

## **WSBL 2011 Rules**

2011 West Suburban Baseball League (WSBL) 9-14U  
Official League Rules: Updated on 11.2.10 for the 2011 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, and entitles each team to a minimum number of league games.
- C. The end of the season playoffs are 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 (Note: Copies to be stamped by WSBL – carry with you at ALL times)
- E. Medical Release Forms
- F. Rosters
- G. Home Field Schedules
- H. T-shirt order forms

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 9 Separate Home Dates
- 3. Teams must be available to play a minimum of (2) two games ( Home or Away) during the week (Monday thru Friday)  
AND
- 4. Must be able to play at least (1) one weekend (both a Saturday and Sunday) a month.

### **5. Rostered Players and Coaches**

- A. Teams must submit a typed roster with a maximum of 15 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 2 WSBL rosters.

B. Each manager must carry a WSBL stamped, certified roster with them and have it be 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 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, 2011

**10U** Must be 10 years old or younger, may not turn 11 before May 1, 2011

**11U** Must be 11 years old or younger, may not turn 12 before May 1, 2011

**12U** Must be 12 years old or younger, may not turn 13 before May 1, 2011

**13U** Must be 13 years old or younger, may not turn 14 before May 1, 2011

**14U** Must be 14 years old or younger, may not turn 15 before May 1, 2011

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 8, BUT MUST FINISH WITH 9 ROSTERED PLAYERS. THE 9TH SPOT IS AN "OUT" UNTIL A PLAYER ARRIVES. IF THE GAME FINISHES AND A TEAM HAS 8 ROSTERED PLAYERS, THAT TEAM FORFEITS REGARDLESS OF THE SCORE. IF YOUR "9th" PLAYER IS INJURED, THAT SPOT WILL BE AN 'OUT' IN THE BATTING ORDER, BUT 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 game schedule. 10U-14U will have an 18 game schedule.

B. League games will be scheduled at Scheduling Meeting in March. 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 game cancellation heads up due to scheduling conflicts. Affected teams must reschedule within 48 hours or the canceling team forfeits the game. Teams that repeatedly violate this rule will be subject to removal from the league.
- E. If there is a dispute between teams in scheduling a makeup, each team will be required to submit 2 open dates (open for both teams) to their director. The director will choose 1 date of which both teams will be required to play.
- F. 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.
- G. 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.
- H. Teams without a home 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 on alternating game dates or otherwise as indicated on the official WSBL schedule.
- I. Home team must provide two (2) new game balls.
- J. 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.
- K. Each team is required to play all of their scheduled games. If less than 18 of your league games are not completed, your team will take a loss for each game not completed, to get you to 18 total games. Note: The league can change this at ANY time.
- L. Hosting team selects their dugout regardless of the scheduled “home team”.
- M. If games are cancelled Due to weather in last week of season, games will be made up before end of June to determine first place.

## **7. Reporting Scores:**

- A. Official Scoring: Home team will keep the official scorebook. Please verify scores with opposing team every ½ inning.

B. WINNING Team must report all scores within 24 hours from (1) one of following methods;

- A. [scores@wsbl.org](mailto:scores@wsbl.org)
- B. text message
- C. Call and leave a message on the WSBL Scores line
- D. Report, Score, Winning team, Losing Team, Age Group, Division

### **8. Playing Rules**

- A. Games will be played using IHSA rules unless otherwise noted in this document. 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 1<sup>st</sup> 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 ½ 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 ½ 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 3<sup>rd</sup> 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.
- G. If teams have another game scheduled later in the season, then they MUST complete this SUSPENDED game prior to the next game. Even though the teams may play a double header and that 2<sup>nd</sup> 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 – or each receives a ½ win & ½ loss.
- 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 game are not available, their spot in the batting line-up will be “moved up” (your 3<sup>rd</sup> 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 original game and show up for the suspended game, they will be allowed to bat and be placed at the end of the batting order.

- K. Games that are rained out or not completed due to inclement weather or darkness or not completed for any reason shall be re-scheduled and/or subjected to rules/game status previously outlined.
- L. Temperature Restriction - A game may be re-scheduled due to cold temperature at game time. Both managers must agree not to play due to temperature at game time. If both managers cannot agree, then the game will be rescheduled.
- 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'
  - 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 Rules, Balks (each pitcher will receive one balk warning per outing ages 10-13, no warning at 14) and dropped Third Strikes.
- P. AGE 9U – OTHER RULES:
  - 1. See last pages of document
- 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 of record and injury to a player. The courtesy runner 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. Pitchers and catchers of the following inning may have a courtesy runner after one (1) out.
- 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 excessive, the runner shall be called out. **In all cases, it is the umpire's discretion and the decision is final.**
- T. 10-run Rule Ages 11U-14U: 10 Runs after 5 innings, 4 ½ innings if the home team is ahead.

- U. 10-run 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 be immediately ejected from the game. That position in the batting order will be an automatic out in the line-up. *NO WARNING*. That person will be replaced in the field.
- W. Any infielder who fake tags a runner when no throw is made will be removed from the game (Ejected – spot in batting order is an out). That person will be replaced in the field.
- 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/gameIf 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 every inning. Relief pitchers will receive a maximum of eight (8) warm-up pitches.
- F. Pitched Ball Restrictions
  - 9U - 12U - No curve balls – including a slip pitch will be allowed. Only the umpire will deem a pitch a curve ball. One warning will be given. On subsequent curve balls, the pitch will be deemed an illegal pitch and the pitch be called a “ball.”
- G. Curve 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 may be worn 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 jewelry.

- E. There are no bat restrictions 10U - 13U divisions.
- F. 14U will have a –5 Bat restriction.
- G. No big barrel bats at the 9U level.
- H. Players coaching bases must wear a helmet.
- I. For safety reasons all players must wear a protective cup. Catchers must wear protective catcher's equipment and 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 failing to leave the premises at the umpire's request will result in their team forfeiting the game.
- E. All teams are asked to clean-up their dugout and bleacher areas after each game.
- F. Players who throw their bat after swinging shall be given one 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 are not allowed to sing or chant. No distracting noises shall be directed towards the pitcher during the pitcher's wind-up. Vocal support for their team is allowed in the form of cheering and voicing encouragement. Either base coach is allowed to verbally coach his base runner – no speaking to the opposing players or pitcher during play.
- I. No protests will be allowed.
- J. Dispute – If there is a rules dispute (NOT a judgment call by the umpire) that is not clearly defined by the rules here within, then a formal dispute should be logged with the WSBL Age Group Director and the Rules & Ethics 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. Team with the best record in head-to-head competition.
- B. Team with the best division/conference record - if applicable – winning %
- C. Team allowing the fewest runs overall – per game average
- D. Team scoring the most runs overall – per game average
- E. One Game Playoff

### **13. WSBL – End of the Year Playoff**

- A. All WSBL teams are required to participate in the year-end tournament.
- B. The tournament dates and format will be provided by each WSBL League Coordinator. The winning percentage in WSBL league play will determine seeding for the tournament. The league has the ability to change the playoff format to accommodate teams.
- C. Specific WSBL Tournament guidelines will be provided by each WSBL League Coordinator. Guidelines will include, but not limited to; seedings, dates, format, trophies, concessions, umpires, game time limits, etc.

### **14. 9U rules clarification:**

- 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 pass 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

### **15. Team placement:**

Teams must play in their age bracket – kids will play against their peers. Teams can play neither “up” or “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.

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Quick reference guide:

Age	Curve 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 big barrel bats
10U	No	Rubber	46'-48'	2	6	60-65'	No limit
11U	No	Rubber	48'	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.

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