

WSBL 2012 Rules

2012 West Suburban Baseball League (WSBL) 9-14U
Official League Rules: Updated on 10.22.11 for the 2012 season

1. Mission Statement

To have fun playing baseball in a competitive environment

2. League Entry

- A. Entry is by invitation only.
- B. The league entry fee is \$350.00 payable to the West Suburban Baseball League. This fee is collected to cover administrative and organizational costs, Trophies, League T-Shirts, Special Events, and entitles each team to a minimum number of league games.
- C. The End of the Season Playoff is included in this fee.

3. Each team is required to submit to their Age Group Director the following:

- A. Registration Form and Check +Elite, A or B division participation
- B. Certificate of Insurance
- C. Waiver Forms
- D. Copies of Birth Certificates
- E. Medical Release Forms
- F. Rosters
- G. Home Field Schedule
- H. T-shirt order form

Note: The Certificate of Insurance shall list the “West Suburban Baseball League” as the Certificate Holder. The additional insured shall list, “West Suburban Baseball League, its Board Members, its Directors and its Officers”. Please submit your certificate to your age director

Note: All items listed in the WSBL Website Checklist must be submitted per the listed guidelines.

4. Eligibility for WSBL:

- 1. Must have Home Field
- 2. Must Submit a minimum of nine (9) Separate Home Dates
- 3. Teams must be available to play a minimum of two (2) games (Home or Away) during the week (Monday thru Friday)
AND
- 4. Must keep at least (1) one weekend (both a Saturday and Sunday) each month open during season for league games.

5. Rostered Players and Coaches

- A. Unless you have been granted grandfather status by the Executive Board, teams must submit a typed roster with a maximum of thirteen (13) players to the WSBL Age Group Director no later than the Manager Meeting.
Teams may not add players to their roster after this meeting, except in cases

subject to prior approval by the league. Violation of this will result in forfeit of games played by non-roster player(s). No player can be on any two (2) WSBL rosters.

B. Each manager must carry a WSBL approved certified roster with them and have it available for inspection at WSBL games. If the opposing manager asks to view this document, and the manager cannot provide it, OR the players in question are not rostered, eligible players, that team may forfeit the game. Outcome and final ruling will be made by the Age Group Director.

Note: The game must be completed; the game will be played under protest

Note: An "eligible" player is defined as a player rostered on another WSBL team, and only a player who is brought up from 1 age level below the level he's asked to play at.

Example: a 12U WSBL rostered Oak Brook player is eligible to play on a 13U Oak Brook team to prevent the 13U Oak Brook team from forfeiting the game.

C. All rostered players must comply with the age chart below. Ineligible players will cause their team to forfeit any and all games in which they participate. Team violators will be subject to removal from the league. All teams must provide copies of birth certificates of their rostered players and submit them to the WSBL coordinator. These copies will remain on file with the WSBL coordinator.

9U Must be 9 years old or younger, may not turn 10 before May 1, 2012

10U Must be 10 years old or younger, may not turn 11 before May 1, 2012

11U Must be 11 years old or younger, may not turn 12 before May 1, 2012

12U Must be 12 years old or younger, may not turn 13 before May 1, 2012

13U Must be 13 years old or younger, may not turn 14 before May 1, 2012

14U Must be 14 years old or younger, may not turn 15 before May 1, 2012

D. A limit of two team coaches in addition to a team manager and a team scorekeeper will be allowed in the dugout or on the field at any one time

E. Managers may not be on the playing fields while the opposing team is batting. They must remain in the "out of play" areas – this includes managers that sit on the buckets.

F. Late arrivals will be placed at the end of the batting order.

G. YOU MAY START A GAME WITH EIGHT (8), BUT MUST FINISH WITH NINE (9) ROSTERED PLAYERS. THE 9TH SPOT IS AN "OUT" UNTIL A PLAYER ARRIVES. IF THE GAME FINISHES AND A TEAM HAS ONLY EIGHT (8) ROSTERED PLAYERS, THAT TEAM FORFEITS REGARDLESS OF THE SCORE. IF YOUR "9th" PLAYER IS INJURED, THAT SPOT WILL NOT BE AN 'OUT' IN THE BATTING ORDER AND THE TEAM WILL NOT FORFEIT THE GAME IF THEY WIN.

H. IF YOUR "9th" PLAYER IS **EJECTED**, an out will be recorded when his batting spot comes up. If you do not come up with another rostered player before the

game ends, your team will forfeit the game, regardless of the score.

6. Games

- A. 9U will have a 12-14 game schedule. 10U-14U will have an 18 game schedule.
- B. Season will start April 1. Teams are required to play the games scheduled by the league. The league results will determine playoff seeding – based 1st on winning percentage, then by criteria outlined in rule 12.
- C. Member teams will not intentionally “double book” games with other teams or playoffs, thereby causing WSBL games to be cancelled. Teams should not schedule league games in conflict with previously scheduled playoffs.
- D. Teams must give opponents at least 48 hours notice of any game cancellation due to scheduling conflicts. Affected teams must reschedule within 48 hours or the canceling team forfeits the game.
- E. Teams that forfeit two games will not be eligible for end of year playoff and will be subject to removal from WSBL.
- F. If there is a dispute between teams in scheduling a makeup game, each team will be required to submit two (2) open dates (open for both teams) to their age director. The age director will choose one (1) date on which both teams will be required to play.
- G. Home team manager must make every attempt to contact visiting team manager at least 1½ hours before game time to cancel and reschedule game due to inclement weather or unplayable field conditions.
- H. Home teams are required to supply and compensate one “patched” umpire (IHSA or equivalent) during league, and playoff games. If the umpire is not “patched”, the managers must agree to using a “non-patched” prior to the start of the game. The “non-patched” umpire must be 18 YOA or older. If this is not agreed upon, the team providing the umpire forfeits the game. If agreed upon, and once game begins, there is no forfeit, regardless of the outcome. Please report any team using “non-patched” umpires to your Age Group Director immediately following game.
- I. ALL 13U AND 14U ELITE GAMES MUST HAVE 2 PATCHED UMPIRES for each game. The WSBL *recommends* using 2 umpires at the 13U and 14U levels.
- J. Teams that reschedule a home game on their opponent’s field will pay the manager of the team with the field all fees required to compensate the umpires and other related costs associated with hosting a game, prior to the start of each game. The non-home field team will be the home team.
- K. Home team must provide two (2) new game balls. The league requires Rawlings ROLB(13U&14U) or ROLB1(9U-12U), equivalent or better balls for each game. Coaches to agree on game balls to be used before the start of each game.
- L. Home team must wait 15 minutes after the scheduled game time for traveling teams to arrive (or longer if agreed upon by the participating managers) before the game is forfeited.
- M. Each team is required to play all of their scheduled games.
- N. Hosting team selects their dugout regardless of the scheduled “home team”.

O. If games are cancelled due to weather in last week of season, games will be made up during the open week between the end of the regular season and the start of the league playoffs in order to determine the first place team in each division.

7. Reporting Scores:

- A. Official Scoring: Home team will keep the official scorebook. Please verify scores with opposing team every $\frac{1}{2}$ inning.
- B. WINNING TEAM must report all scores within 24 hours.
 - A. Scores will be reported via secure login on website.

8. Playing Rules

- A. Games will be played using IHSA rules unless otherwise noted in these rules. Each manager is encouraged to review these rules and provide a copy to the umpire(s).
- B. If there is a double-header, games scheduled back-to-back, or field lighting ordinances that may result in a "stoppage" of the game, no new inning will be started in the "1st" game after 1:45 of game time. Teams must notify one another if this rule may come into play prior to the start of the game.

"OFFICIAL GAME STATUS" ALL AGES

- C. Game Length 9U-10U – Games will be six (6) innings in length. A game is considered an official game once four (4) innings have been completed. If the home team is leading after $3\frac{1}{2}$ innings the home team is deemed the winner. If the game is tied at the end of regulation, it shall go into extra innings until a winner is determined.
- D. Game Length 11U-14U – Games will be seven (7) innings in length. A game is considered an official game once five (5) innings have been completed. If the home team is leading after $4\frac{1}{2}$ innings the home team is deemed the winner. If the game is tied at the end of regulation, it shall go into extra innings until a winner is determined.
- E. If teams start a game, and they have played 2 complete innings or less and any condition arises to cancel the game, then the game will be rescheduled and replayed in its entirety as a NEW game. START OVER at 0-0.
- F. If teams start a game and they have pitched 1 (one) pitch during the top of the 3rd inning and any condition arises to cancel the game THEN the game does not meet the requirement to be deemed "OFFICIAL". The game is ruled a SUSPENDED GAME. The teams will finish playing the game at a later date until it becomes an OFFICIAL game using the same players and batting order that was in place at the time the game was suspended and as set forth in paragraph "J" below.
- G. If teams have another game scheduled later in the season, then they MUST complete the SUSPENDED game prior to the next game. Even though the teams may play a double header and that 2nd game may not be completed that day, the suspended game must be played first.
- H. If teams do not have another game scheduled, then the teams should find another date to complete the SUSPENDED Game.
- I. If the game is tied after being an OFFICIAL game, and the game is not completed during the course of the season, then the game will be declared a tie game.

- J. Suspended games should be picked up at the point where it was called – same kids on base, count, etc. Each team will use the exact same line-up as the original game. A pitcher who had pitched previously and was taken out of the line-up as a pitcher cannot pitch again. If kids who were in the suspended game are not available for the continued game, their spot in the batting line-up will be “moved up” (your 3rd hitter in the line-up is not available – your 4th batter is now up after the 2nd batter – no penalty). If kids were not available for the suspended game and show up for the continued game, they will be allowed to bat at the end of the batting order and be allowed to pitch in the continued game.
- K. Games that are rained out or not completed due to inclement weather, darkness or not completed for any reason whatsoever, shall be re-scheduled and played before the end of the regular season. Failure to reschedule and complete league games may result in forfeiture of the game and elimination from the league playoffs.
- L. Temperature Restriction - A game may be re-scheduled due to cold temperature at game time. We expect both managers to cooperate and be reasonable when determining whether or not to play due to temperature at game time. If both managers cannot agree, contact your age director who will make the decision. If the age director is not available, then the game will be rescheduled with the age director determining how any additional costs associated with the rescheduled game should be shared between the respective teams.
- M. Base Distances:
- 9U: 60'
 - 10U: 60'&65'
 - 11U & 12U: 70'
 - 13U: 80'
 - 14U: 90'
- N. Pitching Mound Distances:
- 9U: 46'
 - 10U: 46'&48'
 - 11U: 48'&50'
 - 12U: 48' & 50'
 - 13U: 54'
 - 14U: 60'
- Fields may or may not have mounds and we encourage the use of portable mounds. Home team field dimensions are used.
- O. AGES 10U-14U: Full baseball rules apply including; Lead-Offs, Infield Fly Rule, Balks (each pitcher will receive one balk warning per outing for ages 10-13, no warning at 14) and dropped Third Strikes.
- P. AGE 9U – OTHER RULES:
1. No lead offs
 2. Leave your base - any base after the pitched ball reaches the front of the plate
 3. No dropped 3rd strike
 4. No balks
 5. Infield fly? NO
 6. Is bunting allowed? YES
 7. Are delayed steals allowed? NO

8. Can a baserunner steal home on a passed ball, wild pitch, etc.? NO
9. Can a baserunner come home if he steals third base and there is an overthrow into the outfield? NO
10. Can a baserunner try to go to third if he steals second? YES
- Q. Continuous Batting Rule: Teams will bat a continuous lineup and free defensive substitutions are allowed to encourage maximum player participation. Announce before a game if a player must leave during the game. If a player is injured and cannot bat for his designated spot in the order, he must leave the game, and no out will be recorded.
- R. Courtesy Runners: Will be allowed for catchers & pitchers scheduled for the following half-inning after one (1) out and in case of injury to a player. The courtesy runner used must be the last batted out. An injured player who requires a courtesy runner must be removed from the game and will not be allowed to re-enter. A team caught pinch-running for a Pitcher or Catcher that does not enter the following inning will start the next inning with an out for each improper runner used during the previous half inning and may be subject to further league discipline.
- S. Avoid Contact Rule: Runners should slide or otherwise attempt to avoid contact at any base where the defensive player has, or is about to receive, the ball to make a play. Runners do not have to slide if no play is being made at the base. If contact occurs and is deemed excessive by the umpire, the runner shall be called out. **In all cases, it is the umpire's discretion and the decision is final.** NOTE: A defensive player without the ball and who is not about to receive the ball may not block the base and is subject to a call of interference in the umpire's discretion.
- T. Mercy Rule Ages 11U-14U: 10 Runs after 5 innings, 4 ½ innings if the home team is ahead.
- U. Mercy Rule Ages 9U-10U: 10 Runs after 4 innings, 3 ½ innings if the home team is ahead.
- V. Batters who show bunt must either bunt or take the pitch. Batters who show bunt and then swing the bat *will be called out whether they make contact with the ball or not* AND will be immediately ejected from the game. That position in the batting order will be an automatic out in the line-up. **NO WARNING.** The ejected player may be replaced in the field with another rostered player.
- W. Any infielder who fake tags a runner when no throw is being made to a base will be ejected from the game. **NO WARNING.** His spot in batting order will be an automatic out. That person may be replaced in the field with another rostered player.
- X. Warm-ups: Each team will be allowed 15 minutes of warm up time prior to the game provided they arrive early enough. The home team should be the first to warm up. Use good judgment and courtesy in order to get the game started on time.

9. Pitching Rules

- A. Maximum innings per game, per pitcher: 1 pitch = 1 inning.
9U & 10U 2 innings/game
11U – 13U 3 innings/game
14U 4 innings/game

If you violate this rule – your team will forfeit the game. No exceptions.

- B. One free trip to mound per inning by a coach or manager is allowed and only a total of two free trips are allowed per pitcher per game. On the second trip per inning or third trip per game the pitcher must be removed. Balk explanation trips are excluded as a trip to the mound.
- C. A major league-sized pitching rubber should be used. Again, fields may or may not have mounds and we STRONGLY encourage teams playing on flat mound fields to provide a temporary pitching mound.
- D. Pitchers – once removed from a game as a pitcher may not re-enter as a pitcher.
- E. Pitchers will receive a maximum five (5) warm-up pitches prior to each inning. Relief pitchers will receive a maximum of eight (8) warm-up pitches.
- F. Pitched Ball Restrictions
 - 9U - 12U - No **breaking** balls – including a slip pitch – will be allowed. Only the umpire will deem a pitch a breaking ball. One warning will be given. On subsequent breaking balls, the pitch will be deemed an illegal pitch and the pitch be called a “ball.”
- G. Breaking balls are permitted at ages 13 & 14.
- H. Pitchers may not wear white wristbands, a white batting or fielder’s glove or a white long sleeved undergarment (which may distract the batter).
- I. A pitcher hitting two batters with a pitched ball in an inning or three within the game will be removed from the game as a pitcher.

10. Equipment

- A. Rubber spikes only at the 9U - 12U Divisions.
- B. Metal spikes may be worn at the 13U & 14U Divisions.
- C. Batters, on deck hitters, and base runners must wear helmets.
- D. Players may not wear metal jewelry.
- E. There are no bat restrictions 9U - 13U divisions.
- F. 14U will have a –5 Bat restriction.
- G. Players coaching bases must wear a helmet.
- H. For safety reasons all players must wear a protective cup. Catchers must wear protective catcher’s equipment in addition to a protective cup.

11. Conduct

- A. ***Any manager, coach, player, or family member ejected from a game for disciplinary reasons must be reported by both managers to the Age Group Director within 24 hours.***
- B. Ejections: For any manager, coach, player or family member ejected from a game, the following penalties will be assessed:
 1. 1st Ejection: Discipline will include a warning **AND** suspension from, at the minimum, the following game.
 2. 2nd Ejection: Decision will be made by the Executive Board.
- C. Only the team manager may discuss a call with an umpire and only if the discussion is a question regarding a rule. Judgment calls are final.
- D. The team manager *will be responsible* for the conduct of their *coaches, players and fans*. Umpires are authorized to throw violators out of a game

and ask them to leave the park. Failure of anyone asked leave the premises following the umpire's request will result in their team forfeiting the game.

- E. All teams are required to clean-up their dugout and bleacher areas after each game.
- F. Players who throw their bat after swinging shall be given one (1) warning. The second time the same player throws their bat, and after all subsequent occurrences, the player shall be called out.
- G. Players who throw a tantrum and toss their bat, helmet or any equipment in a dangerous and unsportsmanlike manner will be EJECTED from the game.
- H. Players and fans are not allowed to sing or chant during an inning. No distracting noises shall be directed towards the opposing pitcher during the pitcher's wind-up. Vocal support for their team is allowed in the form of cheering and voicing encouragement. Each base coach is allowed to verbally coach his base runner – however, no speaking to opposing players is allowed.
- I. No protests will be allowed.
- J. Disputes over Rules – If there is a rule dispute (NOT a judgment call by the umpire) that is not clearly defined by the IHSA rules as amended herein, then a formal dispute should be logged with the WSBL Age Group Director. A final decision will be made by the WSBL.
- K. Lineup cards will be provided by each team to opposing team. It must include first and last name, and number for every player.
- L. If a makeup game is played at a different field, the original home team will remain as the home team.

12. Tie Breakers – Divisional Standings (Regular Season)

- A. Division winners will be the Team with most wins (not highest winning percentage).
- B. In the event that there is a tie after A:
 - 1. Team with the best record in head-to-head competition.
 - 2. One Game playoff will be held.

13. WSBL – End of the Year Playoff

- A. A **maximum** of 16 teams per Age Group per Level (Elite,A,B) will make the End of year Playoff.
- B. The tournament dates and format will be provided by each WSBL League Coordinator. The win total in WSBL league play will determine seeding for the tournament. The league retains the ability to change the playoff format, game location, and other scheduling issues to accommodate all the teams and to promote timely completion of the playoffs.
- C. Specific WSBL Tournament guidelines will be provided by each WSBL League Coordinator. Guidelines will include, but not be limited to; seedings,dates, format, trophies, concessions, umpires, game time limits, etc.

14. Team placement:

Unless a successful petition is made to the Executive Board,

Teams must play in their age bracket – kids will play against their peers. Teams can play neither “up” nor “down”. Your age bracket is determined by the age of the majority of kids on your team – 51%+. A team classified as a 13U team (determined by 51% of the team being 13U by age) may petition the league to play at the 14U level – in preparation for high school play.

Quick reference guide:

Age	Breaking balls allowed?	Spikes	Pitching distance	Max innings per game, per pitcher	Innings per game	Base distance	Bats
9U	No	Rubber	46'	2	6	60'	No limit
10U	No	Rubber	46'-48'	2	6	60-65'	No limit
11U	No	Rubber	48'-50'	3	7	70'	No limit
12U	No	Rubber	48'-50'	3	7	70'	No limit

13U	Yes	Metal	54'	3	7	80'	No limit
14U	Yes	Metal	60'	4	7	90'	-5

Note: These rules are subject to change. Any changes made are at the discretion of the WSBL and will be published to all teams via the League Web Site.
