



Local Rules
Spring 2017

Rule Changes Are Highlighted

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Woodland Cal Ripken Youth Baseball League

Local Rules

1. OFFICIAL BASEBALL RULES

All games shall be played according to the official baseball rules, sections 1.00 to 9.05, with the exceptions listed in the 2015 Babe Ruth League, Inc. Baseball Rules and Regulations book, sections 0.01 to 0.08. Further exceptions and/or clarifications will be followed as per these local rules.

2. ROSTER LEVEL

2.1. Teams – Minimum Roster

2.1.1. Minimum Roster

The Board of Directors shall determine the minimum roster sizes to be maintained annually.

2.1.2. Loss of Player - Notification by Manager

Should a team fall below the minimum roster, the manager shall notify the Division Player Agent. The Division Player Agent will assign a replacement player to the team upon notification.

2.1.3. Maintaining Less Than Minimum Roster

If a team loses a player during the season, that team may be allowed to carry one (1) player less than the minimum number of players with the approval of the Board. No team shall have an active roster that is more than two (2) players below the maximum number of players. See rule 4.3.1 for player replacement procedures.

3. SELECTION OF PLAYERS

3.1. Tryouts

The league shall hold tryouts. Every player aged seven (7) to twelve (12) should attend tryouts. The purpose of the tryout is to allow the league coaches and official raters to evaluate the player's skill level. These ratings are used during the draft process to promote balanced teams.

It should be noted that every player that registers to play will be placed on a team. Our league is recreational and therefore there are no "cuts" based on the results of the tryout.

3.2. Draft

3.2.1. Draft List

Teams will draft from the list provided by the League. Any players that are not on the draft list provided by the League may be requested by the managers to be moved up.

Any corrections or adjustments of the Board approved list must be presented to and approved by the Division player agent running the draft prior to the first child being picked.

3.2.2. Secrecy

Absolutely NO Players will be told the position in which they, or any other player, were drafted. Rate sheets will be passed out at the beginning of the Draft and will be collected at the end of the Draft.

3.2.3. Twelve Year Olds – in Major Leagues

Prior to the start of the major division draft, the league registrar shall declare the minimum and maximum number of twelve year olds to be drafted per team. The managers may draft the twelve year olds in any round they chose. The registrar will inform the managers during the course of the draft how many more twelve year old players they have left to pick and if that number equals the number of overall picks left in the draft, than all those picks must be twelve year olds.

3.2.4. Ten Year Olds - in Major Leagues

No ten (10) year olds shall be drafted to a Major League team unless the player's name appears on a list approved by the Board of Directors. No Major League team may draft more than one (1) ten-year-old player, with the exception of options to which the team is otherwise entitled according to these rules. These players may be drafted during any round.

3.2.5. Ten Year Olds – in Minor Leagues

Prior to the start of the minor division draft, the league registrar shall declare the minimum and maximum number of ten year olds to be drafted per team. The managers may draft the ten year olds in any round they chose. The registrar will inform the managers during the course of the draft how many more ten year old players they have left to pick and if that number equals the number of overall picks left in the draft, than all those picks must be ten year olds.

3.2.6. Eight Year Olds - in Minor Leagues

No eight (8) year olds shall be drafted to a Major League team unless the player's name appears on a list approved by the Board of Directors. No Major League team may draft more than one (1) eight-year-old player, with the exception of options to which the team is otherwise entitled according to these rules. These players may be drafted during any round.

3.2.7. Eight Year Olds in Rookie League

Prior to the start of the rookie division draft, the league registrar shall declare the minimum and maximum number of eight year olds to be drafted per team. The managers may draft the eight year olds in any round they chose. The registrar will inform the managers during the course of the draft how many more eight year old players they have left to pick and if that number equals the number of overall picks left in the draft, than all those picks must be eight year olds.

3.2.8. Equal Numbers of Players

Teams will have an equal number of players, if possible. The League may designate that teams must draft an equal number of players of a designated age. See rule 4.3.1. for player replacement procedures.

3.2.9. Teams with no Manager/Coach in Attendance at the Draft

An impartial Board Member will draft any team without an assigned Manager/Coach in attendance.

3.2.10. Options

There shall be two (2) types of draft options. Available options are Manager/Coach option and Sibling Option.

3.2.10.1. Manager/Coach Options:

A manager who has a child/children eligible for the draft becomes the manager's option. A coach who has a child/children eligible for the draft becomes the coach's option. A manager must take his or her own child/children in the first round (second round in the case of siblings). A Coach must take his or her own child/children in the second round (third round in the case of siblings).

Manager/Coach Options MUST be declared prior to the beginning of the draft.

3.2.10.2. Sibling Options:

When two (2) or more members of the same immediate family are in the same draft, the Sibling Option shall be in effect if requested by the parents. (Parents also have the right to request that siblings NOT be placed on the same team.)

When a sibling is drafted, a manager must exercise the sibling option (if requested), whereby the manager will automatically take the remaining sibling as his next pick.

A drafting team will not be allowed to exercise the Sibling option if the League has received a specific request from the parents of the children that the children be placed on different teams or the League determines, for safety purposes, one child needs to play at a lower level.

PLACEMENT REQUESTS: Non-immediate family members may make a request that their children be placed on the same team for various reasons. Such request will be noted on the draft list to make the managers aware of the request. It is not mandatory for a manager to take this type of option.

3.2.11. Limitations on Draft Options:

Three (3) manager/coach/sibling options will ONLY be allowed in the case of siblings. No team may have a manager's child, a coach's child, AND an assistant coach's child as options. Under NO circumstances will a team have more than 3 total options. There will be no penalty assessed for having three (3) manager/coach/sibling options in the case of siblings.

3.2.12. Draft Order

In order to balance the effect that manager/coach/sibling options can have on the fairness of the draft and on the competitiveness of teams, the draft order will not be determined simply by blind draw. Instead the draft order will be determined as follows.

Round One:

Only teams with 0 players on their roster (teams with no manager/coach/sibling options) will draft in round 1. If more than one team is eligible, draft order for this round will be determined by blind draw.

Round Two:

Only teams with 1 player on their roster will draft in round 2. If more than one team is eligible, draft order for this round will be determined by the player’s tryout rankings. The team with the lowest-ranked player will draft first.

Round Three:

Only teams with 2 players on their roster will draft in round 3. Draft order for this round will be calculated based on the 2 players’ combined tryout rankings. The team with the lowest total rank for their 2 players will draft first.

Round Four: All teams will draft in round 4. The draft order for this round will be calculated based on the 3 players’ combined tryout rankings. The team with the lowest total rank for their 3 players will draft first.

Round Five and on:

No further re-calculating of draft order will be done. Moving from round 4 to round 5 the serpentine method will be used. This method will continue for the remainder of the draft. (See figure 1)






	Team 1	Team 2	Team 3	Team 4	Team 5
					
Round 1	Manager's Player	Manager's Player	Manager's Player	Manager's Player	Manager's Player
Round 2	First Pick	Coach's Player	Coach's Player	Coach's Player	Coach's Player
Round 3	Second Pick	First Pick	First Pick	First Pick	Coach's Player
Round 4	Third Pick	Second Pick	Second Pick	Second Pick	First Pick
Round 5					
Round 6					
Round 7					
Round 8					
Round 9					
Round 10					
Round 11					

Figure 1

3.2.13. Draft Verifications

Upon leaving the draft, each Manager must verify with the Registration Chair that the selections are correct. The Registration Chair’s copy of the draft is official and must be attested to by an Executive Board member.

4. PLAYER ASSIGNMENT

4.1. Player Release

During the season play, **No** player will be released from a team. Should circumstances occur where a player no longer desires to participate as a member of the team:

4.1.1. Attempt Resolution

The League President or Vice Presidents shall meet with the manager, player, and the player's parent(s) in an attempt to resolve any differences between the parties.

4.1.2. Removal

If the parties are unable to resolve the differences, the player shall be removed from the active roster and will be required to fill out a release (quit) form.

4.1.3. Non-Participation

No player, who has been released, may participate in any Woodland Cal Ripken Youth Baseball League event including practicing with a team or participation in any game. Player shall not be allowed on the playing field or in the dugout during any game. The manager shall collect the player's uniform at the time the player is removed from the team roster. This rule does not apply to a player inactive due to injury.

EXCEPTION: Extraordinary circumstances will be addressed by the Executive Board and the welfare of the child will be the uppermost consideration.

4.2. Trading

No trades will be allowed.

4.3. Replacements

4.3.1. Selection of Replacement Players

When any Major, Minor, or Rookie Level team drops below the minimum number of players, as determined in 2.1.1, the Division player agent shall attempt to balance the roster. This may only be done via age appropriate players on the league approved wait list. The Manager and the parents involved shall be notified in a timely manner by the Division player agent of replacement player(s) when they have been selected. A league official shall follow up with the manager to insure the player has indeed been added to the team at the next scheduled league game.

4.3.2. Selection of Temporary Replacement Players – “Farm System”

On the day of the draft each team is assigned a draft position number at random. This number will also be used by the league to establish a “farm system” to be used to replace players who are temporarily unavailable due to illness, vacation, or other absence.

Example: Majors draft position one becomes the Yankees, Minors draft position one becomes the Cubs, and Rookie draft position one becomes the Mariners. These choices are recorded and given to the division player agents. If at any time during the season the Yankees manager informs the division player agent that he needs a replacement player for one of his own due to illness, vacation, etc. that player can only come from the Cubs. Similarly, the Cubs can only obtain a player from the Mariners.

If the division player agent cannot obtain a player from the proper farm system team, he may choose to use a player on a league approved list of available players from the next lower division.

A manager cannot request a certain player. It is the division player agent's decision.

If an uneven number of teams exist, a "farm system" team may be assigned to more than one team.

5. MANAGER AND COACH SELECTION

5.1. Managers

5.1.1. Annual Appointment

Managers shall be selected and appointed by majority vote of the Executive Board. Selection of managers shall be conducted prior to the draft each year. The Board of Directors, in selecting managers, shall not limit itself to the individuals with previous experience in the league.

5.1.2. Selection Criteria

In determining which individuals shall be managers, due consideration shall be given to:

- Individuals who have a child participating in the league
- Years of experience and dedicated service to Woodland Cal Ripken Youth Baseball League
- Experience as a manager
- Experience as a coach
- Other demonstrated knowledge, abilities, and experience.
- Prior Disciplinary actions as per Article VII Sections 5 of Woodland Cal Ripken Youth Baseball League Bylaws

5.2. Coaches

5.2.1. Board Approval Required

Managers shall submit the name of their team's coaches for Board approval prior to the beginning of seasonal play.

5.3. Requirements to Manage or Coach

5.3.1. Background check

Babe Ruth League International has stated that all managers and coaches must pass a background check.

5.3.2. Coaching Certification

All baseball coaches shall become certified through Babe Ruth League Inc. before their first season in the league. The certification, once obtained is good for the coach's entire coaching career (Cal Ripken and Babe Ruth). The certification shall be obtained at the coaches cost (currently \$19.95) which is obtained by passing the online course at <http://www.baberuthcoaching.org>.

6. GENERAL LOCAL RULES

6.1. Pitching – General

6.1.1. Trips to the Mound

The second trip in the same inning to the same pitcher shall automatically result in the removal of that pitcher from the game **as a pitcher only**. It is not a charged trip if the manager or coach talks to the pitcher between innings or during the pitcher's warm-up throws. If the manager remains with the pitcher after the allowed one minute or after the 8th warm-up pitch, a trip will be charged. If the catcher or any other player goes to the dugout, and then immediately to the mound, it will be considered a trip to the mound by the manager.

6.1.2. Re-scheduled and Make-up Games

No exceptions to the standard pitching limitations will be made for re-scheduled or make-up games. Pitching eligibility goes in accordance to the calendar week in which the games are played. Pitching limitations are enforced for the safety of the Pitcher – without regard to the team's ability to win/lose.

6.1.3. Inning Rule

If a pitcher delivers one (1) pitch in an inning he shall be charged for one (1) inning pitched.

6.1.4. Assignment Defined

The word "assignment" means each game in which a pitcher pitches.

6.1.5. Game Called: Effect on Pitching Eligibility

If a game is called before it has become a regulation game and the umpire declares it "no game" those innings pitched would count against pitching eligibility for the week. Pitching rules are intended to protect the arms of the pitchers.

6.1.6. Ineligible Pitcher

Per Babe Ruth/Cal Ripken rule 0.06 paragraph 4;

"Games in which an ineligible pitcher has been used as specified in paragraphs 1, 2 and 3 shall be declared forfeited." This rule applies whether the infraction is identified during or after the game. See local rule 6.22 for sanctions against the manager/coach

6.1.7. Protocol upon Discovering an Ineligible Pitcher

Game in Progress

If an ineligible pitcher is identified while the game is in progress, the opposing manager, scorekeeper, Division player agent or Board Member on Duty, shall immediately notify the home plate umpire, who shall cause the official scorebooks to be reviewed by the scorekeeper, home-plate umpire and Board Member on duty. A determination of pitcher eligibility will be made at that time, and coaches will be notified of the determination. If pitcher is in-eligible he/she will be immediately removed from the mound and replaced by an eligible pitcher.

The game **will** continue to normal completion. Play will not be stopped for this coaching infraction.

The game will be forfeited, and counted in the loss column for the offending team.

Any coach/manager or Board Member who knows of a pitching infraction must bring it to the attention of the head umpire prior to the 1st pitch being thrown, thus avoiding the forfeit.

After the Game

All official scorebooks will be audited by the League division player agent. If an in-eligible pitcher is identified after the game is concluded, the game will be declared forfeit by the offending team and the manager/coaches will be notified by the Division player agent.

A protest does not need to be lodged by the opposing manager for an audit to be conducted, however, a protest can be lodged by the opposing manager if desired to insure a determination of pitcher eligibility.

6.2. Pitching – Major Division

6.2.1. Maximum Pitches

We adhere to all the Pitch Count rules of play

If there is a one (1) calendar week break in play (e.g. spring break) where no games are played, pitcher eligibility will “re-set” and all pitchers are available for 6 innings.

6.3. Pitching – Minor Division

6.3.1. Minor – 12 Year Old

No league age twelve (12) year old may pitch in a Minor division game.

6.3.2. Minor – 11 Year Old

No league age eleven (11) year old may pitch in a Minor division game.

6.4. Pitching – Rookie Division

6.4.1. Pitching Distance:

The distance from the pitching plate to home plate FOR BOTH COACHES AND PLAYERS shall be forty-three (43) feet in all league games until the mid-point of the season (half the scheduled games played). In all league games after the mid-point of the season, the distance shall be forty three (43) feet.

6.4.2. Rookie – 10 Year Old

No league age ten (10) year old may pitch in a Rookie division game.

6.4.3. Rookie – 9 Year Old

No league age nine (9) year old may pitch in a Rookie division game.

6.4.4. Adult Pitch – Maximum Number of Pitches:

Whenever an adult is pitching during a game, the batter will be delivered no more than five (5) pitches. Balls and strikes shall not be called and no batter shall be issued a base-on-balls, nor shall a batter be called out on strikes. If the player fails to hit a fair ball after five (5) pitches, the batter will be declared out.

6.4.5. “Coach Pitch” Innings and “Kid Pitch” Innings

The manager, coach, or authorized adult shall pitch the first TWO (2) innings of each game and players shall pitch the final FOUR (4) innings in all league games until the mid-point of the season (half the scheduled games played or Derby Day). In all games scheduled after the mid-point of the season players shall pitch the entire game.

6.4.6. Maximum Pitches per Game

We adhere to all of the Pitch Count rules.

6.4.7. Maximum Pitches per Week

We adhere to all of the Pitch Count rules

6.5. Batting

6.5.1. Batting Order – Major Division

Major League managers will follow standard baseball rules submitting a batting order of (9) players, making substitutions as appropriate. Managers have the choice to utilize the Extra Player (EP) option - batting 10 players in the line-up. All substitution and re-entry rules apply to the EP also. Election of this option must be stated at the time rosters are submitted before the game.

6.5.2. Batting Order – Minor Division & Rookie Division

Minor and Rookie League managers will give their batting order to the scorekeeper listing all the players on the roster (both names and numbers are to be included). All eligible players on the roster and present at the game shall bat. The batting order shall not change during the game. Late players will be added at the bottom of the order

6.5.3. Thrown Bat

A thrown bat will result in the umpire issuing a warning to the entire team. The next thrown bat or bat that strikes the catcher thereafter may be ruled an automatic out at the umpire’s discretion.

6.6. Running and Stealing – Rookie Division

6.6.1. Special Base Running Rule

The ball is considered dead when the pitcher is in possession of the ball while within the circle generally delineated by the mound if a runner is advancing while the attempted throw is being made, the runner will be awarded the advancing base.

6.6.2. Season Rookie Stealing Rule

Base runners in the rookie division may steal second or third base during “Kid Pitch” innings but **ONLY** in the case of a passed ball. One allowed stolen base per passed ball. **No stealing is allowed during the first two innings of the game which are “Coach Pitch.”** Base runners will not be allowed to steal home. Player must be batted in or walked to advance to home.

6.6.3. Second Half of Season Rookie Stealing Rule

Base runners will be allowed to steal home on a passed ball only.

6.7. Fielding – Rookie Division

6.7.1. Special Fielding Rule

A fourth outfielder will be added to the defense (total of 10 defenders). The positions in the outfield are left, left center, right center, and right. A “rover” is not allowed.

6.8. Participation and Starting

6.8.1. Major Division:

Each player in good standing present at the start of the game **must participate in at least three (3) full innings** in the field and come to bat at least once in each game. If for any legitimate reason, such as game curtailment, a child is not able to meet the minimum requirement, he or she will automatically start the next game.

6.8.1.1. Games Ending Before Completion of the Sixth Inning:

In any game ending before the home team bats in the bottom of the sixth inning, the minimum playing time shall be six (6) defensive outs and one (1) at bat per game.

6.8.1.2. Failure to Play Minimum Time

Any player not receiving minimum playing time (**3 innings in a game**) shall:

- a) Start the first 3 innings of the next game (On the first violation)
- b) Start the entire game (On the second violation)
- c) Forfeit Game (On third violation)

Note: If substitute players are inserted into the game at the top of the fourth inning it will be impossible to violate this rule (i.e. if the game goes the full six innings, all players will have played 3 innings. If the game ends before completion of the sixth inning, a violation will not be counted but player with less than 3 innings MUST start the next game. Accordingly, it is suggested that all managers insert their substitutes into the game at the top of the fourth inning. If a manager elects to insert a substitute into the game before the top of the fourth inning (i.e. if the game is high scoring in the early innings or is progressing slowly and the manager believes that the game will not reach the sixth inning) then the manager is free to make substitutions at the top of the third inning. If this is done, however, the manager must make sure that if the game does reach the sixth inning, the starters must be reinserted at the top of the sixth inning to be in compliance with this rule.

6.8.2. Minor Division:

Each player in good standing present at the start of the game must participate in at least two (2) full innings in the field.

AND

Each player in good standing must start in the field at least every other game.

Parental request to reduce minimum playing time, with Board approval, overrides this rule in the best interest of the player.

Exception: Subject to Board approval, teams playing below the minimum roster on a temporary basis (eg. Player vacation, illness, etc.) Division player agent must be notified.

6.8.3. Rookie Division:

All players in good standing present at the start of the game must start in the field at least every other game and participate in at least two (2) full innings in the field.

Parental request to reduce minimum playing time, with Board approval, overrides this rule in the best interest of the player.

Exception: Subject to Board approval, teams playing below the minimum roster on a temporary basis (eg. Player vacation, illness, etc.) Division player agent must be notified.

6.8.4. All Star Eligibility:

All players must participate in 70% of the regular season games to be eligible for the All-stars.

If participation drops below 70% due to a major sickness or injury, eligibility may be reviewed by the board.

6.9. Substitution- Re-Entry:

6.9.1. Major Division:

Any of the nine starting players may withdraw and re-enter once, provided such player occupies the same batting position whenever he is in the line-up. A substitute who is withdrawn may not re-enter. Ten starting players if the EP option is invoked.

6.9.1.1. Restriction #1

Except when substitution for an injured or ejected player or safety concerns, all substitutions will occur at the half-inning. Each defensive player will play three (3) consecutive defensive outs before being removed for a substitute.

6.9.1.2. Restriction #2

If a pitcher is moved to any other position or removed from the game, he may not re-enter as a pitcher again in that game.

6.9.2. Minor Division & Rookie Division – Free Substitution

In Minor and Rookie League play, a manager may elect to remove and re-enter both starters and substitutes at any time during the game, subject to the following restrictions:

6.9.2.1. Restriction #1

Except when substitution for an injured or ejected player or safety concerns, all substitutions will occur at the half-inning. Each defensive player will play three (3) consecutive defensive outs before being removed for a substitute.

6.9.2.2. Restriction #2

If a pitcher is moved to any other position or removed from the game, he may not become a pitcher again in that game.

EXCEPTION: The Starting pitcher ONLY may return to the mound if he is NOT removed from the lineup, if it is in a different inning. Starting pitcher may re-enter as pitcher 1 time only.

6.9.3. Minimum Playing Time:

Although consecutive innings are not required, all players shall play their minimum playing time during the game.

6.10. Notification of Substitution

At the beginning of each inning, ½ inning, or mid-inning (in case of injury) the manager must verbally submit player substitutions, complete with names, numbers, and position changes to the scorekeeper.

6.11. Balks

Balks will be enforced in the Majors-70 division.

1st half of the season - Each pitcher will be given one warning per game with no penalty. The umpire may quickly instruct the pitcher or manager what he/she did to cause the balk call.

2nd half of the season – Warnings will no longer be issued.

6.12. Intentional Walks

There shall be NO intentional walks.

6.13. Infield Fly Rule

The infield fly rule will only be enforced in the Major Division and in the Minor Division. Infield Fly and is an umpire judgment call.

6.14. “5 Run Limit” Rule – Minor and Rookie Divisions

6.14.1. Restricted Innings – Amended Fifth and Open Sixth Inning

Minor and Rookie Division teams will only be permitted to score five (5) runs per inning through the first four (4) innings. The fifth inning shall allow each team to bat though the lineup once or until 3 outs are recorded, whichever occurs first. The sixth inning will be an open inning.

6.14.2. Final Inning Other than Fifth and Sixth Inning

If the final inning is not the fifth or sixth inning, the home team may bat even if they are behind by more than five (5) runs, or may call the game at the home team manager’s discretion. If the home team does choose to bat, they will only be permitted to score five (5) runs.

6.15. Dropped Third Strike Rule – Minors & Majors Only

On an uncaught third strike with no runner on first base or with two outs, the batter immediately becomes a runner. The strike is called, but the umpire does not call the batter out. The umpire may also actively signal that there is "no catch" of the pitch. The batter may then attempt to reach first base and must be tagged or thrown out. With two outs and the bases loaded, the catcher who fails to catch the third strike may, upon picking up the ball, step on home plate for a force-out or make a throw to any other fielder.

Fall Ball – Drop 3rd Strike will only be applicable in MAJORS Spring Ball – Drop 3rd Strike will be applicable in MAJORS and MINORS

6.16. Run Rule – All Divisions*

All games will be played with the following run rules applied. At the end of the innings listed below, should either team be ahead by designated runs listed, the game will be declared completed. Home team will always get last at bat before a game is declared completed.

15 after 3 innings (Except for Rookie Division)*

10 after 4 innings 8 after 5 innings

6.17. Courtesy Runner

6.17.1. MAJORS

There will be no Courtesy Runner option in MAJORS – if the manager chooses to substitute a runner for the Catcher or Pitcher – Substitution rules 6.11 will apply.

6.17.2. MINORS

For speed-up purposes, teams have the option to use a courtesy runner for the Catcher. The courtesy runner can only be used when there are already two outs and the probability of the catcher being left on base and unable to gear up to go out defensively is greater.

6.18. Duration of Games

6.18.1. Maximum Time for Starting New Inning:

6.18.1.1. Majors Division:

WCYBL games will have an official starting time declared by the umpire or the scorekeeper at the direction of the umpire. No new inning will begin after one (1) hour and forty five (45) minutes has elapsed from the official starting time. The time is the responsibility of the umpire, but may be maintained by the scorekeeper.

6.18.1.2. Minor and Rookie Divisions:

WCYBL games will have an official starting time declared by the umpire or the scorekeeper at the direction of the umpire. No new inning will begin after one (1) hour and thirty (30) minutes has elapsed from the official starting time. The time is the responsibility of the umpire, but may be maintained by the scorekeeper.

6.18.2. Maximum Game Time

6.18.2.1. Majors Division: DROP DEAD time is two (2) hours – score reverts to last completed inning

6.18.2.2. Minor and Rookie Divisions: DROP DEAD time is one (1) hour and forty five (45) minutes – score reverts to last completed inning

6.19. Tie Games – Regular Season

6.19.1. Regulation Games Ending In Tie

If at the completion of the inning that was started when the official time expired the score is tied, it shall be recorded as such in the official standings.

6.20. Time Outs

In the last 10 minutes of the game, if a manager asks and is granted time for whatever reason, the opposing manager may approach the umpire and direct him to stop the clock. The clock will remain stopped until the ball is put back into play by the home plate umpire.

6.21. Base Coaches – Major Minor and Rookie Divisions

Two (2) adult base coaches are allowed. No player is allowed to coach a base.

6.22. Disciplinary Action

6.22.1. Players - Reporting Requirements

A player may be benched for disciplinary action for reasons including but not limited to: coming late to games or practices, missing games or practices without permission, improper conduct at games, or any other legitimate reason. *Benching of any player must be reported before the start of the game to the official Scorekeeper for documentation in the scorebook and in writing to the Division player agent. Benching may be appealed to the Division player agent either by the player or by his/her parents.*

Any disciplinary action affecting a player's minimum playing time must be reported in writing to the Division player agent within twenty-four (24) hours. The Division player agent must also report all disciplinary actions to the Board. An appeal for any disciplinary action shall be made to the appropriate League Division player agent, within 24 hours. The Division player agent shall prepare a summary report of the disciplinary action and the appeal and present both to the Protest committee (3 Board members not directly associated with teams at the same playing level) for final action and resolution.

6.22.2. Ejections

Any player, coach, or manager ejected from a game must immediately leave the baseball field to the closest parking lot. The coach or manager must also abide by these restrictions for the following game. Failure to do so will result in a forfeit for the team. Any player ejected from a game may appeal to the Board or designated committee to evaluate suspension of next game.

6.23. Team Conduct

Managers shall be responsible for the conduct of their players, coaches, and parents. There will be NO throwing or damaging of equipment (whether it belongs to the league or the player). There will be no verbal harassment of umpires, opposing team members or any other player or Manager/Coach.

6.24. Uniforms

All players must wear their league issued uniform in its entirety. Caps, socks, pants, and jerseys must be league issues and all the same. Players not in full uniform will be ineligible for game play. Ineligible players must be brought to the attention of the official scorekeeper, prior to the start of the game, for

documentation. Shirts tucked in and hat on straight is considered essentially part of the uniform. Uniform must be issued uniform. No insignia or patches unless approved by the Board may be worn.

6.25. Rescheduled Games

6.25.1. Special Pitching Rules

In the event a regularly scheduled game must be rescheduled, the pitching regulations shall be modified as follows:

6.25.1.1. Restrictions and Limitations

All provisions of the WCRYBL Official Regulations regarding pitching, including the maximum inning per calendar week limitation, shall remain in effect.

6.25.2. Rescheduling of Games

Should it be necessary to reschedule all or part of a game, the League will designate when the game will be played, based upon field availability and the regular schedule of the teams involved. Reasonable effort will be made to coordinate the schedule with managers. Should a team be unable to field a team when re-scheduled, the game shall be declared a tie or a forfeit as determined by the Executive Board. The League will make a decision as to when the re-scheduled game is to be played as soon as possible and notice given to both teams.

6.26. Violation of Pitching or Playing Time Rules and Regulations

6.26.1. Review of Official Score Books

Division player agents shall examine official score books at least once per week. Violations of WCRYBL pitching or minimum playing time regulations shall be reported immediately to the Board. The Board of Directors shall review violations.

6.26.2. Inadvertent violations

6.26.2.1. Violation of Pitching Regulations

If the Board determines that a violation of a WCRYBL pitching regulation has occurred, the game during which the violation(s) occurred will be declared a forfeited game. This rule shall apply whether or not a protest is filed by the opposing manager.

6.26.2.2. Violation of Minimum Playing time

If the Board determines that a violation of WCRYBL minimum playing time regulation has occurred, WCRYBL Official Rule 6.3 shall apply.

6.26.3. Flagrant or repeated violations

Must be brought to the Board's attention. First incident of Board sanction against a Manager will result in the Manager/Coach being suspended from both practices and games for one (1) calendar week. The Second sanctioned offense will result in suspension and the requirement to come before an emergency meeting of the Board to determine appropriate actions. The third sanctioned offense will cause the Manager/Coach to be suspended for the remainder of the year.

A majority vote of the full Board is required to suspend a Manager/Coach for the remainder of the year.

6.27. Occupants of Bench or Dugout

No one except eligible players in uniform, the manager and two rostered coaches shall occupy the bench and dugout. In the event a manager or coach is not in attendance a designated adult, with the approval by the Board Member on Duty, may serve as an alternate. (Available parents should be 1st choice.)

EXCEPTION: Rookies/Farm League: where Manager/Coaches serve as the pitchers during a portion of the game, a designated parent will be allowed to occupy the dugout to insure the safety of the players. (Designated parent is subject to background check regulations – same as coaches – does NOT need coach certification)

6.28. Starting Games With Less Than Nine Players

6.28.1. League Policy

It is the policy of the WCRYBL League that teams having only eight (8) players available at game time shall start the game with eight (8) players. The game will not be rescheduled nor will a forfeit be declared.

6.28.2. Vacant Batting Position - Automatic Out

6.28.2.1. Majors

When a team is playing with only eight (8) available players, there shall still be nine (9) batting positions, with the ninth position being vacant. When the vacant batting position is due to bat, an automatic out shall be declared. If the declared out is the third out of the inning, that inning shall end upon the automatic out being declared.

6.28.2.2. Minors

When a team is playing with only eight (8) available players, there shall still be nine (9) batting positions, with the ninth position being vacant. When the vacant batting position is due to bat, an automatic out shall be declared. If the declared out is the third out of the inning, that inning shall end upon the automatic out being declared.

When batting the entire line-up (10 or more), and a player must leave – (illness/injury/parental requirement) the vacant batting position will be skipped with no penalty – until the number of players drops below 9. The last player to leave and bring the line-up below 9 will be declared an out when their turn to bat is reached.

6.28.2.3. Rookies

Even though the standard defensive team is ten (10) players, when a team is playing with only eight (8) available players, there shall still be nine (9) batting positions, with the ninth position being vacant. When the vacant batting position is due to bat, an automatic out shall be declared. If the declared out is the third out of the inning, that inning shall end upon the automatic out being declared.

When batting the entire line-up (10 or more), and a player must leave – (illness/injury/parental requirement) the vacant batting position will be skipped with no penalty – until the number of players drops below 9. The last player to leave and bring the line-up below 9 will be declared an out when their turn to bat is reached.

6.29. Game Protests

If the need arises for a protest, all coaches, and managers must conduct themselves in a professional manner and demonstrate good sportsmanship. Any protest to be considered valid, must be filed with the umpire in charge by the manager, or representative (coach appointee), immediately at the time of dispute and before the next pitch. The Head Umpire of the game must record the protest in the official scorebook and then sign it. The protest committee will review all protests within 3 days. Should the committee determine that more information is needed, the committee will convene a protest hearing. Any ruling by the protest committee may be appealed to the executive committee.

Procedure for protest hearings:

- A. League Secretary will notify all parties of the time and place of the hearing.
- B. Each coach must bring their team's scorebook to the hearing
- C. The following is a guideline for written and oral presentations.
 1. Brief summary of events
 2. Names of persons involved
 3. Cite the actual rule or by-law in question
 4. Recommend action to be taken
- D. Each side will be given five (5) minutes for oral presentations
- E. Each side will be given three (3) minutes for rebuttal
- F. Committee members are not to interpret presentations. After the rebuttal period, committee members may ask questions.
- G. The committee will issue a binding judgment.

7. SEASON CHAMPION

The Season Champion (one per division – rookie, minor, major) is the team with the best overall record. In the case of an unbalanced schedule (one where some teams played more games than others due to games not being made up) then the Season Champion is the team with the best winning percentage (number of wins divided by number of games played)

The team with the second best record shall be named runner up. Both teams shall receive trophies at closing ceremonies.

If two or more teams are tied for first or second best record, a series of tie breakers shall be used to determine their order:

Best record head to head between tied teams*
(If still tied) Least runs allowed for the season
(If still tied) Coin Toss

*If three or more teams are tied, the first tie breaker is thrown out. Only tie breaker #2 and #3 would be used in breaking the tie.

8. END OF SEASON TOURNAMENT FORMAT

The tournament shall be double elimination style.

In each division (Major, Minor, Rookie) the teams shall be ranked from top to bottom using their overall season record.

In case of a tie, a series of tiebreakers shall be used:

Best record head to head between tied teams.* (If still tied) Least runs allowed for the entire season.

(If still tied) Coin Toss.

*If three or more teams are tied, the first tie breaker is thrown out. Only tie breaker #2 and #3 would be used in breaking the tie.

The brackets shall then be seeded using the split bracket method (see example). Example:

8 teams

Game 1: 1 vs. 8

Game 2: 5 vs. 4

Game 3: 3 vs. 6

Game 4: 2 vs. 7

THE TOURNAMENT IS CONSIDERED AN EXTENSION OF THE REGULAR SEASON. AS SUCH, ALL LOCAL RULES APPLY TO THE TOURNAMENT UNLESS NOTED BELOW:

Home Team

The highest seeds will get home field advantage during the TOC. This will continue until first loss and teams are placed in the loser's bracket. A coin flip will then determine home team.

Time Limit Major and Minor Divisions

There is no time limit for tournament games. Games shall be six (6) complete innings, unless the home team leads at the end of 5 ½ innings of play or the mercy run comes into effect.

Time Limit Rookie Division

Based on past experience, a time limit must be put in place for the rookie division. No new inning after two (2) hours. In the case of a tie, the game can go beyond six innings however; the extra innings must be within the two hour time limit. If an inning is in progress when the two hour limit is reached, (tie or not) the inning will be allowed to finish. If at the end of the inning that took the game beyond the two hour limit the game is tied, then the International Tie-Breaker rule shall be put into effect. The new inning shall begin with the last player to have an official at-bat in the previous inning as a runner on 2nd base with no outs, balls, or strikes. The game shall continue until a winner is declared.

Tie Games

Tournament games cannot end in a tie. If at the end of time (Rookie Division) or the 6th inning (Minor and Major Divisions) the game is tied, then the International Tie-Breaker rule shall be put into effect. The new inning shall begin with the last player to have an official at-bat in the previous inning as a runner on 2nd base with no outs, balls, or strikes. The game shall continue until a winner is declared.

Run Rule – All Divisions*

At the end of the innings listed below, should either team be ahead by designated runs listed, the game will be declared completed. Home team will always get last at bat before a game is declared completed. **15 after 3 innings (Except for Rookie Division)***
10 after 4 innings 8 after 5 innings

Protests

Prior to the start of each tournament game, each manager must name a protest committee member. This person cannot be one of the team's coaches. The person should be in attendance at the game and have knowledge of the rules of baseball. The third member of the protest committee shall be the board member on duty (BMOD) appointed to attend the game by the league president.

A game can only be protested when a rule has not been applied correctly. No protest shall ever be permitted on judgment decisions by the umpire. This means out/safe, fair/foul, ball/strike, obstruction/interference, hit batter, balk, etc. In order for the protest to be heard, the manager must notify the plate umpire at the time of the play and **BEFORE THE NEXT PITCH IS MADE**. In this case the umpire must in turn notify the opposing manager and scorekeeper. The BMOD shall at once call a conference which includes him, and the two members named before the game – one from each team. The committee shall render a majority decision before play is ordered resumed. The decision of the committee is final.

Pitching Limitations

There are no “days of rest” for tournament games however the following limits are imposed:

Majors and Minors

A pitcher cannot pitch more than six innings in any two successive games.

Example 1: A pitcher pitches six innings in game one. He may not pitch in game two. In game three he may pitch up to six innings.

Example 2: A pitcher pitches four innings in game one. He may pitch two innings in game two. In game three he may pitch up to four innings.

Rookies

A pitcher cannot pitch more than three innings per game. *Example: A pitcher pitches three innings in game one. He may then pitch three innings in game two.*

Pitching Notes:

If a pitcher delivers one pitch in an inning he shall be charged for one inning pitched.

If a pitcher is moved to any other position or removed from the game, he may not become a pitcher again in that game. (**Note difference with CR Tournament rules**)

9. ALL-STAR TOURNAMENT TEAM SELECTION

9.1. All-Star Teams

The Woodland Cal Ripken Youth Baseball League forms five (5) All-Star teams each spring; 8 and under, 9-year-old, 10-year-old, 11-year-old, and 12-year-old. In the case of the 11 and 12 year old teams, the

decision to play in the 60' base path tournament or the 70' base path tournament shall be made by the coaching staff of those teams. The decision must be submitted to the league president prior to the State Tournament Draw Meeting.

EXCEPTION: A 9-year-old playing in the Rookie Division is not eligible to play on the 9-year-old AllStar team.

See 6.8.4 for participation requirements

9.2. All-Star Committee

9.2.1. Members of the Committee

The All-Star Committee shall be comprised of executive board. This includes the League President, 1st Vice President, 2nd Vice President, Treasurer, Secretary, Rookie Division Player Agent, Minor Division Player Agent, and the Major Division Player Agent.

EXCEPTION: If a member of the All-Star Committee is currently coaching or managing a team in the league, he/she cannot be present for counting of the votes or for discussions relating to the all-star manager of the age group he/she is involved with.

Example: The Minor League Player Agent is coaching a Major division team. He/she should not be present for counting votes for the 11-year-old team manager or the 12-year-old team manager.

9.2.2. Duties of the Committee

The committee will oversee player and manager balloting, the team announcement dates, announcement methods, uniform ordering, sizing, distribution, and collection. The committee will also be responsible for arranging any league funded all-star team activities such as award ceremonies or meals.

9.3. All-Star team roster level

The minimum roster shall be 12 players and the maximum shall be 15 players. It is at the manager's discretion to set the final team roster size between 12 and 15 players. If the roster should fall short due to injury, illness or any other unforeseen circumstance the manager shall select a player(s) to bring the roster level back to the minimum level.

9.3.1. Player commitment letter

Letters of commitment will be distributed and explained prior to tournament play. The purpose of the letter is to inform the parents about the all-star process and insure their child is willing and able to commit the necessary amount of time to practice and games.

9.4. Manager/Coach/Player Voting

All rostered Managers, coaches, and players are eligible to vote for all-star players. Two ballots will be produced: one consisting of eleven and twelve-year-olds and the other consisting of ten and nine-year-olds. Ballots will be distributed to the appropriate divisions based on age. Each manager, coach, and player will vote for six (6) players in each age group. When voting, each player vote counts as one (1) and each manager/coach vote counts as two (2). The top 6 vote getters from each age group (9, 10, 11, and 12) are automatically placed on that age's team.

EXCEPTION: The 8 year old team shall be selected by the team manager and his two coaches with the assistance of the Rookie Player Agent.

9.4.1. Remainder of the Team Roster

The remaining six (6) to nine (9) players for each team are to be chosen by the selected manager. The list of players must be presented to the All-Star Committee for approval prior to the official announcement.

9.5. Manager Nominations

All team managers and coaches in the league are eligible to become an all-star team manager. Prior to the balloting process, three copies of the “Interest in Managing” form will be given to each manager. This form will ask for the coach’s name, the team the coach would like to manage and outline the time commitment and expectations of an all-star manager. It is the manager’s responsibility to give each of his coaches a copy of this form and to turn them into the League President by the deadline given.

Every coach and manager who expresses interest in managing an all-star team will be included on a list that will be presented to the All-Star Committee for approval. The committee has the authority to remove managers from this list before creating the official ballot for good cause. In the event the decision to remove a manager from the list is not unanimous a Committee vote must be taken. If the vote is a tie, the league president shall cast the tie-breaking vote. (ALL managers/coaches T-Ball through Majors are eligible for All Star Slots)

9.5.1. Manager Voting

Only rostered managers and coaches are eligible to vote for all-star managers. All votes shall be tallied by the All-Star Committee with the exception noted in rule 9.2.1.

9.5.2. All-Star Coach Selection

The winning manager may select two coaches of his choice from the list of rostered managers and coaches in the league. The list of coaches must be presented to the All-Star Committee for approval prior to the official announcement.