

# Cache Area Youth Baseball Bylaws

## Minors Age - 2017

1. The rules of the old WBBA will be adhered to with the following clarifications or modifications.
2. Divisions will draft teams in a way that creates as much balance of skill between teams as possible.
3. League age is the player's age on April 30th of the current playing year.
4. Home team will be determined by the schedule. The team listed first will be the home team.
5. Each Team is to provide a new or good conditioned baseball to the ump at each game. Balls will be returned the teams.
6. Length of games will be 6 innings or no new inning after 1 hour and 20 minutes. In the event of inclement weather or other prohibitive playing conditions, a game is considered a complete game after 40 min of play ending in a complete inning. Incomplete games will be rescheduled and will resume from the point where the game left off with pitchers returning to the mound to pitch at least one batter. Play to complete game.
7. Game time to be announced to both coaches by the umpire. Time begins when the home team takes the field.
8. Each inning will consist of 3 outs or 5 runs per inning whichever comes first. Exception: If a team exceeds 5 runs as a result of the batter hits an over the fence home run, then the additional run(s) will count.
9. The 10 run mercy rule is in effect after 4 completed innings of play.
10. Extra Innings: Games ending in a tie will play only 1 extra inning using the International Tie Break Rule. Each team will start with a Runner on second base for each half of the inning. The runner placed at second base will be the last out of the previous inning. If game remains tied at the end of 1 extra inning, the game will end as a tie.
11. Pitchers may pitch a maximum of 2 innings or 6 outs per game.
12. A pitcher cannot pitch in the same game once he is removed from the mound.
13. A pitcher that hits 3 batters during a game must be removed from the mound for the remainder of that game. Umpires can deny first base to a hit batter, if in the umpire's judgment the batter has leaned into a pitch for the purpose of getting hit. If this occurs, it would not count against the pitcher.
14. A violation of any pitching rule may cause forfeiture of a game if protested to the Division Presidents.
15. Since there is no leading off, balks will only be called when blatant or intentional.
16. Each team will keep a scorebook with the home team being the official book. The official scorekeeper will be identified prior to the start of the game.
17. No metal cleats.
18. Maximum diameter of barrel is 2.25" inches. No senior, or "big barrel" bats. This applies to wood bats as well.
19. A player must avoid flagrant or intentional contact or must slide when there is a play at home plate. Intentional contact or flagrant contact may result in an ejection from the game at the discretion of the Umpire.
20. Stealing 1st or 2nd base is allowed when the pitched ball reaches the plate. **Stealing home is not allowed.** If a base runner leaves early, the penalty is invoked when the play has concluded. When a player leaves early that player is only allowed to be 1 base beyond where the batter ended (i.e. a base runner on first would only get second base if the batter hits a single). If a player avoids a forced out at second due to leaving early on a pitch, the umpire may call the runner out due to leaving early.
21. If a player leaves early, then the umpire will give the team a warning on the first occurrence. Each occurrence thereafter, the offending player will be called out.
22. Base runners must return to base when the pitcher has control of the ball and feet are in contact with the pitchers rubber. This is to keep the game moving at a good pace.
23. Only 1 advanced base per overthrow/pitch. If a player is stealing second and the catcher makes a throw and the throw goes into the outfield, the runner MAY NOT advance to third base. The runner received their base on the steal attempt. (1 base per pitch). **No stealing home even on past balls.**
24. We will not play the dropped third strike rule. Batter is ruled out on a called third strike regardless.
25. Teams must have 8 players at the scheduled game time. Any less and the game will be forfeited. An out will be taken in the 9th spot of the batting order when a team only has 8 players.

26. All players in attendance will be in the lineup. Everyone bats. Free defensive substitutions. Each player must play at least 1 inning or 3 outs per game on defense.
27. Two minutes or 5 warm-up pitches will be allowed between each inning.
28. **Lightning:** In the event that lightning is seen and or thunder heard the Umpire and Coaches will stop the game and clock to check the (FREE) **Little League Weather Bug Phone App** to determine the proximity of lightning. If lightning is detected within 6 miles, players and spectators will be asked to take cover in vehicles. The Umpire will confirm that the score-books are up to date and match, the game will resume after 20 min if there is no lightning within 6 miles of the ballpark. Bylaw #6 reference to inclement weather applies to lightning.
29. Batting helmets are required for all batters, on-deck batters, base runners and youth base coaches. Youth base coaches will also observe sportsmanship rules and not speak or make comments to defensive opponents.
30. Game protests must be placed within 24 hours after the end of the game. The protest will be settled by the Division Presidents involved and the Committee. If necessary, other Division Presidents may be utilized to avoid a conflict of interest. Decisions will be made within 72 hours of the protest.
31. No protest will be permitted on judgment decisions by the umpire.
32. **Sportsmanship:** All coaches and fans are expected to behave with good sportsmanship and positive support for the players and umpires. Failure to do so could result in game forfeiture and suspension from the league. **Arguing balls and strikes is not allowed**, umpires may eject coaches or players from game. Coaches are responsible for parent's actions and behavior.
33. **Winning Coaches must text game results to Brok at 435-512-7575 within 48 hours. Text:**
  - a. Date/time of game
  - b. Name of winning team
  - c. The final score