

RULES FOR PWYBA 5TH/6TH GRADE HOUSE LEAGUE 2008
AMERICAN AND NATIONAL LEAGUES

Where noted below, the American League and National League will play by different rules. If not noted, the rules apply to both leagues.

1. General - Eligibility, Fields, Weather and Conduct

- 1.1 Eligibility - A player is eligible to play in this league if he/she is currently in 5th or 6th grade (as of 4/30/08), is properly registered and meets the eligibility requirements of PWYBA. A team playing with a child that is not in 5th or 6th grade and/or a player not properly registered or in compliance with the eligibility of the PWYBA, and not approved by the League Commissioner(s) will forfeit every game in which the child plays.
- 1.2 The league will be divided into two divisions, American League and National League. Players will be evaluated and placed into the league most appropriate to their competitive skill level.
- 1.3 Field – Base are 60 feet apart. The forward edge of the pitching rubber shall be 46 feet from the tail end of home plate.
- 1.4 The City of Plymouth, PWYBA and/or the Wayzata School District will maintain the playability of the fields. It is the home team's responsibility to arrive early to set up the field for the first game of the evening. In preparing the field: all bases should be secure, pools of water removed (the best you can), holes filled in, etc. If the field is in disrepair and determined to be unsafe the game should be rescheduled. The visiting team is responsible for putting away all equipment at the end of the evening.

If yours is that last game of the evening at Greenwood, please cover the pitchers mound.

PLAYERS, COACHES AND SPECTATORS ARE RESPONSIBLE FOR REMOVING ANY TRASH FROM THEIR BENCH, STANDS OR FIELD AREAS AFTER EACH GAME.

- 1.5 Conduct - Head coaches are responsible for the conduct of players on their team, assistant coaches, both on/off the field and on the bench, and parents and spectators. Harassment of players, coaches or umpires is NOT permitted by team members, coaches or spectators. Good Sportsmanship must be encouraged by the coaches. **POOR SPORTSMANSHIP WILL NOT BE TOLERATED AND MAY RESULT IN SUSPENSION OR DISMISSAL.**
- 1.6 Coaches may conference with the umpire for clarification of a call. Disputed calls must occur in the presence of the opposing coach. **COACHES MAY NOT ENGAGE IN BERATING UMPIRES ON BALLS AND STRIKES OR JUDGMENT CALLS.** Arguing is subject to ejection from the game.
- 1.7 No one (players, coaches, fans, etc.) is permitted to sit or stand directly behind the backstop.
- 1.8 The Association will provide an umpire to be positioned directly behind the catcher to call balls and strikes. A second umpire positioned in the infield may also be scheduled for each game.
- 1.9 Umpires have the authority to eject coaches, players and spectators from a game. In the event of an ejection, the ejected person must leave the premises immediately. If the person does not comply, the umpire will declare the game a forfeit. Ejected person(s) are subject to further action from the League Commissioner(s) and/or Association.

- 1.10 If the umpire fails to show up for your game, a substitute umpire (a “neutral” spectator) may be agreed upon by the two head coaches. (Note: The substitute umpire is eligible to receive the umpire fee. Please contact the League Commissioner(s) if a substitute umpire is used.)
- 1.11 The winning team's head coach must submit game scores and **PITCH COUNTS** to the League Commissioner immediately following the game via email (Sande015@excite.com). Teams will not be credited with a win if the scores are not submitted. **Refer to Section 4 for PITCH COUNT Rules.**
- 1.12 Rainout Information - Games will be played at several different fields. In the event of rain, some fields may be playable, while others may not. Our goal is to play as many games as scheduled, while rescheduling games to prevent playing on fields in poor condition. Plymouth Parks rainout hotline is 763-509-5205. If conditions are such that playing on the field would cause damage to the fields, Plymouth Parks will cancel all outdoor activities. This would include all scheduled PWYBA games and practices.
- 1.13 Coaches, parents and players should establish how cancelled games and practices will be communicated. (i.e. phone calls, email, team web page)
- 1.14 Lightning - If lightning is seen, irrespective of how far away it appears, the game shall be suspended for 30 minutes. During that time, the coaches and umpire can assess weather conditions. If lightning is seen during the 30 minute suspension, the 30 minute rule begins over again.
- 1.15 In most cases, the coaches will determine the playability of the field and/or the weather conditions in determining whether the game should be suspended or cancelled (the kid's safety should not be left to the judgment of a teenage umpire).
- 1.16 Makeup Games - Coaches of both teams first agree to the makeup game's date, time and location. Then one of the coaches must call the League Commissioner(s) to schedule a field and umpires for the makeup game. Please allow 72 hour notice to schedule an umpire.

2. Equipment Rules

- 2.1 The PWYBA will provide catchers equipment, baseballs, batter's helmets, bats, and uniforms (shirt, hat, socks).
- 2.2 Team members should wear tennis shoes or rubber cleat baseball shoes. Metal cleats are prohibited.
- 2.3 Catchers must wear protective headgear under the mask at all times. Chest protectors, shin guards and hard cup athletic supporters must also be worn. Protective cups should also be worn by all players to all practices and games.
- 2.4 All players shall wear team jerseys and hats to all games. Shirts should be tucked in.
- 2.5 Bats must meet the following specifications:
- a. Bat Size - Bat size is to be measured in difference between length and weight and limited as follows.

In diameter at the thickest part:.....2 1/4" or less with unlimited weight differential. No bat may exceed 2 1/4" in thickness.
 - b. No bat is allowed to be longer the 33"
 - c. SOFTBALL BATS ARE PROHIBITED.

- d. Wood bats are permitted provided they are stamped for Little League approval.
- 2.6 Both teams will supply one new ball per game. A supply of games balls will be provided to each coach at the start of the season.
- 3. Game Rules**
- 3.1 All players must play a position in the field a minimum of 4 innings per game. Each player must play an infield position at least 2 innings each game. The infield positions include pitcher and catcher. Exceptions to this rule are when the 10 Run Rule comes into effect and games are shortened due to the time limit or weather.
- 3.2 All players will bat in consecutive rotation, regardless of whether or not they are playing a position in the field.
- 3.3 Coaches must have their batting order set prior to the start of the game. Coaches should share batting order at the start of the game, discuss ground rules and agreed starting time.
- 3.4 A regulation game consists of 6 innings. The game is considered to be official after the completion of 4 innings of play (3 ½ if home team is ahead).
- 3.5 Evening games begin promptly at 5:30 or 7:15 PM unless the League Commissioner(s) approved an alternative time. At 15 minutes past the starting time the team not present and ready to play will forfeit the game. Teams must have at minimum of 8 players for the game to begin.
- 3.5 Games called due to weather or darkness are considered complete after 4 full innings (3 ½ if the home team is ahead). Games called before 4 innings will be rescheduled and replayed in their entirety.
- 3.7 During the season, no new inning can start 90 minutes after the start of the game and all games are officially over after 100 minutes irrespective of the game conditions. Specifically, an inning may begin if there are ten minutes or greater left (of the allotted 100 minutes). If less than 10 minutes remains after the completion of an inning, the game is over, irrespective of the score. Every effort should be made to complete 6 innings. Time limit during the year end tournament may be altered at the discretion of the League Commissioner(s).
- 3.8 In the event a game's start time is delayed and there is another game scheduled after the current game, the delayed time is not to be added to the end of the game. If at least 4 innings (3 ½ innings if home team is in the lead) can not be completed by games end time, the game will be rescheduled and played in its entirety.
- If no other game is scheduled after the "delayed game", the delayed time can be added to the end of the game.
- 3.9 **AL Rule:** A ½ inning is 3 outs. There is no limit on the number of runs a team can score in one inning. Three (3) outs must be achieved to end the half inning.
- NL Rule:** A ½ inning is considered 3 outs or 5 runs scored. Upon scoring 5 runs, the bases are cleared and the ½ inning is ended.
- 3.10 The ten (10) run rule is in effect. If after the completion of 4 innings (3 ½ if home team is ahead), a team is leading by at least 10 runs, the team with the lead will be declared the winner.
- 3.11 While the ball is in play, no one except players should be any closer to the foul line than the player's bench. Non-players or spectators must remain behind the player's bench at all times. Teams may have managers or assistants act as base coaches.

3.12 Each team will field 9 players in the field (eight is the minimum).

3.13 Stealing of bases is permitted.

AI Rule: A player may not leave the base until the ball has crossed the plate or been hit. All coaches must enforce this rule.

On a pitched ball returned by the catcher to the pitcher, the ball is considered live, and “delay” steal may occur. Once the pitcher has taken possession of the returned ball, the previous play is ended and a base runner may not leave the base until the next pitch has been thrown.

NL Rule: Base-runners may not advance a base (steal) unless the catcher drops the ball or does not field a pitched ball. If a pitch hits the ground before reaching the catcher, and the catcher fields the ball, the base-runner may not advance.

3.14 Stealing of home base is **NOT** permitted in either league.

3.15 The strike zone is that space over home plate, the top of which is the batter's armpits, and the bottom being the knees, when the batter assumes his natural batting stance. Balls and strikes are judgment calls made by the umpire and are not open to discussion with coaches. Coaches, players or spectators arguing balls and strikes are subject to ejection.

3.16 **AL Rule:** The Infield Fly Rule is in effect in the AL only. Under this rule, a batter is called out immediately when the umpire judges that a fly ball (not a line drive or an attempted bunt) can be caught with ordinary effort by an infielder (including the pitcher or catcher). However, the rule only applies with runners on first and second base and less than two out. (The rule also applies with the bases loaded) It is only an Infield Fly if it is a fair ball. If the ball appears to be landing near the foul line, the umpire will yell "Infield Fly if fair". If the ball drops untouched in the infield and rolls foul, it's the same as any other foul ball.

The moment the batter is called out, the force play is removed from the base runners. Base runners may stay on their bases and not be forced to advance. Or, they may try to make the next base at their own risk.

If there's any doubt in the mind of the umpire that a batted ball is not subject to the Infield Fly rule, the call will not be made. If the umpire is certain, they will call "Infield Fly" as soon as they know it. Although the plate umpire usually has a better vantage point, either umpire may make this call.

The Infield Fly Rule is a difficult call for the umpire. Please use patience and show good sportsmanship if the umpire “misses” the call. If the call is missed, the play will stand.

NL Rule: The Infield Fly Rule does not apply. Base-runners should advance at their own risk.

3.17 Bunting is permitted at any time during a game.

3.18 Throwing a bat that hits another person or goes more than 8 feet out of the batters box is an automatic out and will be called by the umpire. On a batted ball, the ball is immediately declared dead, and all runners returned to their original base.

3.19 Runners are required to slide or attempt to avoid collision at all bases. Barreling into a defending player, or any intentional attempt to knock the ball loose, is prohibited. In the event a runner does not attempt to slide or avoid collision, the runner will be declared out, the ball is dead and the runner, if the act is considered flagrant in the judgment of the umpire, may be subject to ejection from the game.

- 3.20 A foul pop-up must go 6 feet over the batter's head in the umpire's best judgment to be called out if caught by the catcher.
- 3.21 Any umpire has final discretion when the ball is dead and play stopped.
- 3.22 A third strike dropped or not, is an out. The batter may not advance. Assuming the strike out is not the third out, the ball is live and runners on base may advance at their own risk.
- 3.23 Appeal Plays: All appeals must take place on a live ball. The appeal can occur during the current play if time has not been called by the umpire. Or, if time has been called, the appeal must occur at the start of the next play.

AL Rule: During the appeal play, the ball is considered to be live, and as such the offense can start another play during the appeal. For example, if the offense has a runner on first, it's legal to try to advance to second during an appeal at third. The appeal is still valid if the defense makes no other play, but if the pitcher is distracted and throws to second base, that is considered a new play and the appeal is off.

Also, if the pitcher fails to step off the pitching rubber before making an appeal-play throw, he's considered to have made a play. For example, if the pitcher throws a legal pitch from the pitching rubber, that is a play and the appeal is off.

An appeal play on the final out of the game must occur during that play. If the appeal is not made in a reasonable time frame from the end of the play, in the judgment of the umpire, the game will be declared ended.

NOTE: If the defense appeals at home base, and the pitcher properly steps off before throwing to the catcher, but the batter swings at the thrown ball, the batter is guilty of interference and he shall be called out.

NL Rule: During the appeal play, the ball is considered dead and runners may not advance.

- 3.24 The Obstruction Rule will be enforced. Infielders not making a play on the ball (including catchers at home plate) may not block the base path. (Coaches will need to teach this rule to the fielders and catchers at the beginning of the year.) If obstruction of a runner does occur, the ball shall remain live until the end of the play. At which time, the umpire, based on his judgment, will award a minimum of one base. If, in the judgment of the umpire, the runner would have advanced more than one base on the play, the umpire may award more than one base.
- 3.25 The Interference Rule will be enforced. Runners may not initiate any sort of contact with the fielder attempting to make a play on a batted ball. If, in the judgment of the umpire, a runner interferes with a fielder's ability to make a play, the runner will be declared out.
- 3.26 In any one single inning, a coach may "visit" the mound one time without having to remove the pitcher. On the second visit, the pitcher must be replaced.
- 3.27 Specific field ground rules are to be discussed and agreed upon by the coaches and umpires prior to the start of each game.
- 3.28 The umpires ruling on the field is final, whether it is a judgment call or formal rule interpretation. It is the intent of the umpires to get the rules accurate and make the right call. Coaches are permitted to conference (not argue) with umpire on rule interpretation. Protests will not be allowed.
- 3.29 A COURTESY RUNNER may be used for the player scheduled to catch the next inning. The courtesy runner may be used when there are two (2) and the courtesy runner will be the player who made the last out.

- 4. Pitching Rules** - A pitch count rule will be followed for the 2008 season. Specific rest periods are in place when a pitcher reaches a higher threshold of pitches delivered in a game.
- 4.1 **The Maximum Allowable Pitches per Game (MAPG) for any one single player is 85.**
- 4.2 Pitchers must adhere to the following rest requirements:
- If a pitcher throws 61 or more pitches in a game, three (3) calendar days AND A GAME of rest must be observed. Example: Player throws 61 pitches on Monday, he is ineligible to pitch until Friday. If Friday is the next game, he is ineligible to pitch in that game.
 - If a pitcher throws 41 - 60 pitches in a game, two (2) calendar days AND A GAME of rest must be observed. Example: Player throws 41 pitches on Monday, he is ineligible to pitch until Thursday. If Thursday is the next game, he is ineligible to pitch in that game.
 - If a pitcher throws 21 - 40 pitches in a game, one (1) calendar day of rest must be observed. (Example: Player throws 21 pitches on Monday, he is ineligible to pitch until Wednesday.)
 - If a pitcher throws 1-20 pitches in a game, no calendar day of rest is required before pitching again.
- 4.3 Once a pitcher reaches the MAPG, the pitcher must be replaced. If the MAPG is reached in the middle of an at bat, the pitcher may complete that at bat sequence prior to being removed.
- 4.4 Re-Entry is not allowed at the pitching position.
- 4.5 The home team will designate an official pitch counter. The pitch counter will notify the home plate umpire when a pitcher reaches MAPG. Throughout the game, coaches may consult with the official pitch counter for the pitch count. If there is any dispute over pitch counts and an agreement between coaches can not be reached, the official count will be treated as accurate and final.
- 4.6 After each game, coaches should consult with the official pitch counter to obtain the final pitch count for each pitcher. When reporting game score results, the coach of the winning team must also report pitch counts for each pitcher (both teams) from that game to the League Commissioner(s). Failure to accurately report pitch counts may result in a forfeiture of the game and possible suspension.
- 4.7 If a player throws 61 pitches or more in a single game, he may not play catcher in that same game.
- 4.8 Coaches failing to comply with the pitch count rule will immediately be suspended for a 2 (two) game period and the games with infractions will be declared a loss by forfeit.
- 4.9 The Balk Rule is not in effect.
- 5. Rule Changes**
- 5.1 The League Commissioner(s) may elect to review and adjust any rule at any point in time during the season.