the WAA Statement of Policy and Objectives, Article #2, ***it is the belief of the WAA to provide a program in which participation, not achievement, is the primary objective.*** In our in-house program, we are adamantly dedicated to the philosophy that EVERYONE PLAYS.

**LEAGUES:** The WAA follows the PONY Baseball, Inc. team divisions (based on ages). Our current league structure is as follows:

In-house (funded by registration fees, sponsors and fund-raising)

	Age by 4/30/17	Field Location
Shetland	5 & 6	Woodland School and Summerlakes 5
Pinto	7 & 8	Summerlakes #4 & #5
Mustang	9 & 10	Cerny Park and Woodland School
Bronco	11 & 12	VFW, fields in West Chicago & Winfield
Pony	7 <sup>th</sup> & 8 <sup>th</sup> grade	Summerlakes #1 & #2, fields in Wheaton & Winfield

Travel (funded by travel team members, sponsors and fund-raising)

8 year old (part time, post-in house season, if available)	Summerlakes #4
9 year old (part time)	Cerny Park and Woodland School
10 year old (full time)	Cerny Park and Woodland School
11 year old (full time)	V.F.W.
12 year old (full Time)	V.F.W.
13 year old (full time)	Summerlakes #1 and #2
14 year old (full time)	Summerlakes #1 and #2

### **TEAM SELECTION**

**SHETLAND** - Players are assigned to a team by random selection through a draft. 5 & 6 yr olds will be evenly distributed. Siblings playing in the same league will be assigned to the same team unless otherwise requested by their parents/guardians. Requests for teammates/coaches will be honored to the extent possible.

**PINTO** - Players are assigned to a team by random selection through a draft. 7 & 8 yr olds will be evenly distributed. Siblings playing in the same league will be assigned to the same team unless otherwise requested by their parents/guardians. Requests for teammates/coaches will be honored to the extent possible, but no more than 4 players on 1 team prior to the draft. If there are more than 4 requests, the VP of Baseball Ops & League Coordinator will determine which will be honored on draft day.

MUSTANG - Players are assigned to teams by selection through a draft based on player evaluations. 9 & 10 yr olds will be evenly distributed. Siblings playing in the same league will be assigned to the same team unless otherwise requested by their parents/guardians. Requests for teammates/coaches, which are not guaranteed, will be made known to the head coaches prior to the draft. A total of 2 coaches can be assigned to a team before the draft. If agreed by head coaches, other requests may be honored.

BRONCO - Players are assigned to teams by selection through a draft based on player evaluations. 11 & 12 yr olds will be evenly distributed. Siblings playing in the same league will be assigned to the same team unless otherwise requested by their parents/guardians. Requests for teammates/coaches, which are not guaranteed, will be made known to the head coaches prior to the draft. A total of 2 coaches can be assigned to a team before the draft. If agreed by head coaches, other requests may be honored.

PONY - Players are assigned to a team by selection through a draft. Siblings playing in the same league will be assigned to the same team unless otherwise requested by their parents/guardians. Requests for teammates/coaches, which are not guaranteed, will be made known to the head coaches prior to the draft. A total of 2 coaches can be assigned to a team before the draft. If agreed by head coaches, other requests may be honored.

For ANY AGE GROUP where full time travel is available in Warrentville, in-house team roster spots must be filled by players who are not on Warrentville travel teams. If there are not enough players to fill all the in-house roster spots, Warrentville travel players may fill these spots upon Board approval.

### **PLAYER MOVEMENT REQUESTS**

Parents/guardians, who wish to have their child play in a league other than the league that corresponds to the child's age group, must notify the WAA of this request at the time of registration and pay the fee associated with the higher priced league. Prior to being approved, all players who register for the Mustang or Bronco leagues and have not played in the WAA before must attend the skills assessment night. The Board of Commissioners will vote on the request and then will notify the parents of the Board's decision prior to the draft. A refund will be provided if necessary. Each head coach involved, by the league coordinator and/or the Vice President of Baseball Operations must approve all player movements after draft day.

### **HEAD COACHES AND ASSISTANTS**

SELECTION OF COACHES - The League Coordinator of each league will appoint all head coaches. Preference may be given to volunteers, in good standing, who have managed teams in previous seasons. No more than 2 coaches per team will be pre-assigned to coach together. All head coaches and assistants are subject to approval by the Commissioners of the WAA. No one will be allowed to be a head coach or assistant coach on more than one team in the same league. Background checks will be completed on all coaches. Failure by a coach to authorize a background check will be cause for dismissal as a coach.

DUTIES OF COACHES - All head and assistant coaches must abide by the policies, procedures and supplemental rules as provided by the WAA. They must follow and become familiar with the rules of play of their league.

The goal of the coaches is to help players develop their talents & their personalities. All coaches should be more concerned with helping all players assigned to them to develop into better ballplayers & people, than in having the best record.

The head coach will be responsibility for the equipment given to him/her, take reasonable care to safeguard, keep it in good condition and to return it, in a clean & orderly condition, to the League Coordinator in a timely manner at the end of the season.

The head coach will be in charge of his/her team and will be responsible for the conduct and behavior of any person associated with the team, including players, assistant coaches, parents and spectators, during practices and games.

The head coach will relay information to players and parents/guardians on his/her team on behalf of the WAA as requested.

### **CONDUCT**

GENERAL - The WAA is committed to providing a program where all players, coaches and umpires are treated fairly and respectfully. Coaches will be held to a standard of conduct that models proper sportsmanship and respect for teammates, opponents and umpires. Coaches who do not adhere to this standard may not be allowed to continue in the program.

SPECIFIC GUIDELINES - The head coach is responsible for the actions of him/herself, assistant coaches, team players and fans. The head coach shall not allow anyone representing the team to engage in negative behavior. This includes, but is not limited to, criticizing umpires or players, taunting opponents, or losing self-control. All coaches will offer only feedback that is instructive and appropriate while not belittling or demeaning a player.

A head coach, or assistant coach if the head coach is not present, may call a timeout to confer with an umpire for the purpose of discussing field or weather conditions or to seek clarification of a ruling made by an umpire. Head coaches may not dispute judgment calls (safe or out, ball or strike, fair or foul) made by an umpire. These judgment calls are final. Head coaches will encourage players & fans to accept these judgment calls as part of the game, and will instruct players, assistant coaches and spectators to refrain from openly criticizing umpires from for these types of calls. Any complaint about a specific umpire should be directed to the Umpire Committee Chairperson.

Inappropriate language by coaches, players and fans is prohibited and will not be tolerated.

All use of alcohol and tobacco products is strictly prohibited at the field site.

## DISCIPLINARY ACTION

To assure that the participation in the WAA is a constructive and positive experience and to maintain a safe and enjoyable environment, all coaches must sign the Code of Conduct. By signing the Code of Conduct the volunteer coach has certified that they have read the Code of Conduct and will abide by the rules specified during the course of the baseball season.

The WAA Board of Commissioners has the authority to discipline any coach who has violated any of the guidelines as set forth in the signed Code of Conduct or whose conduct is considered detrimental to the best interests of the WAA.

Coaches who engage in unsportsmanlike or inappropriate behavior, or who fail to prevent their players & fans from doing so, may face ejection by the umpire or any member of the Board of Commissioners in attendance. A written and signed Code of Conduct complaint form must be submitted to a presiding Board member in the event that a witnessed violation occurs.

If an ejection occurs, the coach must immediately leave the field site. Failure to leave will result in game forfeiture. The umpire will notify the Umpire Committee Chairperson of the ejection who will notify the Rules Committee. Any coach ejected from a game is ineligible to return to the field for the next scheduled game for their team and any coach ejected from a game twice in one season is automatically suspended from participating in any WAA activities until such time as they are reinstated by the WAA Board of Commissioners.

The WAA Board of Commissioners can discipline violations in one of the following ways based on the severity of the matter:

- 1) **Warning:** The offending coach is advised of the nature of the offense and informed that further violations will result in a more severe penalty.
- 2) **Probation:** The offending coach is given a written warning & enters a period of probation to be determined by the Board of Commissioners. Further violations will result in suspension or barring from further participation in the WAA.
- 3) **Suspension:** The offending coach is suspended from participating in WAA sponsored activities for a length of time to be determined by the WAA Board of Commissioners.
- 4) **Bar:** The offending coach is barred from future participation in WAA sponsored activities to the end of the baseball season at a minimum. A violator can only be reinstated by approval of the WAA Board of Commissioners.

If behavior is observed that may be a violation of the WAA Code of Conduct, a Code of Conduct Complaint Form should be completed and given to the league coordinator or a person on the WAA Rules Committee within 24 hours of the event.

## SAFETY ISSUES

FIELD CONDITION - If field conditions are determined to be hazardous by either head coach, league coordinator or umpire, the game is not to be played and the condition reported immediately to the League President.

BLEEDING - Any player, umpire or coach who has a bleeding injury must leave the field immediately and may return once the bleeding

has been contained. This rule will be strictly enforced to ensure the safety of all concerned.

INJURIES - When an injury occurs to a player, coach, umpire or spectator, the head coach must complete an Injury Report Form. The Report should be given to the League Coordinator within 48 hours.

STORM POLICY - Games and practices won't begin and must be suspended if the area is under a tornado / thunderstorm warning. In the event of lightning or thunder, all games and practices must be suspended until safe conditions are apparent. A thirty-minute wait must occur after the last sighting of lightning or the clang of thunder is heard. Head coaches should take immediate action and direct players, coaches and other volunteers to safety. **DO NOT ALLOW MINORS TO LEAVE THE GAME OR PRACTICE SITE WITHOUT PARENTS OR GUARDIANS KNOWLEDGE.**

GAMES - The following GAME rules apply to all levels from Shetland to Pony level.

TIME LIMITS - Game duration & minimum number of innings to complete a game is set in each league's supplemental rules.

#### HOME TEAM RESPONSIBILITIES

Line and set up the field 30 minutes prior to game time.

The home team bats last and use the third base dugout.

The home team must place all equipment/ bases in the storage box and lock it before leaving the field. Notify the league coordinator of any missing or damaged equipment.

Clean up after the game.

Sign the umpires' card.

Report scores to league coordinator.

Field Safety/Condition Reports must be completed before every game. If the field preparation is not adequate or a safety issue has been identified, the league coordinator must be notified the day the problem is identified. If the league coordinator is not available the WAA president should be contacted. If it is determined that no safety or maintenance issues exist, the complete Field Safety/Condition Report should be filed in the equipment box. Field/Safety Condition Reports will be distributed to all coaches and to the equipment boxes

Notify the League Coordinator if any game is cancelled or suspended due to inclement weather. The League Coordinator will then reschedule the game as soon as possible.

The Rainout Hotline phone number is 393-9243

SAFETY ISSUES - Batting helmets must always be worn by batters, on deck batters, base runners and players coaching the bases.

No player is allowed to swing a bat before, during or after a game except on the on-deck circle or in the batters box. Swinging bats during practice can only be done under direct coaching supervision.

After a game has begun, players are only allowed to warm up on the sidelines away from players and spectators and under adult supervision.

Catchers must wear protective headgear with a mask at all times, even when warming up pitchers on the sidelines.

All players must wear an athletic supporter with protective cup.

No jewelry shall be worn by any player, except for medical identification.

Wooden, metal and graphite bats, manufactured specifically for youth baseball are acceptable. Wooden bats must be taped at the handles. Permitted barrel sizes are as follows:

**Shetland, Pinto and Mustang: no larger than 2 ¼ inches in diameter at the thickest part**

**Bronco, & Pony:** no larger than 2 ¼ inches in diameter at the thickest part

Rubber soled or rubber cleated shoes are permitted. 8<sup>th</sup> grade Pony league players may wear metal-cleated shoes. `

Any base runner who, while trying to advance to another base or returning to a previously occupied base, in the umpire's judgment initiates contact with a defensive player for the purpose of dislodging the ball from possession of the defensive player, shall be called out. If this occurs a second time during the game, the player will be ejected.

SUBSTITUTES FROM LOWER LEAGUES - School, scout, church and family activities, as well as rescheduling rained out games sometimes make it difficult to field a full team. In order to field a full team, the following rules will apply for substitutes called up from lower leagues:

- 1) Substitutes must be registered players from the WAA.
- 2) Subs from lower levels can only be used.
- 3) Subs cannot pitch.
- 4) Subs must play fewer innings than any regular team player when 9 regular team players are present and a regular team player can only sit out 1 inning at the most (unless regular player is injured).
- 5) Subs must bat at the bottom of the order.

BATTING - Every player present will bat in an assigned batting order. All players arriving after the 1<sup>st</sup> pitch must be inserted at the bottom of the order. Substitutes (call-ups) bat at the bottom of the order.

During the regular season and playoffs, if a player is injured or has to leave a game early, the team will not be charged an out when that player's turn to bat comes up and they are unable to bat in the assigned batting order (except if player has been ejected from the game). This rule will also apply for a suspended game if a player is unable to be present for the resumption of the game at a later date. An injured player may return to his/her scheduled batting assignment at any time.

PROTESTS - A Head Coach (substitute head coach) wishing to protest an interpretation of the rules must advise the home plate umpire, opposing head coach (substitute head coach) and the official scorer before the resumption of play following the ruling. The official scorer shall note in the scorebook the point at which the ruling took place, including the position of the base runners, outs and ball/strike count. The head coach (substitute head coach) must file a written description of the specific ruling he/she is protesting. The league coordinator must receive the protest within 24 hours of the game's actual start time. Cash, check or money order for \$125.00 payable to the Warrenville Athletic Association must accompany the protest. The Umpire Coordinator and the Rules Committee will then review the protest. If the protest is upheld, \$100.00 will be returned and the remaining \$25.00 will be deposited in the treasury of the WAA Umpire Training Budget and the game will be replayed from the point of protest. If it is determined that the protest was valid but the ruling did not affect the outcome of the game, the money will be refunded as described above but the game will not be replayed. If the protest is denied, all monies shall be deposited into the WAA treasury and will be applied to the Umpire Training Budget.

OFFICIAL / SUSPENDED GAMES - See specific League rules for the definition of an "official game". The rules for resuming a suspended game under specific scenarios are listed below:

- 1) If play is stopped prior to it being an official game, the game is suspended and will resume from the point where it stopped - batter, base runners, ball/strike count, outs.
- 2) During the regular season, if play is stopped after it is official, but the score is tied and each team has had an equal number of at bats, the game is ended. During the post-season playoffs, if play is stopped after it is official, but the score is tied and each team has had an equal number of at bats, the game is suspended and will resume from the point where it stopped - batter, base runners, ball/strike count, outs.
- 3) If play is stopped after it is official, and the visiting team tied the game or took the lead in the top half of the inning, the game is suspended and will resume from the point where it stopped - batter, base runners, ball/strike count, outs.
- 4) If play is stopped after it is official, but after a fully completed inning, the game is ended and the team with more runs is declared the winner.
- 5) If a game is stopped during the regular season because the available daylight no longer allows for safe play, the score reverts to the last fully completed inning, the game is ended and the score at that point determines the result.

See specific league pitching rules with regard to the pitching rest requirement.

### TIE GAMES AND STANDINGS -

Games - During the regular season, if a game is tied at the completion of the number of innings allowed for each league, each team will be awarded ½ win and ½ loss with regard to the league standings.

Standings - If at the end of the regular season there are teams with identical records. The tie-breakers will be as follows:

- 1) Head to head record
- 2) Least defensive runs allowed in all league games
- 3) Coin toss

MISCELLANEOUS - Positive chatter is permissible and encouraged. Harassing or negative chatter and jeers from players, coaches and spectators are not allowed; 1<sup>st</sup> occurrence – team warning, 2<sup>nd</sup> occurrence – Head coach ejection. Any ejected coach will serve a one game suspension during the next game played by his/her team.

Leave the diamond/park cleaner than you found it.

Objective: Focus on the instruction of baseball – how to swing a bat, catch and throw a ball, and how to run bases.

Play is governed by Official Baseball Rules: “The Sporting News” edition (MLB.com) and the “2017 Rules and Regulations for PONY Baseball, Inc.” (PONY.org).

<u>PLAYING FIELD</u>	1)	Distance between bases	50 feet
	2)	Home plate to center of 2 <sup>nd</sup> base	70 feet, 8 1/2 inches

All players present will bat each inning. If a batter or runner is called out, they will not be allowed to continue to run the bases.

Prior to the first game of the regular season, the head coach shall establish a batting order containing all players on the team. That order shall remain the same for the remainder for the regular season, with the last batter moving to the lead off spot (and everyone else subsequently moving down one slot) in each subsequent game.

A 6-foot arc will be inscribed in front of home plate. Any batted ball that does not travel beyond that line will be considered a foul-strike for purposes of this rule.

All games prior to June 1<sup>st</sup> of the calendar year will be played with 3 full innings of Tee play. No coach pitch shall be allowed prior to June 1<sup>st</sup> of each year. After June 1<sup>st</sup>, 2 innings of Tee play will be required and 1-2 innings of coach pitch may be played. No inning should begin after 1 hour and 20 minutes from the start time declared by the umpire.

During coach pitch portion, after the batter has 5 strikes (missed swings or foul balls) a batter’s tee will be used for 1 more additional strike.

Base runners are not permitted to steal or leadoff base and shall remain in contact with the base until the ball is hit.

Sliding into a base is allowed.

There is no infield fly rule.

Runners hit by a batted ball will be called out. The ball becomes dead and players cannot advance any additional bases.

Runners will not be allowed to advance on any type of overthrow.

Ground rule double applies.

Since this is instructional baseball, players must be rotated to play at different defensive positions, alternating between infield and outfield each inning when possible.

**DEFENSIVE SUBSTITUTION RULE:** If more players are present than defensive positions, each player must sit out one defensive inning prior to a player sitting out a second defensive inning. Once all players have sat one defensive inning, round two begins. Each player must then sit out a second defensive inning prior to any player sitting out a third defensive inning. This pattern continues for however many inning are required to be sat.

Game scores will not be kept.

Objective: To teach the basic fundamentals of baseball. The Pinto league is for instructional purposes only.

Play is governed by Official Baseball Rules: "The Sporting News" edition (MLB.com) and the "2017 Rules and Regulations for PONY Baseball, Inc." (PONY.org).

<u>PLAYING FIELD</u>	1)	Distance between bases	50 feet
	2)	Pitching distance	38 feet
	3)	Home plate to center of 2 <sup>nd</sup> base	70 feet, 8 1/2 inches

### REGULAR SEASON RULES

PITCHING RULES: Coaches will pitch the first 2 innings and players pitch the remaining 4 innings. Coaches must pitch from within 2 feet of the pitching plate. Players must pitch from the pitcher's plate (no exceptions). During player pitch portion, when ball 4 is thrown, a coach will throw the batter the following number of pitches: 4 – 0 = 3 pitches; 4 – 1 = 2 pitches; 4 – 2 = 1 pitch

During coach pitch portion, coach can pitch up to 7 pitches per batter. A batter will not be called out if the last pitch is fouled off. 3 swinging strikes is a strikeout regardless of the number of pitches thrown.

There are no walks except for batters hit by pitch during player pitching.

There are no called balls and strikes during coach pitch.

If a batted ball strikes a coach pitcher it is considered a foul ball.

Pitchers shall not pitch in more than 1 inning per game. As soon as a pitcher delivers 1 pitch to a batter, that pitcher shall be considered as having pitched 1 inning. Once removed from the pitcher's mound, a pitcher may return to the defensive lineup but shall not pitch again in the same game.

Pitchers shall have 40 hours rest after pitching on the same calendar day for 2 innings. (from the scheduled starting time of game).

Pitchers will be removed from the mound if they hit 2 batters in an inning. Batters will not be allowed to crowd the plate.

Pitchers can not pitch in more than 4 innings in a calendar week (12:01 a.m. Monday to 12 midnight the following Sunday).

Base runners will not steal or leadoff base and shall remain in contact with the base until the ball is hit. Sliding is allowed.

Bunting is not allowed. There is no infield fly rule. There is no dropped third strike rule.

A player that throws a bat will be given one warning. Each subsequent time the same player throws a bat; the ball is dead, the runners do not advance and the player is called out.

When a ball thrown from the outfield has reached the infield, either caught, touches an infielder, or strikes the dirt, runners are not allowed to advance. Runners must be more than half way to the next base before the ball reaches the infield to advance. Also, runners will not be allowed to advance on any type of overthrow.

If a ball rolls into the weeds in right field of SL 5 it is a ground rule double. A ball landing in the weeds on the fly is a home run.

Two coaches are allowed in the field of play while their team is on defense for the purpose of instructing their players

Games will be 6 innings in length. Five run limit for innings 1 through 5 with no run limit for the 6<sup>th</sup> inning.

2-hour time limit – An inning will start by the visiting team if the 3<sup>rd</sup> out of the bottom of the inning occurs within two hours from the time the start time of the game declared by the umpire.

If a game is called for any reason, it is a complete game if four innings have been completed or if the home team has scored more runs in three innings, or three and a fraction innings, than the visiting team has scored in 4 complete innings.

Courtesy for runners for catchers and pitchers – with 2 outs, the last person to record an out must run for a player who is scheduled to catch in the next half inning. A courtesy runner is permitted, regardless of the number of outs, for a player scheduled to pitch in the next half inning to allow the incoming pitcher to warm up. This courtesy runner must be the player that is furthest away from batting in the batting order.

10-Run Rule – A game will end immediately & the team ahead declared the winner, if a team is leading by at least 10 runs:

- after 5 or more complete innings have been played, or
- after 4 ½ innings have been played, if the home team has a 10 run lead, or
- before the completion of the bottom of the 5<sup>th</sup> inning, if the home team gets a 10 run lead,

A team will field 10 players for defensive purposes; the defense shall consist of 6 infielders and 4 outfielders. An outfielder shall be defined as a defensive player whose position must be on the grass.

A minimum of 8 players is needed to begin a game. If a team is unable to field the minimum number of players, the game will be forfeited and a loss will be declared for that team.

Prior to the first game of the regular season, the head coach shall establish a batting order containing all players on the team. That order shall remain the same for the remainder for the regular season, with the last batter moving to the lead off spot (and everyone else subsequently moving down one slot) in each subsequent game.

If there is any violation of the Supplemental Rules, both teams will be advised of the rule infraction and receive a warning. If the infraction occurs again, the player violating the rule will be called out. If a coach totally disregards the Supplemental Rules, the coach will be ejected from the game.

Since this is fundamental baseball, it is encouraged to rotate players to play at different defensive positions. Players can play the same position twice during the game (not consecutively except the pitcher), players should be rotated to play different defensive positions, alternating between infield and outfield each inning when possible.

**DEFENSIVE SUBSTITUTION RULE:** If more players are present than defensive positions, each player must sit out one defensive inning prior to a player sitting out a second defensive inning. Once all players have sat one defensive inning, round two begins. Each player must then sit out a second defensive inning prior to any player sitting out a third defensive inning. This pattern continues for however many inning are required to be sat.

League champion determined by a single-elimination tournament played after the regular season.

It is encouraged that all home team coaches chalk a hash mark at exactly 25 feet from home plate to eliminate any confusion on where the runner is when the ball reaches the infield. If the runner is at or past the chalk mark when the ball reaches the infield, that runner shall be allowed to proceed at their own risk.

PLAY-OFF RULES - Same rules as above with the following exceptions:

- 1) Playoff seeding will be determined by a random draw two weeks prior to the scheduled end of the regular season. Teams will be assigned a random number and the League Coordinator will draw from a hat. All pairings will be final and will be communicated to the head coaches one week prior to the scheduled start of the playoffs. Any byes, if applicable, will also be determined by a random draw. Regular season records will have no effect on playoff seeding or pairings. The home team will determined by a coin toss prior to the start of the game
- 2) Extra innings will be allowed so that a winner is determined.
- 3) Players will pitch the first extra inning. All subsequent extra innings will be coach pitch only.
- 4) No run limit for extra innings.
- 5) No restrictions in establishing a batting order (except that it is continuous as all players present must bat).
- 6) Games 8-14 pitching rules will be in effect for the playoffs.

### **2017 Mustang League Supplemental Rules**

Objective: To begin the young players' training in the complete game of baseball. The Mustang league is instructional only.

Play is governed by Official Baseball Rules: “The Sporting News” edition (MLB.com) and the “2017 Rules and Regulations for PONY Baseball, Inc.” (PONY.org).

- PLAYING FIELD**
- 1) Distance between bases 60 feet
  - 2) Pitching distance 44 feet
  - 3) Home plate to center of 2<sup>nd</sup> base 84 feet, 10 inches

**REGULAR SEASON RULES**

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
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+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-30	31-45	46-60	61-75	76+
17-18	105	1-30	31-45	46-60	61-75	76+
19-22	120	1-30	31-45	46-60	61-75	76+

Pitchers will be removed from the mound if they hit 2 batters in 1 inning or 3 times in a game. Batters can't crowd the plate.

Runners cannot leadoff, but may steal 2<sup>nd</sup> or 3<sup>rd</sup> base after the pitched ball crosses the plate. Runners may not advance on a steal when a catcher overthrows (thrown ball by the catcher that gets past a fielder), but may advance on overthrows on plays from on the field. On a throw from the catcher, the ball shall be considered dead until the next pitch from the pitcher is thrown. However, a live ball will be defined as any ball put into play by the hitter. This ball shall be live until the next pitch is thrown.

A player may not steal home at any time and may not advance home on a passed ball.

Bunting and squeeze plays are not allowed. There is no dropped third strike rule.

A player that throws a bat will be given one warning. Each subsequent time the same player throws a bat; the ball is dead, the runners do not advance and the player is called out.

Intentional walks are allowed. The pitcher must throw the necessary number of pitches before the batter is awarded 1<sup>st</sup> base.

Games will be 6 innings in length. Six run limit for innings 1 through 5 with no run limit for the 6<sup>th</sup> inning.

2-hour time limit – An inning will start by the visiting team as soon as the 3<sup>rd</sup> out of the bottom of the inning occurs within two hours from the start time of the game declared by the umpire.

Courtesy for runners for catchers and pitchers – with 2 outs, the last person to record an out must run for a player who is scheduled to catch in the next half inning. A courtesy runner is permitted, regardless of the number of outs, for a player scheduled to pitch in the next half inning to allow the incoming pitcher to warm up. This courtesy runner must be the player that is furthest away from batting in the batting order.

Batters must keep 1 foot in the batters' box at all times.

If a game is called for any reason, it is a complete game if four innings have been completed or if the home team has scored more runs in three innings, or three and a fraction innings, than the visiting team has scored in 4 complete innings.

10-Run Rule – A game will end immediately & the team ahead declared the winner, if a team is leading by at least 10 runs:

- after 4 or more complete innings have been played, or
- after 3 ½ innings have been played, if the home team has a 10 run lead, or
- before the completion of the bottom of the 4<sup>th</sup> inning, if the home team gets a 10 run lead.

The infield fly rule will apply.

A team will field 9 players for defensive purposes.

A minimum of 8 players is needed to begin a game. If a team is unable to field the minimum number of 8 players (either at the start or at any point during the game), the game will be forfeited and a loss will be declared for that team.

If there is any violation of the Supplemental Rules, both teams will be advised of the rule infraction and receive a warning. If the infraction occurs again, the player violating the rule will be called out. If a coach totally disregards the Supplemental Rules, the coach will be ejected from the game.

Since this is fundamental baseball, it is encouraged to rotate players to play at different defensive positions. Players can play the same position no more than 3 innings during the game. The 3 innings for all positions, except pitcher, may or may not be consecutive, For rules addressing the pitcher, see rules earlier in the Mustang section. Players should be rotated to play different defensive positions, alternating between infield and outfield when possible.

**DEFENSIVE SUBSTITUTION RULE:** If more players are present than defensive positions, each player must sit out one defensive inning prior to a player sitting out a second defensive inning. Once all players have sat one defensive inning, round two begins. Each player must then sit out a second defensive inning prior to any player sitting out a third defensive inning. This pattern continues for however many inning are required to be sat.

League champion determined by a double elimination tournament played after the regular season.

PLAY-OFF RULES - Same rules as above with the following pitching exceptions:

- 1) Playoff seeding will be determined by a random draw two weeks prior to the scheduled end of the regular season. Teams will be assigned a random number and League Coordinator will draw from a hat. All pairings will be final and will be communicated to the head coaches one week prior to the scheduled start of the playoffs. Any byes, if applicable, will also be determined by a random draw. Regular season records will have no effect on playoff seeding or pairings. Home team will be decided by a coin flip for all games except the championship games. The home team in the first championship game will be the team coming out of the winner's bracket. If there is a second championship game, the winner of the first championship game will be the home team. If teams are tied, see tie-breaker rules in earlier section of supplemental rules to determine home field advantage.
- 2) A pitcher is allowed to pitch in not more than 3 innings in one calendar day
- 3) Pitchers shall have 40 hours rest after pitching on the same calendar day for 3 or more innings on the same calendar day. (Scheduled starting time of game).
- 4) A pitcher is allowed to pitch in not more than 9 innings in his team's 1<sup>st</sup> three games. After a team has played 3 games, all pitchers on these teams then have 12 additional innings of pitching eligibility remaining for the play-offs, provided they meet the 3 inning calendar day and 40-hour rest rules.
- 5) Extra innings will be allowed so that a winner will be determined. No run limit for extra innings.
- 6) The rule limiting players to only 3 defensive innings at one position will not be in effect. In the playoffs and post-season, players are allowed to play as many innings at one position as the manager wants. This rule applies to all defensive positions except pitcher. See pitching rules covered earlier in this section.

## 2017 Bronco League Supplemental Rules

Objective: To take the developing young players into the full game of baseball with limited restrictions. Our teams participate in a league with West Chicago and Winfield and will follow the approved Tri-Town league rules.

Play is governed by Official Baseball Rules: "The Sporting News" edition (MLB.com) and the "2017 Rules and Regulations for PONY Baseball, Inc." (PONY.org).

<u>PLAYING FIELD</u>	1)	Distance between bases	70 feet
	2)	Pitching distance	48 feet
	3)	Home plate to center of 2 <sup>nd</sup> base	99 feet

### REGULAR SEASON RULES

Pitchers shall not pitch in more than 4 innings on the same calendar day. As soon as a pitcher delivers 1 pitch to a batter, that pitcher shall be considered as having pitched 1 inning. Once removed from the pitcher's mound, a pitcher may return to the defensive lineup but shall not pitch again in the same game.

Pitchers shall have 40 hours rest after pitching on the same calendar day for 4 innings. (Scheduled starting time of game).

Pitchers can not pitch in more than 10 innings in a calendar week (12:01 a.m. Monday to 12 midnight the following Sunday).

Balks will be called. One warning per pitcher, the umpire will explain to the coach and pitcher why the balk was called.

Pitchers will be removed from the mound if they hit 2 batters in an inning or 3 times in a game. Batters will not be allowed to crowd the plate and must make an attempt to avoid being hit by a pitch. If a player is hit by a pitch because he/she is crowding the plate or doesn't attempt to move, this will not count towards the pitcher's removal.

Runners can leadoff & steal 2<sup>nd</sup> or 3<sup>rd</sup> base, but will not be allowed to "taunt" (intentionally distract) or interfere with the pitcher.

A player may not steal home at any time, but may advance home on a passed ball.

Runners may advance to any base on an overthrow.

Bunting is allowed but suicide squeeze plays are not allowed. Under no circumstances may a batter fake a bunt and then swing away. The batter will automatically be called out.

Intentional walks are allowed. The pitcher must throw the necessary number of pitches before the batter is awarded 1<sup>st</sup> base.

Games are 7 innings in length. Six run limit for innings 1 through 6 with no run limit for the 7<sup>th</sup> inning.

2-hour time limit – An inning can start by the visiting team as soon as the 3<sup>rd</sup> out of the bottom of the inning occurs within two hours from the start time of the game declared by the umpire.

Courtesy for runners for catchers and pitchers – with 2 outs, the last person to record an out must run for a player who is scheduled to catch in the next half inning. A courtesy runner is permitted, regardless of the number of outs, for a player scheduled to pitch in the next half inning to allow the incoming pitcher to warm up. This courtesy runner must be the player that is furthest away from batting in the batting order.

Batters must keep 1 foot in the batters' box at all times.

If a game is called for any reason, it is a complete game if five innings have been completed or if the home team has scored more runs in four innings, or four and a fraction innings, than the visiting team has scored in 5 complete innings.

10-Run Rule – A game will end immediately & the team ahead declared the winner, if a team is leading by at least 10 runs:

- after 5 or more complete innings have been played, or
- after 4 ½ innings have been played, if the home team has a 10 run lead, or
- before the completion of the bottom of the 5<sup>th</sup> inning, if the home team gets a 10 run lead.

A minimum of 8 players is needed to begin a game. If a team is unable to field the minimum number of players, the game will be forfeited and a loss will be declared for that team.

The infield fly rule and dropped third strike rule will apply.

If there is any violation of the Supplemental Rules, both teams will be advised of the rule infraction and receive a warning. If the infraction occurs again, the player violating the rule will be called out. If a coach totally disregards the Supplemental Rules, the coach will be ejected from the game.

**DEFENSIVE SUBSTITUTION RULE:** If more players are present than defensive positions, each player must sit out one defensive inning prior to a player sitting out a second defensive inning. Once all players have sat one defensive inning, round two begins. Each player must then sit out a second defensive inning prior to any player sitting out a third defensive inning. This pattern continues for however many inning are required to be sat.

League champion determined by a double elimination tournament played after the regular season.

PLAY-OFF RULES - Same rules as above with the following pitching exceptions:

- 1) A pitcher is allowed to pitch in not more than 4 innings in one calendar day
- 2) Pitchers shall have 40 hours rest after pitching on the same calendar day for 4 or more innings (Scheduled starting time of game).
- 3) A pitcher is allowed to pitch in not more than 12 innings in his team's 1<sup>st</sup> three games. After a team has played 3 games, all pitchers on these teams then have 16 additional innings of pitching eligibility remaining for the play-offs, provided they meet the 4 inning calendar day and 40-hour rest rules.
- 4) Extra innings will be allowed so that a winner will be determined. No run limit for extra innings.
- 5) Playoff seeding will be determined by a random draw two weeks prior to the scheduled end of the regular season. Teams will be assigned a random number and League Coordinator will draw from a hat. All pairings will be final and will be communicated to the head coaches one week prior to the scheduled start of the playoffs. Any byes, if applicable, will also be determined by a random draw. Regular season records will have no effect on playoff seeding or pairings but will determine home field advantage. If teams are tied, see tie-breaker rules in earlier section of supplemental rules to determine home field advantage.

## 2017 Pony League Supplemental Rules

Objective: To take the developing young players into the full game of baseball.

Our teams participate in and follow the Wheaton Youth Baseball Pony League rules prior to our WAA Pony rules.

Play is governed by Official Baseball Rules: "The Sporting News" edition (MLB.com) and the "2017 Rules and Regulations for PONY Baseball, Inc." (PONY.org).

<u>PLAYING FIELD</u>	1)	Distance between bases	80 feet
	2)	Pitching distance	54 feet
	3)	Home plate to center of 2 <sup>nd</sup> base	113 feet, 2 inches

LEAGUE ORGANIZATION - The program consists of American (14 year old) and National (13 year old) Leagues divided into divisions. The program participants are from Warrenville, Wheaton Park District, Briarcliffe and Winfield.

Home teams are responsible for completing a Game Summary Sheet with official score, pitcher's innings, nonrostered players, umpire information and manager's signatures and deposit it at a designated area in Atten Park.

### REGULAR SEASON RULES

DEFENSIVE SUBSTITUTION RULE: If more players are present than defensive positions, each player must sit out one defensive inning prior to a player sitting out a second defensive inning. Once all players have sat one defensive inning, round two begins. Each player must then sit out a second defensive inning prior to any player sitting out a third defensive inning. This pattern continues for however many inning are required to be sat.

Pitchers shall not pitch in more than 7 innings on the same calendar day. As soon as a pitcher delivers 1 pitch to a batter, that pitcher shall be considered as having pitched 1 inning. Once removed from the pitcher's mound, a pitcher may return to the defensive lineup but shall not pitch again in the same game.

Pitchers shall have 40 hours rest after pitching on the same calendar day for 4 innings. (Scheduled starting time of game).

Pitchers can not pitch in more than 10 innings in a calendar week (12:01 a.m. Monday to 12 midnight the following Sunday).

Balks will be called on pitchers.

Runners can leadoff and steal 2<sup>nd</sup> or 3<sup>rd</sup> base, but will not be allowed to "taunt" or interfere with the pitcher.

A player may not steal home at any time, but may advance home on a passed ball.

Runners may advance to any base on an overthrow.

Bunting is allowed but suicide squeeze plays are not allowed.

Intentional walks are allowed. The pitcher must throw the necessary number of pitches before the batter is awarded 1<sup>st</sup> base.

If a game is called for any reason, it is a complete game if five innings have been completed or if the home team has scored more runs in four innings, or four and a fraction innings, than the visiting team has scored in 5 complete innings.

Courtesy for runners for catchers and pitchers – with 2 outs, the last person to record an out must run for a player who is scheduled to catch in the next half inning. A courtesy runner is permitted, regardless of the number of outs, for a player scheduled to pitch in the next half inning to allow the incoming pitcher to warm up. This courtesy runner must be the player that is furthest away from batting in the batting order.

Batters must keep 1 foot in the batters' box at all times.

12-Run Rule – A game will end immediately & the team ahead declared the winner, if a team is leading by at least 12 runs:

- after 5 or more complete innings have been played, or

- after 4 ½ innings have been played, if the home team has a 12 run lead, or
- before the completion of the bottom of the 5<sup>th</sup> inning, if the home team gets a 12 run lead.

The infield fly rule and dropped third strike rule will apply.

The won-loss records of the teams will determine divisional championships and tournament seeding in both the American and National Leagues. The championship of both leagues will be determined by a tournament.

TOURNAMENT RULES – Are determined by the Wheaton Park District Youth Baseball Board of Control.