

2010 Williamsburg Youth Baseball League
The following “league rules” supersede Cal Ripken Rules (ages 9-12)
March 2010
For additional rules, please refer to Cal Ripken rulebook

League Structure:

All players are required to play in their respective age group with the exception of 12’s and 14’s that are currently playing on middle school and high school teams respectively.

Starting and Ending games:

Suspended Games:

A game shall become a suspended game that must be completed at a future date if the game is terminated for any of the following reasons:

- (1) A curfew imposed by law;**
- (2) A time limit permissible under league rules;**
- (3) Light failure or malfunction of a mechanical field device under control of the home club;**
- (4) Darkness, when a law prevents the lights from being turned on;**
- (5) Weather, if a regulation game is called while an inning is in progress and before the inning is completed, and the visiting team has scored one or more runs to take the lead, and the home team has not retaken the lead; or**
- (6) It is a regulation game that is called with the score tied at any point of an inning;**
- (7) The game has not become a regulation game (3 1/2 innings with the home team ahead, or 4 complete innings with the visiting club ahead or tied).**

Regarding number (7) listed above, if a game has not reached a regulation game when play is suspended, the game will be resumed at the point of stoppage at the direction of the field coordinator. The completion of a suspended game is a continuation of the original game. The lineup and batting order of both teams shall be exactly the same as the lineup and batting order at the moment of suspension, subject to the rules governing substitution. Any player may be replaced by a player who had not been in the game prior to the suspension.

Tie Games: Extra innings may be played until the time limit expires, at which time one additional inning may be played. If the game is still tied after the additional inning, the game will be suspended and continued at the earliest date set by the field coordinator unless the game is the last game scheduled on a Saturday or Sunday.

Games are six innings in length and a new inning will not be started after 1 hour and 45 minutes of playing time unless the game is tied. (See above) The umpire-in-chief will keep the official time.

A team must start a game with a minimum of 8 players and must not fall below 8 players or a forfeit will occur. A **ten** minute grace period will be permitted.

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Pitching Rules

Once a pitcher is relieved of his pitching duties, he may not re-enter as pitcher in the same game. This rule applies to Minors, Midgets, and Majors. (Otherwise there are free defensive substitutions.)

Pitching week runs Monday to Sunday.

Minors/Midgets/Majors: Pitchers are allowed **nine** innings per week and may not pitch more than **three** innings in a game. (This includes makeup games)

Note: These same pitching rules apply to playoff games for the Minor, Midget, and Major leagues.

Games that are suspended or called due to rain **will** count as used innings for that week pitched.

Note: One pitch in any inning constitutes a full inning of pitching record in all above leagues.

Other Rules

Courtesy Runners: Courtesy runners are allowed for **pitchers and catchers only**. The courtesy runner must not have played in the field in the previous inning, and the base runner for which the courtesy runner substitutes must be the pitcher or catcher for the next complete inning.

Slaughter Rule: The minor and midget leagues do not have a slaughter rule, but there is a limit of **five** runs per half-inning for Midget and 10 Year Old Minor Leagues and **four** runs per half inning for 9 Year Old Minor League. The Major League has a **10-run slaughter rule after the 4th inning or any subsequent inning (revised for 2010)**, but it has no per-inning run maximum.

For minors and midget leagues, the game is officially over when the losing team cannot makeup the run differential and the game is an official game (3 ½ innings when home team is ahead, 4 innings when visitors are ahead). All subsequent innings played do not count on season run totals.

Substitutions: (All leagues) Free defensive substitutions, except the pitcher once removed from the mound may not return as pitcher in that game. Each player must play six defensive outs in the first four innings of the game. “Bat the bench” is mandatory. Players arriving after lineups are turned in to the scorekeeper will be placed at bottom of batting order. For minor 9’s only, 10 defensive players shall be in the field. The four outfielders must be positioned in the grass area of the outfield at all times.

Other Rules (continued)

Protests: There are **no** protests under any circumstances.

Base stealing: Players can steal bases only when the ball has crossed home plate **for minors and midgets only**.

Diamond: Majors and Midget leagues will play 50/70. Midget league players are not allowed to lead off.

Bats: Only small barrel bats 2 ¼ inch diameter may be used for ages 9-12.

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9 Year Old Minor league base-stealing rule: Players may not steal home under any circumstance; they may score only on a batted ball or a force play with the bases loaded.

Sliding: The runner is out if he does not slide or avoid contact with a fielder in possession of the ball. The crucial variable is contact. If there is contact between a non-sliding runner and a defensive player with possession of the ball, the runner will be called out. The contact does not have to be deemed malicious or even intentional. If there is no contact, the runner is not required to slide, even if the defensive player has the ball well before a non-sliding runner gets to the base.

If there is contact between a runner who is either sliding or not sliding and a fielder who does not have possession of the ball, the call may be “obstruction,” but on a close play where the base-runner and the thrown ball arrive at roughly the same time, the base-runner must slide or avoid contact with the fielder.

Infield Flies: Applies to major and midget leagues only.

Coaches: No one except eligible players in uniform, manager and not more than two coaches shall occupy the bench or dugout.

No assistant coaches will be pre-determined prior to the draft. Assistant coaches and their sons can only be selected through the draft. This does not apply to tee ball and machine pitch leagues.

Ejections: If a player, coach, fan, or parent is ejected from a game, he/she will not be allowed to participate in the team’s following game. **The person that is ejected may not view the current game AND the next game from any closer than the paved parking lot.**

Playoffs:

In the event the regular season can not be completed due to weather, the playoffs will be played as scheduled. Playoffs are tentatively scheduled for the last week of school.

Minor and Midget Leagues: The top two teams will receive a first round bye; remaining four teams will be selected based on winning percentage at the end of the regular season.

Major League: All teams qualify for playoffs at the end of the regular season.

Tie Breaker Rule: 1. Head to Head **2. Fewest average runs per game allowed for the entire regular season for seeding. (revised for 2010)** 3. Coin flip