



Plymouth Wayzata Youth Baseball Association

Senior League Rules of Play

INTRODUCTION

The National Federation of State High School Association (NFHS) rules shall be followed, except for the following modifications and exceptions, which have been adopted by the Plymouth Wayzata Youth Baseball Association for the 10th thru 12th Grade Senior League. Certain clarifications are shown only to emphasize a particular NFHS rule.

When a rule seems unclear, the decision of the umpire is final during the game. An unclear rule should first be interpreted in the best interest of safety, then in the interest of providing the best experience for the participants.

Contact <http://www.nfhs.org/baseball.aspx> for a full and extensive Rules of Play for high school baseball. In all cases the rules and rule clarifications listed in this document will supersede the NFHS Rules for Baseball.

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PWYBA Senior League Baseball Rules

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All current Federal High School Baseball Rules shall apply. Noted below are exceptions or iterations of the National Federation of State High School Baseball Associations:

1. GENERAL

- 1.1. The PWYBA Senior Baseball League is for Grades 10th -12th only-no exceptions.
- 1.2. One responsible, adult parent coach must be on the bench during the whole game. Only adult coaches and/or players can be base coaches. No player peers shall be considered team coaches. An adult coach is defined as a coach that:
- 1.3.
 - 1.3.1. Is a parent of a player(s) on the team
 - 1.3.2. Is responsible for and in control of the players and fan's conduct.
 - 1.3.3. Abides by the 10th thru 12th Grade Senior League rules.
 - 1.3.4. Presents a good example for the players
 - 1.3.5. Encourages sportsmanship and fair play.
 - 1.3.6. Permits NO spectators, girlfriends or acquaintances to sit on the team bench
 - 1.3.7. Keeps his players in the dugout at all times, unless of course they are on the field of play
 - 1.3.8. Disallows loud music on the bench or near the field of play during the game
- 1.4. A coach, or player, or other bench personnel shall not commit any un-sportsman-like act to include, but not limited to:
 - 1.4.1. Faking a tag without the ball.
 - 1.4.2. Deliberately throwing or striking an object with a bat, helmet, or other equipment
 - 1.4.3. Initiating a malicious contact or confrontation, either verbally or physically.
 - 1.4.4. Committing any act for the purpose of causing a balk.
 - 1.4.5. Leaves their position or bench area for the purpose of fighting or physical confrontation.
 - 1.4.6. Using profane language, or directing negative comments at an opposing player
 - 1.4.7. Playing under the influence of alcohol, tobacco, or drugs
- 1.5. Disputes are will be decided by the Senior League Commissioners
- 1.6. Other
 - 1.6.1. Home team's score book is official.
 - 1.6.2. Home team sits on the first bases side, regardless of signs posted on the field that may signify otherwise.
 - 1.6.3. If a player is thrown out of a game, he shall not be eligible to play in the next game
 - 1.6.4. Players thrown out of two games will be asked to leave the league-no exceptions.
 - 1.6.5. If two or more players from any one team are thrown out of the league the entire team may be asked to leave the league
- 1.7. Player Participation:
 - 1.6.1. Each player must play in the field a minimum of 4 innings in a seven inning complete game. No player can sit more than 2 innings without everyone sitting at least 1 inning. Additionally, no player can sit 4 innings without everyone sitting at least 2 innings. For extra inning games, each player is to play a minimum of one half of the innings in the field for even numbered innings. The intent of this rule is to assure, that to whatever extent possible, innings played over the season should be distributed equally among all players.

1.8. Continuous Batting

- 1.8.1. All players on the team must be assigned a position in the batting order. Batting is be continuous through all players in the batting order, regardless of whether or not they played a defensive position in the field that inning. Late arrivals are to be placed at the end of the batting order as it is at the start of the game. When a player needs to leave early, the coach needs to inform the opposing coach and umpire when this is to happen. No out is to be recorded at the place in the batting order where the player has vacated. Once a player is out of the game, he is no longer an eligible player.

1.9. Free Substitutions

- 1.9.1. Players may be freely substituted throughout the game subject to the restrictions listed in the section covering pitchers, except in the case of an injury or a pitching change, defensive players may not be replaced during an inning.

1.10. Injured Player

- 1.10.1. A player who is injured during the course of the game must either take his normal turn at bat and fulfill his equal time obligation in the field or be declared injured, “not able to compete,” and be taken out for the remainder of the game. An injury must be declared right after the occurrence to the umpire and the opposing coach, but the decision to declare, “not able to compete,” need not be decided until any subsequent turn at bat or his turn in the field, whichever comes first. When a player is removed from the line-up, due to an injury, it is not necessary to take an out in the position in the line-up.

1.11. Number of Players

- 1.11.1. A team may start and play a game with only seven players, including substitutions.
 1.11.2. If a team cannot field at least seven players they must forfeit the game
 1.11.3. All players must be on the official team roster. Abuse of this rule will not be tolerated.

1.12. Maximum Runs Per Inning:

- 1.12.1. A maximum of five runs per inning is allowed, with the exception of the last inning of the game, in which there is no limit to the number of runs.
 1.12.2. Due to time restrictions on the game, the last inning may not necessarily be the sixth or seventh inning.
 1.12.3. Due to time restrictions on the game, a situation may occur whereby the visitor team has scored 5 runs in the top half of an inning and it is uncertain whether that inning will be the last inning of the game. In this situation, the umpire should stop the top half of the inning after 5 runs and start the bottom half of the inning. If that inning is subsequently determined to be the last inning, the home team will be allowed to score unlimited runs in the bottom half of the inning. After the home team has finished the bottom half of the inning, if the visitor team is behind in score or the game is tied, then the visitor team will be allowed to reconstruct the top half of the inning and continue it from the point it was stopped in an effort to score an unlimited number of runs. (Note: when reconstructing the top half of the inning, the teams will continue exactly as the inning was stopped, including the specific base runners and the bases they occupied, the number of outs and the count on the batter)

1.13. Season Ending Tournament

- 1.13.1. The ranking for the season ending tournament will be determined by winning percentage. Tie games during the season will be counted as a ½ point win.
 1.13.2. Each association will have its own season ending tournament amongst its own teams only.

2. STARTING THE GAME

2.1. Pre-Game

- 2.1.1. Warm-up practice before the game will start 30 minutes before game time.
- 2.1.2. The visiting team shall have the field first 15 minutes and the home team shall have the field 15 minutes before game time and then remain on the field for the start of the game.

2.2. Starting the Game:

- 2.2.1. If one team does not have the minimum number of players (7) within 10 minutes after game time, that team loses by forfeit and the game is canceled. If both teams do not have the minimum number of players both teams lose by forfeit and the game is canceled. Because the field is available and the object is to play baseball, the teams are encouraged to loan players and begin a practice game. If the coaches mutually agree to do this, the umpire(s) will work the practice game.
- 2.2.2. If a team knows ahead of time that they will be short of players for a regular season game, the game can be rescheduled, provided it is communicated to the commissioner and the opposing coach one-day prior to the game. The commissioner will contact the umpire coordinator and the field scheduler to attempt to find a mutually agreeable time and date. The opposing coach is not obligated to accept the proposed makeup date, and can instead accept the forfeit as a win.
- 2.2.3. For the season ending tournament games, there is no rescheduling for teams that are short of players. Teams are obligated to play at the designated scheduled time. No non-rostered substitutions are allowed at any time during the season or post season games. Players cannot be rostered on another team such as Mickey Mantle, Senior Babe Ruth, or American Legion teams. A team that fails to meet these obligations shall forfeit the game.
- 2.2.4. If there is not a parent coach on the bench, a forfeit is to be called. See the definition of an parent coach under the 1.2.
- 2.2.5. If an umpire has not arrived 10 minutes after game time, the game is to proceed using a volunteer umpire, or a coach from each team will alternate innings as umpire. If the umpire shows later they are to take over their duties.

2.3. Inclement Weather

- 2.3.1. The Plymouth Parks and Recreation Department will make the decisions on cancellations of games due to inclement weather up to 4:30 PM Monday through Friday. Call the hotline at **763-509-5205** or the PWYBA website, www.pwyba.com to check on the game status due to weather conditions. League Commissioners will do their best to communicate with their coaches and other association regarding field conditions. It is recommended that the respective coaches communicate with one another if weather conditions deteriorate after 4:30 PM or on weekends.
- 2.3.2. A game may be called due to weather after the 4:30 City of Plymouth determination, but before the game starts, upon mutual agreement of both coaches. If the coaches do not agree, the umpire at the game will make the determination whether or not to start the game. Once a game starts, the decision to call the game due to weather is solely up to the umpire.
- 2.3.3. During the game, the umpire has discretion for the suspension of play due to rain, lightning or any unsafe condition. If in the opinion of a coach that there is danger to a player he is to call a conference between the other coach and umpire to discuss and agree the course of action.
- 2.3.4. If lightning is observed less than five miles away the play is to be halted and the field cleared until no lightning is observed for 20 minutes before play can be resumed.
- 2.3.5. Play is to continue after the weather threat has passed. If it is obvious that the weather condition will not dissipate in a reasonable period of time the game is to be called, based on the umpires discretion or mutual agreement between the coaches and umpire.

3. ENDING THE GAME

3.1. Regulation Game:

- 3.1.1. **Seven innings, 6 ½** if the home team is winning, providing there isn't a tie.
- 3.1.2. The game is called due to weather or darkness under the following:
 - 3.1.2.1. If four full innings have been played, or if the home team has scored an equal or greater number of runs in four or four and a fraction turns at bat than the visiting team scored in four innings at bat.
 - 3.1.2.2. If play has gone beyond four innings and the game is called when the teams have not had an equal number of completed turns at bat, the score shall revert to the last completed inning; except if the home team in its half of the incomplete inning, scores a run (or runs) which equals or exceeds the opponent's score, the final score shall be as recorded when the game is called.
 - 3.1.2.3. The game shall be rescheduled at a mutually agreed upon time if the above conditions have not been met. The League Commissioner will attempt to reschedule the canceled game at a mutually agreeable time to both coaches.
 - 3.1.2.4. Games will be called if a team is ahead by 15 runs after the fourth inning, or 10 runs after the fifth inning
 - 3.1.2.5. The home team shall be responsible for logging the game score into the PWYBA website data base under GAME SCORES. The visiting team shall have 48 hours to contest the outcome of the game. After that time the game is considered official.

3.1.3. Time Limit for Games Played:

- 3.1.3.1. A one hour and forty five minute time limit shall have elapsed before the conditions above can be met. There will be 1:45 time limit on ALL games based on the scheduled starting time. For example, if the game starts at 6:15 P.M., no inning may start after 8:00 P.M., but any inning in progress may be completed. If the starting time of the game is delayed, then the two-hour limit will start at the first pitch. The time during a game delay due to weather or another reason such as an injury shall be counted against the 1:45 time limit. Games tied after the time limit are permitted to continue for one additional inning, unless the field is scheduled for another activity, until darkness or weather requires the game to be stopped.
- 3.1.3.2. For the season ending tournament seven innings will be played. All other rules still apply. If there is another game scheduled on the field of play, the game shall be stopped after two and one-half hours and continued at another time from that point.
- 3.1.3.3. If a regular season game is called and does not qualify to be a complete game, then the game is considered a "no game" and is to be played over in its entirety.
- 3.1.3.4. If a game is tied, and has elapsed at least four innings, and needs to be stopped and cannot be continued for a winner to be determined, the game will be considered a TIE and both teams receive ½ point in the team standings.
- 3.1.3.5. All games will be considered to start at the official scheduled start time. The umpire will keep the game clock. If the umpire does not have a clock then the home team clock shall be considered the official clock.

4. PITCHING

- 4.1. A player may pitch a maximum of 4 innings in any game. No player may pitch on consecutive days. No player may pitch more than 12 innings total in any one week measured from Sunday to Saturday. Having pitched in any part of an inning is counted as whole inning. For instance, if a player replaces a pitcher in the second inning with two outs, that complete inning is considered as one inning that he has pitched. A pitcher that has been replaced during a game may not re-assume the position of pitcher. Coaches are required to keep track of their pitching records and may be examined by the opposing coach once per game.
- 4.2. Coaches, players and umpires at this level are assumed to know the balk rules and NO balk warnings need be given prior to an umpire calling a balk.
- 4.3. Once a pitcher has entered the game, at the beginning of each subsequent inning, the pitcher may warm up by using not more than five throws, completed in less than one minute. The umpire may authorize more throws due to an injury or inclement weather. Umpires and coaches are encouraged to enforce this rule to ensure timely continuation of play between innings.
- 4.4. A pitcher taken out as a pitcher may not re-enter the game as a pitcher.

5. RUNNERS

- 5.1. **No Contact Rule:** Contact is to be avoided, sliding is preferred. Any offensive player that runs into a defensive player attempting to make a put out is automatically out, with the exception of the first basemen moving into the path of the runner. Sliding into a fielder who is attempting to perform a double play is not allowed and the penalty of doing so will result in an automatic out of the second runner. If the offensive player intends to injure, the umpire is to throw the player out of the game. Any such incident is to be communicated to the community commissioner. Any player exhibiting a record of deliberate contact shall be disciplined according to the high school rules.
- 5.2. A pinch runner maybe allowed for a player with an injury that prevents him from running at full speed. If the player has the condition prior to the game, the umpire must observe that the injury affects the player's ability to run. If a player is injured during the game, the umpire needs to determine if the injury adversely affects the player's ability to run. The injured player must take a normal turn in the field. He cannot simply bat. Coaches must pinch run for catchers when there are two outs to speed up the game.
- 5.3. INFIELD FLY RULE (*clarification only*)
 - 5.3.1. A fair fly ball (not a line drive or attempted bunt) which can be caught by an infielder with ordinary effort is an infield fly provided first and second bases or all bases are occupied and there are less than two outs.
 - 5.3.2. The umpire shall immediately declare, "infield fly if fair" for the benefit of the runners.
 - 5.3.3. If the umpire does not declare the infield fly rule, and it is apparent that it should have been called, the umpire shall at his discretion rule that the batter is out and may return the runners to their original bases.
 - 5.3.4. Runners may advance at their own risk on any infield fly ball.
 - 5.3.5. If the ball is foul, it is treated as any foul ball.

6. TEAM CONFERENCES

- 6.1. During each game, a manager or coach may make only one trip to the mound per pitcher before removing the pitcher from the game. On the second trip to the mound, the pitcher must be removed. A trip is defined as crossing the first or third base line to discuss any action occurring on the field. Any conference to discuss the balk rule is not considered a trip. The coach must ask the umpire for TIME before crossing on to the field of play.
- 6.2. A conference with an injured player is not a charged conference.
- 6.3. A conference where a pitcher is removed is not a charged conference.
- 6.4. The other team may conference during the same time as the team that called the conference and not be charged for the conference.
- 6.5. Conferences shall be between the catcher, pitcher, and coach only. Infielders shall remain in their positions in an effort to speed up play.

7. UMPIRES

- 7.1. Complaints against any umpire are to be made in writing and directed to the League Commissioner, who will take appropriate action if needed.

8. EQUIPMENT

8.1. Catchers

- 8.1.1. Catchers must wear a protective cup and supporter (it is strongly suggested that all players do this). Coaches shall see that this rule is followed. Catchers shall also wear the protective helmet and mask supplied by the league.
- 8.1.2. Only a team member or a coach may warm up a pitcher at home plate or in the bullpen. The warm-up catcher must wear a mask while warming up the pitcher.

8.2. Bats:

- 8.2.1. Bats must be less than 35" in length and less than 2-3/4 inches in diameter at the thickest part and the bat . The bat shall not weigh more than five ounces less than the length of the bat in inches (for example, a 31-inch-long bat must weigh 26 ounces or more).
- 8.2.2. The manufacturer's label, stating the bat specifications, must be legible.
- 8.2.3. Use of an illegal bat is an out if: the batter enters the batter's box with an illegal bat or is discovered having used an illegal bat. If the infraction is discovered before the next pitch, following the turn at bat of the player who used an illegal bat, the defense may take the penalty or the result of the play.

8.3. Uniforms

- 8.3.1. A player must wear a certified PWYBA baseball shirt, and baseball hat. Baseball pants and either cleats or athletic shoes must be worn at all times and shall be provided by the player. The hat must be worn with the bill forward. The shirt must be tucked into the pants. NO shorts, jeans, or sweat pants are allowed. Any player without the appropriate attire cannot participate.
- 8.3.2. Metal and rubber spikes are allowed.

8.4. Baseballs:

- 8.4.1. The visitor and home team must each contribute one baseball to the umpire before the start of the game. If more baseballs are required to continue play the home team shall have extra balls on hand.