



WNY Premier Baseball Travel League

Purpose:

The objective of the WNY Premier Baseball Travel League is to promote safe competitive baseball activities, while developing youth players in the areas of good sportsmanship, baseball knowledge/skills, the healthiness of youth sports activities, and the importance of teamwork.

This will be achieved by Team Manager, Coaches, League Directors, Parents and Umpires being in agreement to uphold the rules of this league and set positive examples for the Players in victory or defeat. USA Baseball has required bat changes that started January 1, 2018. The aforementioned changes were made to level the playing field of competition and most importantly to assure the safety of the players on the field. The WNY Premier Baseball Travel League will be a **USA Bat** league and this will be enforced.

League and Playoff Format:

- Each team will play 10 games (weather permitting) with league minimum 8 games played.
- Teams will be seeded 1-4, 5-8 9-12 for the playoffs after league play using the following criteria in this order: League record, fewest runs allowed, run differential & coin toss.

General Rules 10U:

- A player cannot turn 11 before April 30th, 2020. Team managers will be required to submit rosters, players' birth certificates and proof of insurance before the start of the season. An additional player may be added to a team after the roster is submitted with league approval. If a team uses an ineligible player and/or an

ineligible pitcher, the game shall automatically be forfeited, and the coach will be subject to suspension

- The bench or dugout on the first base side is assigned to the home team and the visiting team uses the bench or dugout on the third base side.
- All games will be 6 innings with no new inning beginning after 1:50 minutes. Regular season games that are tied after the time limit has been reached, will be scored as a tie. Playoff games that are tied after the time limit has been reached will play until there is a winner.
- Games will be played on a 60 foot base/46 foot pitching mound diamond.
- Both the home and opposing teams Head Coach will meet 5 minutes prior to game time for Ground Rules.

- Home team in Playoff games will be the higher seeded team.
- No Dropped Third Strike rule will be in effect.
- The minimum number of players to play is 8.
- If a player is injured and unable to play that spot in the lineup can be skipped in the batting order without penalty. If the player is removed while on the bases, the player who the last out was recorded against will be inserted as the baserunner. If the injured player can return, they must be inserted back into the lineup the next time their spot in the batting order comes up. If they are unable to re-enter at this point, they must be removed for the remainder of the game with no penalty to the team.
- Coaches will bat their entire bench and players that arrive after the game begins will be placed at the bottom of the batting order. If the entire lineup has cycled, the player cannot be added.
- Bunting is allowed at any time during the game. Foul bunts with 2 strikes will be considered an out.
- Defensive substitutions may be made freely.
- Catcher /Pitcher Speed Up Rule – A courtesy runner may be used if the offensive team's catcher/pitcher is on base with 2 outs. The courtesy runner **MUST** be the player that recorded the 2nd out of the inning. The game will not be delayed allowing for a courtesy runner. If the runner is not immediately prepared to take the field, play will continue until such time he / she is ready.
- Any protests or rules in question must be addressed immediately during the game with the umpire and the umpire will have the final decision.
- No metal spikes
- Teams are allowed 5 minutes each infield practice prior to games if time permits.
- Teams will split umpire fees (2 umpires).
- A decision to postpone a game due to unplayable conditions is up to the coaches prior to the start of the game. Once the game begins, it is the umpire's decision.

- Smoking and alcohol consumption are **NOT** allowed at any facility.

Behavior:

- Unsportsmanlike behavior of any kind **WILL NOT** be tolerated. This includes players, coaches, parents, fans & anyone else in attendance.
- No judgment call may be debated by any manager, coach, player or fan. Rule interpretations may only be raised by the **team manager**, not coaches.
- The team's Manager is responsible for the behavior of his team and their fans. If any player, coach or fan is ejected from a game, they **MUST** leave the facility and will remain ejected for the remainder of the game. If the manager is ejected, they have to leave the facility and will receive a 1 game suspension. If a coach is

ejected, they must leave the facility and they will receive a 1 game suspension. If the behavior happens with the same individual more than 1 time, they will have to meet with the league commissioners for a hearing and ruling on their attendance for the remainder of the season will be decided.

Mercy Rule:

- A team may score a maximum of 6 runs / inning with the exception of the 6th inning. A team may score unlimited runs in the 6th inning.
- A **twelve-run mercy rule** is in effect after 3 ½ innings if the home team is winning and every complete inning after that.

Bats:

- This league is a **USA Bat** and this rule will be enforced. Players can use a USA stamped bat, one-piece wood bat or a two-piece wood bat with the USA Bat stamp. If a batter is found to use an illegible bat ("used" defined as held the bat in the batter's box for at least one pitch), the batter will be declared out, and the runners will not advance. If the bat is discovered after the player hits, the batter will be declared out, and the runners will return to the positions they were at the beginning of the batter's appearance. If the bat is not discovered until after the next play (i.e., next pitch), play continues with no penalty.

Base Running:

- Stealing is allowed when the ball crosses the plate. Any player who is deemed to have left the base early by the umpire is given a warning. The pitch is considered a no pitch and all runners must return to their original bases. If at anytime thereafter, the same player or another player from the same team is deemed to have left the base early, the runner is automatically out. The pitch is considered to be a no pitch and all other runners must return to their bases. If multiple players leave the bases early after a warning has been issued, all runners who have been deemed to have left early will be out.
- If a fielder, who is in a position to make a play at any base, the base runner must slide to avoid collision, or the play will result in an automatic out.
- Head first slides are not allowed while sliding into a base & will result in an automatic out. A runner may dive back to a base he is returning to as this is not considered a slide.
- Players must request and be granted time by the umpire for a dead ball to occur. Coaches may not call time for their players when a player is getting up from sliding into a base.
- There is stealing of home. With runners on first and third and the runner from first goes to steal second, the runner at third can advance to home at their own risk.

Defensive Rules

- Defensive Positioning. Teams may field nine players on defense. Three outfielders, four infielders, a pitcher, and a catcher.
- At no time should an outfielder be placed in the infield as an over shift.
- Catchers must be in full protective equipment.

- Infield fly rule does NOT apply.
- All plays end when the pitcher has position of the ball in the infield.

Pitching:

- A player may pitch no more than 9 consecutive outs per game. If a player does not record an out but pitches the entire inning that ends due to the 6-run rule it will be counted as 3 outs. If a player comes in for relief and does not record an out and the inning ends due to the 6-run rule that will be counted as 1 out.
- Once a player is removed from the mound, he/she is not allowed to pitch for the remainder of the game.
- If a pitcher hits 3 batters in an inning, he/she must be removed from pitching for the remainder of the game.
- A player must be removed from pitching upon the second mound visit by a coach in the same inning.
- Balk rule is not applied.
- There are no intentional walks.
- Pitchers must wear protective helmets while warming up.