

Wilson Youth Baseball League

2018 Rules Summary

Babe Ruth Rules Shall Apply Unless Otherwise Stated Below

Rule Category	Majors	Minors			Tball
		AAA	AA	A	
General Information					
Age Cut Off (Years) (Per Babe Ruth Age Chart)	12	10	9	8	6
Base Path Distance	70'	60'	60	60	60
Pitching Distance	50'	46'	42'	N/A	N/A
Pitching Level	Player Pitch	Player Pitch	Player-Coach Hybrid: <u>Before Mothers' Day - All Coach Pitch, After Mothers' Day - Kid Pitch Max 2 Innings (3rd and 4th innings)</u>	Coach Pitch	T-Ball with introduction to coach pitch near end of season
Equipment Rules					
Jewelry	Players are not permitted to wear earrings, necklaces, rings, watches, bracelets or jewelry of any type during play, except those items designated for medical				
Baseballs	Rawlings RLLB1 or equivalent		Rawlings RIF5 or equivalent		Rawlings TVB T-Ball or equivalent
Bats	USA Baseball Marking, 2-5/8" Barrel Maximum, No BBCOR Bats				USA Baseball T-Ball Stamp
Cleats	No Metal Spikes; Rubber Spikes Only				
Helmets	All players when batting or base running must wear a batting helmet; bat boys or girls must wear double flapped protective helmet while on the playing field				
Catchers' Equipment	Catchers must wear full catchers' equipment (shin guards, chester protector, protective cup and helmet/mask) during game play. Any mask that does not have throat protector is required to attach same to mask. While warming up a pitcher, a catch must wear a mask and helmet.				N/A
Game Rules					
Game Length (Innings)	6	6	6	6	N/A
Time Limits (No New Inning after)	1h 45m	1hr 45m	1h 15m	1h 15m	N/A
Complete (Official) Game	3 1/2 innings if home team is leading or 4 innings if the away team is leading; unofficial games will be replayed in full		N/A	N/A	N/A
Official Score	<u>Both teams must keep a scorebook (electronic or paper).</u> Home team will be considered official scorer if there is a dispute.		N/A	N/A	N/A
Weather Guidance	When thunder is heard, or a cloud to ground lightning bolt is seen, suspend play and take shelter immediately. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning is witnessed prior to resuming play. Umpires shall have final decision on weather conditions and continuation of play.				
Ties	Regular season games may end in a tie. Extra innings may be played as time / weather / daylight permits and shall be at the discretion of the umpire		N/A	N/A	N/A
Mercy Rule - Game	15 runs after 4 innings or 10 runs after 5 innings (3-1/2 or 4-1/2 if home team is leading)		N/A	N/A	N/A

Mercy Rule - Inning	5 runs / inning - unlimited in last inning or extra innings. Additional runs are counted, beyond 5, if scored during the continuation of the play on which the 5th run is scored		One time through line-up	One time through line-up	N/A
Infield Fly Rule	Yes	No	No	No	No
Walks / Strikeouts	Yes	Yes	Strikeout - 3 strikes (KP), 5 swinging strikes (CP). No Walks - Coach will finish an AB after 4 balls. Coach will finish inning if pitcher has 3 BB/inning or 2 HBP/inning.	Strikeouts - 6 swinging strikes (foul balls do not count) - does not count as an out. No BBs	No
Dropped 3rd Strike	Yes	No	No	No	No
Leads	8' Lead Line	Secondary only - after ball crosses plate	Secondary only - after ball crosses plate	No	No
Stealing	Yes	Yes - After ball crosses plate. Violation - defense can accept outcome of play or send runner back	No	No	No
Advancing / Stealing Home From Third Base (Runner on Third Base at start of play)	Yes	If catcher throws the ball in an attempt to throw out a runner between pitches, runner at third can advance home. No advancement on wild pitch or overthrow of pitcher	Runner on third may only advance home on a batted ball. Stealing of home is not permitted.		
Advancing on an overthrow / error (other than above)	Unlimited as long as ball remains in play	Unlimited as long as ball remains in play	Runner <u>may advance</u> up to one base on overthrow or error (at runner's risk) as long as ball is in play.	No advancement on overthrow or error	No advancement on overthrow or error
Advancement limit on a batted ball in play	Unlimited	Unlimited	One base on a ball that <u>does not cleanly</u> advance to the outfield; otherwise runner must stop advancing once ball is thrown back into the infield on a ball hit <u>cleanly into the outfield.</u>		Batter / runner advances one base per batted ball in play
Courtesy Runners	Pitchers and catchers - 2 outs only	Pitchers and catchers - 2 outs only	Catcher only	Catcher only	N/A
Sliding	Feet first only; unless retreating to a base. Runner may be called out, at the discretion of the umpire if he does not slide on a close play or does not slide to avoid contact with a fielder in possession of the ball or in the act of catching the ball		Feet first only; unless retreating to a base. Coaches are encouraged to teach players to slide into bases and to avoid contact with fielders.		N/A

Contact Rule	Contact, by the base runner, is not allowed when a fielder is clearly in possession of the ball or is in the immediate act of catching the ball. Play shall be called dead for interference and runner shall be declared out; runners shall return to last base touched. Likewise, a fielder not in possession of the ball or in the immediate act of catching the ball, may not make contact with a baserunner. Impacted runner is safe and a delayed dead ball shall be called for obstruction. In either case, if, in the discretion of the umpire, contact was malicious, player shall be ejected.		Coaches are encouraged to begin teaching base runners to slide and avoid contact. Coaches shall use their discretion during game situations on how to handle obstruction or interference calls. We strongly encourage coaches to use these instances as a teaching moment and set an example of sportsmanship in handling these instances.		
Bunting	Yes	No	No	No	No
Fake Bunt / Swing	No - Batter Out	No - Batter Out	N/A	N/A	N/A
Intentional Walks	Yes - No pitches thrown, counts toward pitch count	No	N/A	N/A	N/A
Balks	Yes - One warning per pitcher	No	No	N/A	N/A
Pitcher Warm Up	Returning Pitcher - 5 pitches Relief Pitcher - 8 pitches	Returning Pitcher - 5 pitches Relief Pitcher - 8 pitches	Returning Pitcher - 5 pitches Relief Pitcher - 8 pitches	N/A	N/A
Coaching Rules and Requirements					
Defensive Line Up	9 Players	10 Players (Limit 6 on infield)	All players (Limit 6 on infield), outfielders must be in the grass or approximately 15' beyond base lines (if larger dirt infield). Put outs but an outfielder will not count as an out, runner stays on base.		
Hitting Line Up	All players in uniform shall be in the hitting line up				
Free Substitution	Yes				
Injuries	Injured players play may be removed from the hitting lineup without penalty - injured player shall be skipped				
Playing Time Requirements	All players in uniform must play a minimum of 3 innings in the field. Rule waived for shortened games (weather, mercy, etc)		All players shall be in the field each inning		All players shall be in the field each inning
Positional Limits / Minimums (Non pitcher / catcher)	N/A	N/A	Max 1 inn at P, Max 2 inn at all other positions. Minimum 2 inning in the infield (other than catcher). Minimum 1 inning in the outfield.	Maximum 1 inning at Pitchers Mound Maximum 2 innings at all other positions. Minimum 1 inning in the outfield. Minimum 2 innings in the infield.	
Pitching Limits (Pitchers may not re-enter the game as a pitcher once he is removed as a pitcher)	1-20 Pitches - 0 Days Rest 21-35 Pitches - 1 Day Rest 36-50 Pitches - 2 Days Rest 51-65 Pitches - 3 Days Rest 65-85 Pitches - 4 Days Rest Daily Maximum - 85 pitches	1-20 Pitches - 0 Days Rest 21-35 Pitches - 1 Day Rest 36-50 Pitches - 2 Days Rest 51-65 Pitches - 3 Days Rest 65-75 Pitches - 4 Days Rest Daily Maximum - 75 Pitches	1-25 Pitches - 2 Days Rest Daily Maximum 25 Pitches	N/A	N/A
Pitch Count During an AB	If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached prior to that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.		N/A		N/A

Pitch Type Restrictions	No Breaking Balls (fastball and change-ups only) - First offense - offensive team may accept outcome of play or deem the pitch a ball. Second offense - offensive team may accept outcome of play or deem the pitch a ball and pitcher must be replaced.			N/A	N/A
Catching Limits	4 Innings /game	3 Innings / game	2 Innings / game	N/A	N/A
Pitcher / Catcher Same Game	A player may not catch once he has thrown over 50 pitches. A player may not pitch after catching 3 innings*. 1 caught pitch = 1 inning		A player may not catch once he has pitched in the game.	N/A	N/A
Pre Game Infield	Home team gets infield 30 minutes before start of game, away team gets infield 15 minutes before start of game				N/A
Mound Visits	Pitcher must be replaced upon 2nd visit in an inning		N/A	N/A	N/A
Game Result Reporting	Winning Team email commissioner with results and pitch counts, copy opposing coach		N/A	N/A	N/A
Ejection - Coach or Players	1st Offense - Suspended for next game 2nd Offense - Suspended for rest of season		N/A	N/A	N/A
Protests	Shall be submitted in writing (email is acceptable) to Commissioner by the end of the next calendar		N/A	N/A	N/A
Administrative and Season Scheduling					
Roster Formation	Draft	Draft	Modified Draft	Commissioner	Commissioner
Assistant Coaches (Pre-Draft)	2	2	2	N/A	N/A
Roster Size	12 Max	12 Max	10 Max	10 Max	10 Max
Umpires	1	1	No	No	No
Standings	Yes	Yes	No	No	No
Playoffs	Yes	Yes	Tournament	Tournament	Tournament
Playoff / Tournament Format	Single Elimination Tournament (two umpires for Championship)	Single Elimination Tournament (two umpires for Championship)	Single Elimination Tournament (with umpire)	Pool Play, Top 4 teams play single elimination	TBD (Based on Numbers)
All Star Game	Yes	Yes	Yes	Yes	Yes
Events / Week	3-4	2-3	2-3	2-3	2