



**League Bylaws  
And  
Rules and Regulations**

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# SECTION 1- League Bylaws

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- A. The Bylaws of the Willoughby Baseball League are separate and distinct from the Rules and Regulations and will take precedence over the Rules and Regulations.
- B. All Bylaws and Rules and Regulations in affect prior to the adoption of these Bylaws and Rules and Regulations are null and void.

## *ARTICLE 1 – NAME*

This organization shall be known as the Willoughby Baseball League, Inc.

## *ARTICLE 2 – OBJECTIVE*

To provide the opportunity for boys ages 5-19 and girls, ages 5 – 23, to participate actively in baseball and fast pitch in an organized manner and to provide an Individual Assistance Program (I.A.P.) for boys and girls ages 5 – 25.

## *ARTICLE 3 – MEMBERSHIP*

- A. The Executive Board, elected from the membership and consisting of volunteer personnel shall govern the league.
  - a. The membership shall consist of members of the Executive Board, team managers, parents/guardians of players, and all other volunteer personnel. Volunteer personnel must promote skills efficiently and effectively, display sportsmanship, and follow the policies of the league.
- B. The voting membership, which consists of all members of the Executive Board who shall have one vote each and each team which shall have one vote (no person shall have more than one vote), will vote to elect the Executive Board Officers, revise the Rules and By-Laws, approve Commissioners, and approve any non-budgeted expenditures of \$501-\$999 (with the exception of funds raised by and for the sole purpose of a Travel Team).
- C. The Willoughby Baseball League mandates that any volunteer or paid position, 18 years old or older, will be subject to a criminal background check.
- D. With the exception of Umpire Personnel Administrators, Umpires, and Concession Stand personnel, no one will be paid for duties performed for the Willoughby Baseball League. The duties of the Umpire Personnel Administrators include, but are not limited to, opening and closing the umpire stand at Todd Field, raising the flag, handling the disbursement of cash to the umpires, logging in the scores of all games, distributing and recollecting umpire equipment, scorecards and baseballs and softballs, and ensuring bases are returned from all fields to the umpire stand at the conclusion of all games.
- E. The Controller will serve as the Treasurer’s designee in the disbursement of monies to the Umpire-in-Chief and the Tournament Directors on a weekly basis during the season.

## *ARTICLE 4 – ELECTION OF OFFICERS*

- A. The President, before the May Board Meeting, shall select a Nominating Committee Director.
- B. The Nominating Director shall pick up to four (4) individuals of his/her choice, to fill out the committee.
- C. All nominations will be presented at the August General Membership Meeting as well as all nominations from the floor and then the nominations will be closed. All non-contested officers will assume their positions immediately.
- D. The term of elected Officers, whom are contested, will start at the end of voting at the September General Meeting, and end at the start of voting at the next September General Meeting.
- E. Each member of the Executive Board will have a vote. Each team shall have a vote (in the absence of the Manager, a designated volunteer may vote for the team, only with prior written notification to the Board, and must be present to do so). No individual shall have more than one vote.
- F. A secret written ballot will be used in all contested Executive Board officer elections.
- G. A minimum of nine (9) voting members are needed to proceed with the election.
- H. The position of President Emeritus will be held by Dick Nicholl, and he will serve in this position as long as he so desires. No other person shall serve in this position. At the time when he decides not to continue in this position, or is not capable of doing so, this position will be vacated and removed from the Executive Board.

## *ARTICLE 5 – EXECUTIVE BOARD*

- A. The President, General Manager, Administrative Vice-President, Fast Pitch Vice-President, Hardball Vice-President, Treasurer, Secretary, and Umpire in Chief shall be elected by the General Membership and serve as elected officers of the Executive Board.
- B. The Commissioners of each division shall be recommended by division Vice-Presidents and approved by the Executive Board beginning with the September meeting and serve as voting members of the Executive Board.
- C. The Standing Committee Directors and noted positions shall be recommended by the President and the Nominating Committee.

- a. In the case where the President's and Nominating Committee's recommendations differ, both will be placed in nomination, then voted on by the Executive Board voting members beginning with the September meeting and serve as voting members of the Executive Board.
- D. The Willoughby Baseball League will have the following Standing Committee Directors:
  - a. Concession Stands Director
  - b. Controller
  - c. Equipment/Procurement Director
  - d. Fast Pitch Tournament Director
  - e. Hardball Tournament Director
  - f. Scholarship Committee Director
- E. Commissioners and Standing Committee Directors will serve as voting members of the Executive Board and assume duties as they are approved and will serve until September 30 of the following year.
- F. Each member of the Executive Board will vote on all business pertaining to the Willoughby Baseball League, including the President.
- G. Any non-budgeted item up to \$499.99, may be approved for purchase at the discretion of the President.
- H. Any non-budgeted item from \$500.00 - \$999.99, must be approved for purchase by the Board.
- I. Any non-budgeted items of \$1,000.00 or more, must be approved for purchase by the Board, and further approved by the general membership.
- J. All purchases of \$1,000.00 or more, excluding concession stand products, are required to have at least two (2) quotes, and the results and recommendations of the quotes received will be presented to the Board for approval to purchase.
- K. The President, Equipment Director, and Concession Stands Director are entitled to maximum combined monies of \$2,000.00 reimbursement for League mileage subject to documentation per calendar year.
- L. Any member of the Executive Board may call for an examination of the financial records at any time.

## *ARTICLE 6 - DUTIES OF THE EXECUTIVE BOARD*

- A. All members of the Executive Board are to:
  - a. Support and enforce the League rules, policies and procedures as well as act as a public relations official for the League and the City.
  - b. Meet in emergency of executive session as needed or if requested by more than one member of the Executive Board.
  - c. Vote on all business pertaining to the Willoughby Baseball League, including the President.
  - d. Vote on all non-budgeted items over \$500.00.
  - e. Call for an examination of the financial records at any time, if necessary.
  - f. In general, perform any duties, especially in the off-season, necessary for the betterment of the Willoughby Baseball League.
- B. Appointed, non-standing, Committee Directors will have a voice but no vote on the Executive Board.
- C. Duties of each member of the Executive Board.
- D. The President will:
  - a. Preside at all meetings of the Executive Board and General Meetings.
  - b. Oversee all aspects of the Willoughby Baseball League.
  - c. Be an authorized signature on League bank accounts.
  - d. Authorize all non-budgeted expenditures under \$500.00.
  - e. Authorize the master schedule of all events and competitions related to the Willoughby Baseball League by the end of the third (3<sup>rd</sup>) week of April.
  - f. Supervise the duties of the General Manager and Vice Presidents.
- E. The General Manager will:
  - a. Preside at all meetings of the Executive Board and General Meeting in the absence of the President and assume duties of any absent elected Executive Board member if necessary.
  - b. Serve as office manager and assist other officers as needed (scheduling, filing, word processing) and assist the Technical Support Director.
  - c. Be an authorized signature on League bank accounts.
  - d. Assist the Administrative Vice-President at registration.
  - e. Assist the Tournament Directors.
  - f. In general, perform any duties necessary for the betterment of the League and assist the President in the administration of the League.
- F. The Administrative Vice-President will:
  - a. Be in charge of all computer operations of the League, to include, but not limited to registration, rosters, scheduling, membership communication, etc.

- b. Preside at all meetings of the Executive Board and General Meetings in the absence of the President and General Manager.
  - c. Submit an ongoing calendar of events for the season, subject to approval, to the Executive Board in December. Oversee the scheduling of all league events, competitions, and games.
  - d. Chair a Bylaws and Rules Committee, as needed, to review the playing rules, policies and procedures for the entire League. Propose to the Board any rule changes and/or revisions, prior to the January meeting and ~~then~~ update the Willoughby Baseball League bylaws and playing rules document, if such changes and revisions are approved at a General Meeting.
  - e. Oversee the registration of players in the Willoughby Baseball League and provide a list of all players eligible for the Division drafts to all Commissioners prior to the draft and call-up lists to managers prior to the start of the regular season.
  - f. Be the sole holder of Manager Contracts in a safe and secure offsite location and be the sole Administrator to conduct criminal background checks when deemed necessary by the League Executive Board.
  - g. In general, perform any duties necessary for the betterment of the League and assist the President in the administration of the League.
- G. The Vice-Presidents of Fast Pitch and Hardball will:
- a. Supervise Commissioners.
  - b. Hear all League Appeals and rule interpretations.
  - c. Preside at all meetings in the absence of the President, General Manager and the Administrative Vice President. The Vice-President of Fast Pitch shall sit in on the even years and the Vice-President of Hardball shall sit in on odd years.
  - d. Assist the Tournament Director(s).
  - e. Supervise the Arbitration Board for teams within their respective Leagues.
  - f. Assist the Administrative Vice President with office and Field House duties.
  - g. Vice-Presidents will assist the Administrative Vice-President when deciding on the number of games to be played in each Division.
  - h. Vice-Presidents will assist the Equipment Director when deciding on ~~approve~~ equipment purchases necessary for their Leagues.
  - i. In general, perform any duties necessary for the betterment of the League and assist the President in the administration of the League.
- H. The Treasurer will:
- a. Keep accurate account of the finances for the League.
  - b. Be an authorized signature on League bank accounts.
  - c. Collect and assist in the disbursement of all monies related to the League, including the tournaments.
  - d. Be an authorized signature on League bank accounts.
  - e. In collaboration with the Executive Board, propose a budget for the upcoming season subject to approval at the October Board Meeting.
  - f. Present to the Board and General Membership a monthly and year-ending financial report (financial year ends September 30).
  - g. Be available to the Board and work with the incoming Treasurer in an advisory capacity for one year.
  - h. Receive and publish communications and financial matters related to sponsors and boosters for the League.
  - i. Pay the City of Willoughby \$1.00, by July 1, each year for rent of the Field House.
  - j. In general, perform any duties necessary for the betterment of the League.
- I. The Secretary will:
- a. Record all minutes of any meeting, Board or General.
  - b. Present the minutes of the previous month's meetings.
  - c. Assist the President in maintaining documents related to, but not limited to, contracts, leases, warranties, and any disciplinary action forms.
  - d. Review the calendar of events and competitions in the Willoughby Baseball League to ensure there are no conflicting activities.
  - e. In general, perform any duties necessary for the betterment of the League.
- J. The Division Commissioners and All-Star/Travel Commissioner will:
- a. Search out candidates for managers and submit names to their respective Vice President and the Executive Board for approval.
  - b. Be responsible to provide, evaluate and collect the equipment of each team in their Division.
  - c. Provide a list of all players eligible for the try-out/draft to all managers prior to the try-out/draft.
  - d. Shall be a member of an Arbitration Board as needed.

- e. Assist as needed in All-Star and Traveling Team events, especially tournaments and try-outs.
  - f. Provide the Board with specific Division operations (i.e., rule changes, equipment needs and schedule difficulties).
  - g. Maintain standings for their Division throughout the season.
  - h. Supervise the team managers, document violations of the League Bylaws and Rules, or Code of Conduct as needed and recommend penalties to the Division Vice-President.
  - i. Notify all Managers of the return of team equipment, and assist with collection of equipment, when needed.
  - j. To attend a minimum of five (5) meetings.
- K. The Standing Committee Directors will: (ENTER DUTIES HERE)
- a. Concession Stand Director
  - b. Controller
  - c. Equipment/Procurement Director
  - d. Fast Pitch Tournament Director
  - e. Hardball Tournament Director
  - f. Scholarship Committee Director
- L. Keys providing access to all appropriate facilities and locks shall be provided to all elected officers of the Executive Board, as well as the Umpire-in-Chief and the Concession Stands Director. The keys will be provided upon election to office and surrendered at the end of their term.

### *ARTICLE 7 – RULE CHANGES*

- A. All proposed changes in League Bylaws and Rules and Division Rules shall be discussed after the season, reviewed and proposed by the Executive Board and then presented to the membership in writing prior to or at the January General Membership Meeting for approval. It is recommended that the Administrative Vice-President create a Playing Rules Committee which is representative of all playing Divisions in the Willoughby Baseball League to recommend revisions, or additions to the current playing rules prior to the November meeting of the Executive Board. It is also recommended that each Commissioner meet in August with the managers of that Division to review the playing rules particular to that Division and propose revisions, or additions to the playing rules of that Division.
- B. Additional rule changes may be presented from the floor at the January meeting, discussed and then voted on if approved by the Executive Board at the February General Meeting.
- C. A minimum of nine (9) voting members is needed to proceed with rule changes at the General Meeting.
- D. Interim rule changes, for the good of the League, can be made by the Executive Board at any time, provided that they are passed by a simple majority of the voting Executive Board. Interim rule changes are only in full force and effect for the remainder of that season and must be presented and passed according to Article 7, Sections A, B and C for them to become permanent.

### *ARTICLE 8 – LEAGUE BOUNDARIES*

- A. The boundaries of the Willoughby Baseball League shall be the corporate limits of the City of Willoughby in the State of Ohio.
- B. Also included are Delores and Laura Drives of Eastlake.

### *ARTICLE 9 – ELIGIBILITY OF PLAYERS*

- A. Any child satisfying League age requirements is eligible to play, unless deemed by a majority vote, of the Executive Board, ineligible to play.
  - a. A child is deemed ineligible to play in the Willoughby Baseball League after a regular or special meeting of the Executive Board.
  - b. The meeting held by the Executive Board will be governed by the regulations under Article 17.
  - c. If a player is deemed ineligible to play by the Executive Board, the Executive Board will notify the parents and child by sending out a notification letter by registered mail.
- B. Individuals residing outside the League boundaries and meeting age requirements may register and be assessed a non-resident fee.
- C. League age for hardball league is the age of the player as of April 30 and for Fast Pitch league is the age of the player as of December 31 of the previous year.
- D. Any player not assigned a team during the previous season must provide written proof of age by submitting a copy of a birth certificate, baptismal certificate or other legal document verifying age at the time of registration.
- E. Any player who registers after the draft is subject to being placed on a waiting list prior to being placed on a team as room allows. A late registrant must play in the Division dictated by his or her age. The Executive Board must approve all registrations after the opening day of the season.

## ARTICLE 10 – LEAGUE DIVISIONS

The League will be divided into the following Divisions:

Hardball:

Mitey Mites	ages 7 – 8
Minor	ages 9 – 10
Major	ages 11 – 12
Pony	ages 13 – 14
Colt	ages 15 – 18
Travel	ages 8 - 14

Fast Pitch:

Instructional (T-Ball/Coed)	ages 5 – 6
Pixies	ages 7 - 8
10U	ages 8 - 10
12U	ages 11 - 12
14U	ages 13 - 14
18U	ages 15 - 18
Travel	ages 8 – 18, and over 18
IAP	ages 5 - 30

The Executive Board will handle exceptions.

## ARTICLE 11 – MANAGERS

- A. All managers are required to sign and abide by the Manager’s Contract.
- B. All prospective managers shall be subject to approval by the Executive Board prior to the season and abide by the Willoughby Baseball League Bylaws and Rules and Regulations. Approval or rejection of a candidate may be held by secret ballot. A quorum of seven (7) Executive Board Members must be present for acceptance or rejection. There shall be no preference as to team.
- C. In all Divisions, the manager’s primary mission is to teach the children on his/her team age appropriate skills and prepare them physically and emotionally to have fun, compete and excel to the best of their ability.
- D. The manager is a volunteer appointed by his/her Division Commissioner and approved by the League to be responsible for the team’s, coaches and fans actions on the field and sidelines and represent the team in communications with the umpire and opposing team. At no time shall a coach or fan approach an umpire or opposing manager to discuss game related issues.
- E. The manager should prepare players to progress to the next level of play.
- F. The manager should have an above average knowledge of the Willoughby Baseball League Rules and Regulations, and the game of baseball or fast pitch.
- G. Managers are responsible for regular communications with players and their parents/guardians.
- H. Managers are responsible for supporting and enforcing the Willoughby Baseball League Rules and Regulations, Policies and Procedures as well as acting as a public relations official for the League and the City.
- I. Managers are responsible for attending all practices and games or notifying the Division Commissioner when unable to attend.
- J. Managers are responsible for picking up all team equipment from the Field House on the appropriate dates and times and immediately contacting the appropriate Commissioner or the Equipment Director to replace damaged or broken equipment or to replenish items in the first-aid kit.
- K. Managers must accept responsibility for all issued League equipment, including bags and their contents, first-aid kits and rule books.
- L. Managers are responsible for returning all issued equipment in good condition on the appropriate date and time.
- M. At a time scheduled for each Division, managers will pick up their team’s uniforms and are responsible for distributing all uniforms accordingly.
- N. Helpers (coaches) may be recruited by a team manager to assist during practices and games; however, the manager is the only League representative and therefore responsible for all facets of the team’s official activities. The manager may choose up to three (3) coaches who will submit to a background check as will the manager.
- O. All managers are requested to attend a minimum of three (3) to seven (7) General Meetings during the year.
- P. All managers are requested to attend at least one coaching clinic per year.
- Q. Managers are responsible for all other duties as reasonably expected of a team manager.

## ARTICLE 12 – CRIMINAL BACKGROUND CHECK POLICY

- A. Executive Board Members, managers, assistant coaches, concession stand employees, umpires and any other volunteer, at least and including 18 years old, associated with the Willoughby Baseball League, may be subject to a criminal background check.



- B. The criminal background checks will be conducted by an accredited company and may include, but not limited to, all state and national criminal history databases and sex offender registries.
- C. Criminal background checks are valid for one (1) year, or 365 days, from the date of inquiry.
- D. Any person who does not wish to have their criminal background check conducted through the Willoughby Baseball League, may have it done at their own expense, by the State of Ohio Bureau of Criminal Identification & Investigation and Federal Bureau of Investigation. This must be submitted to the League. Both of these checks are required in lieu of the inquiry done by the Willoughby Baseball League, and must be within one (1) year or 365 days of the date they are submitted to the League.
- E. Any person required to be subjected to a criminal background check that is found to have demonstrated past conduct incompatible with service to or care of children, as defined by the list of disqualifying convictions/offenses, shall be prohibited from holding any position, paid or otherwise, within the Willoughby Baseball League.
- F. Criminal background checks require the full name, date-of-birth, current address and Social Security Number in order to perform any inquiry.
- G. All information received as part of a background check inquiry is a matter of public record; however, all information used and received as a result of an inquiry will remain confidential. All information shall remain on file with the League for one (1) year, or 365 days, and then destroyed.
- H. Any person disqualified under this policy will receive a registered letter via the United States Postal Service advising them of their disqualification and the reason(s) for their disqualification.
- I. All criminal history information is collected through accredited companies from government agencies and the Willoughby Baseball League shall not be responsible for inaccurate information.
- J. Any person that their disqualification is based on inaccurate information must correct the matter with the government agency that is reporting the information.
- K. Any person subjected to a criminal background check who is disqualified may appeal the disqualification to the Executive Board in writing. The Executive Board has the sole authority to overturn the disqualification for good cause based upon demonstrable proof that, under the circumstances, the resulting disqualification does not, at the time of the appeal, justify disqualification on the basis that the applicant would pose a risk of harm to children or others. The vote of the Executive Board regarding the appeal will be final and shall take place within 14 days of receipt of the appeal at which time the person appealing the disqualification will have an opportunity to appear before the Executive Board along with his/her representative.
- L. Any convictions for the following offenses are automatic disqualifiers:
  - a. All sexual offenses, regardless of the amount of time since the offense. Examples include, but are not limited to: Child molestation, rape, sexual assault, sexual battery, statutory rape, prostitution, solicitation and indecent exposure.
  - b. All felonies that constitute offenses against the person, regardless of the amount of time since the offense. Examples are, but not limited to: murder, manslaughter, aggravated assault, kidnapping and robbery.
  - c. Any crimes involving children, regardless of the amount of time since the offense.
  - d. All felony offenses, other than those against the person or sexual, within the past ten (10) years. Examples include but are not limited to: drug offenses, theft, embezzlement, fraud and burglary.
  - e. All misdemeanors that constitute offenses against the person within the last three (3) years. Examples include but are not limited to: simple assault, domestic violence and hit & run.
  - f. Any other offense within the past five (5) years that could be considered a potential danger to children or demonstrates a propensity for violence.
- M. Nothing in this policy shall be construed as a waiver or limitation of the discretion of the Executive Board of the Willoughby Baseball League, to disqualify a volunteer, employee or independent contractor when such is in the interest of the safety or welfare of the participants of the Willoughby Baseball League.

### *ARTICLE 13 – SCHOLARSHIP COMMITTEE*

- A. The Scholarship Committee shall be the Scholarship Committee Director and consist of up to four other members as appointed by the Director.
- B. No member of the Scholarship Committee shall have a family member who may rightfully apply for the scholarship award.
- C. The Scholarship Committee will select three finalist applicants from those received on or before the application due date which will be presented to the Board.
- D. The Willoughby Baseball League Scholarship is open to anyone meeting the following criteria:
  - a. Graduating senior.
  - b. 2.5 accumulative G.P.A. on a 4.00 scale.
  - c. Participate in the League for at least five (5) years.
- E. The Willoughby Baseball League Scholarship recipient shall receive \$750.00 per year for a maximum of four (4) years, providing the following criteria are met:

- a. The recipient must attend a two (2) or four (4) year college or university or a professional or trade school on a full time basis.
- b. The recipient must maintain a 2.5 accumulative G.P.A. on a 4.0 scale.
- c. The recipient must submit to the League current proof of enrollment and grade transcripts each year.
- d. The recipient must demonstrate citizenship, a respect for the law, and academic integrity as a student at a two (2) or four (4) year college or university or a professional or trade school.
- F. The following guidelines will be followed by the Committee for reviewing and selecting applications:
  - a. All applications shall be postmarked by or turned into the Willoughby Field House before the last Monday in March.
  - b. All applications shall be appropriately numbered and the personal information section shall be removed until after the finalist is approved.
- G. The Committee shall review all applications and collectively select three (3) finalist applications to be presented to the Board. Selection should include, but is not limited to the applicant's participation in the Willoughby Baseball League.
- H. The Scholarship Committee shall present to the Board their three (3) finalist applications for selection by the Board at the April meeting. If the Board does not approve of any selections, it may ask the Scholarship Committee to reconvene to review the applications. Each Board member present will have one vote. In the event of a tie, Board members shall recast their vote amongst those applications that were tied. If at that time a tie still exists, the Scholarship Committee will be given one vote to declare a winner to be presented to the General Membership.
- I. The Board shall present to the General Membership, for approval, their choices at the April meeting. If the General Membership does not approve the first candidate, then the Board shall again review the three (3) finalists and select a winner by a two-third (2/3) majority vote.
- J. The Director is required to supply current scholarship information to the schools involved.

#### *ARTICLE 14 – MEETINGS*

- A. General Membership Meetings will be held in January, February (if necessary), March, April, August, September, and October on the third Wednesday of each month at 7:30 PM at the Field House building.
- B. Executive Board Meetings will precede the General Meeting, starting at 6:30 PM on the third Wednesday of the month. Additional meetings will be held as needed.
- C. A voting quorum of nine (9) is needed at General Meetings and seven (7) at the Executive Board Meetings.
- D. Special meetings may be called by the President or at the request of two (2) Executive Board Members with appropriate notification to the other members.
- E. Any decisions made at the Board Meetings will be deemed final.
- F. Board Meetings will not be open to the public.
- G. Any long-term financial commitments over \$1000 per annum will be approved by the general membership.

#### *ARTICLE 15 – ORDER OF BUSINESS*

- A. The Executive and General Board Meetings will be called to order by the presiding member as close to the starting time as possible.
  - a. Minutes of the previous meeting
  - b. Treasurers report.
  - c. General Managers report.
  - d. Report from the Administrative Vice-President
  - e. Report from the Fast Pitch Vice-President
  - f. Report from the Hardball Vice-President
  - g. Report from the Commissioners
  - h. Report from Committees
  - i. Old Business
  - j. New Business
  - k. For the Good of the League
- B. Monthly Agendas
  - a. January – Rule changes are proposed and confirmed. Registration begins.
  - b. February – Additional rule changes proposed and confirmed. Team sponsors solicited and invoiced.
  - c. March – Roster exceptions discussed. Tryouts conducted. Draft conducted. Manager meetings conducted.
  - d. April – Scholarship finalists proposed and voted on. Uniforms ordered. Team practices begin.
  - e. May – No meeting. Uniforms dispersed. Pant exchange conducted. Season begins.
  - f. June – No meeting.
  - g. July – No meeting.
  - h. August – Elected board nominations.
  - i. September – Elected board elections (if necessary)

- j. October – General board nominations and commencement of their terms. Budget proposal. Rules committee formed.
- k. November – Setup the following years calendar
- l. December

## **ARTICLE 16 – FEES**

- A. Players residing within the League Boundary (Section 1, Article 8) shall be assessed a fee set up by the League.
- B. Players not residing within the League Boundary shall be assessed a non-resident fee.
- C. The Executive Board will determine the annual registration fee structure.

## **ARTICLE 17 - SCHEDULES**

- A. All Division schedules shall be published by the Administrative Vice-President before the end of April and are subject to the approval of the Executive Board. If the schedules are not prepared at this time, they will be finished by a committee consisting of the Administrative Vice-President, President and Vice-Presidents of Fast Pitch and Hardball.
- B. The Administrative Vice-President will reschedule any make-up games as soon as possible. All makeup games will be rescheduled and communicated through the League website. All postponed games must be made up.
- C. All play in Divisions not participating in the Round Robin Tournament or League Championship Series ends on the last day of the regularly scheduled season.
- D. Any team missing the League minimum number of players due to a school function must give five (5) days notice prior to the game to be able to have the game rescheduled.
- E. No Division is obligated to play a balanced schedule – i.e., play all teams in their Division an equal number of times.
- F. The Vice-Presidents of Fast Pitch and Hardball, with the assistance of the Commissioners, has the ability to change or alter the published scheduled of a team, with consultation from the Administrative Vice-President for the betterment of the League.

## **ARTICLE 18 – DIVISIONAL DRAFTS**

- A. All Divisions will draft players by this common set of guidelines with the exception of the I.A.P. and Instructional Divisions.
- B. The teams will draft in reverse order as to their standings (regular season only) from the previous year. If two (2) or more teams have the same record, post-season tournament tie-breakers will decide the positions for the draft.  
EXCEPTION: League Champions draft last and League Runner-Up draft 2<sup>nd</sup> last. Draft order remains the same throughout all rounds of the draft.
- C. Draft will continue until all players are drafted.
- D. A manager must freeze his/her child/children and siblings of returning players by the third (3<sup>rd</sup>) round unless otherwise stipulated by the Board. The Vice President and Commissioner of a Division may use their discretion in draft sequence if multiple siblings are involved in the draft from one team.
- E. At the discretion of the League Vice President and Division Commissioner, any returning team with less than three (3) returning players may be dissolved, and the returning players will be placed back into the try-outs and draft or reconstituted as an expansion team.
- F. The first (1<sup>st</sup>) round in the draft is a free round, expansion teams drafting first. If there is more than one (1) expansion team, a coin flip will determine the draft order.
- G. After the first (1<sup>st</sup>) round, expansion teams will be awarded additional picks at the discretion of the Executive Board to be determined prior to the start of the draft.
- H. Prior to the second (2<sup>nd</sup>) round of the draft, a back-draft will be held to distribute all un-drafted players of the highest league ages for that Division, filling teams from the back side until all teams have an equal number of players or until all un-drafted players of the highest league ages have been drafted. Draft order for this round only will be determined by the amount of returning players. The team with the least amount of returning players drafts until such time as it has the same amount as the team with the second (2<sup>nd</sup>) least amount of returning players and so on.

### **EXAMPLES:**

- a. Pixie Division – 8 year olds
- b. Mitey Mite Division – 8 year olds
- c. 10U Division – 10 years old
- d. Minor Division – 10 year olds
- e. 12U Division – 12 year olds
- f. Major Division – 12 year olds
- g. 14U Division – 14 year olds
- h. Pony Division – 14 year olds
- i. 18U Division – 18 year olds
- j. Colt Division – 18 year olds

- I. Managers may trade players for up to one (1) hour after the conclusion of the draft. Any trade of a returning player must be by mutual consent of the player and the manager. All trades are subject to the approval of the Board.
- J. There is no trading of draft positions.
- K. A player who wishes to be released from a team must submit a written request to the Board for approval prior to the try-outs. If the request is granted, the player must try-out and be placed in the draft as an eligible player. The previous manager must be notified and may not draft said player.
- L. If a manager takes his/her child from another team, then that child must be frozen by the third (3<sup>rd</sup>) round of the draft and compensation to the player's former team will be determined according to Rule M.
- M. The Executive Board, prior to the draft, will determine compensation in the draft for a player lost from a team.
- N. If requested, a sponsor's child will be frozen for that team in the proper round of the draft as determined by the Board.
- O. Any player held down a Division that should be drafted may not pitch or catch.
- P. Any player that does not try-out for the draft will be selected in a "lottery type drawing" and cannot be picked by a manager directly. However, a manager may choose to go to the "lottery" during any round. (Note: During the back draft, only highest league age children who did not try-out will be put into the "lottery.")
- Q. Any player who registers after the draft will be placed on a team in the following manner: As a late registrant occurs, the appropriate Division's Commissioner and the appropriate Leagues Vice President or the President will meet and draw the name from a "hat." The eligible teams will be comprised of all teams needing additional players to make all teams have an equal number of players in that Division. Teams losing players must advise the Commissioner and Vice President of affected Division of the loss of the player and the reason(s) why. The Vice President will verify with the child's parent/guardian and advise the Administrative V.P. of the outcome.
- R. In order to maintain fairness for all teams and players in a Division, special requests for team placement will only be granted in extreme situations.
- S. All special requests for team placement and any explanations for that special request must be received by the Board in writing at the time of registration, and will be reviewed and voted upon prior to the try-outs. This vote will be final.
- T. Players may move up to the next Division (or held down to the lower Division) if they exhibit the necessary and appropriate skills at try-outs. The player and parents shall be informed before the draft if the decision is for the player to play in their league age Division. This decision is final. If a player's parent/guardian signs the Acknowledgement and Consent of League Play form and the player does not show up for try-outs, that player must play in the Division of his/her League age. NO EXCEPTIONS.
- U. A player requesting to play-up in an older division must be of the oldest league age, in the lower age division. Example #1: A player that is in the Mitey Mites division, and is requesting to move up to the Minors division, must be the league age of eight (8). Example #2: A player that is in the 12U division, and is requesting to move up to the 14U division, must be the league age of twelve (12).

## **ARTICLE 19 – ALL-STAR TEAMS**

- A. League All-Star teams will be formed based on Willoughby Baseball League age designations.
- B. Managers of League All-Star teams should be selected at draft time if at all possible, subject to approval of the President, Divisional Vice Presidents and Commissioners.
- C. All players interested in playing will be given the opportunity to try-out for the All-Star teams.
- D. A player listed on the roster of any travel team is ineligible to play on an All-Star team.
- E. Managers and Board members may add a second All-Star team in any Division where interest and ability justifies an additional team.
- F. Any player playing on an All-Star team must be on a Willoughby Baseball Recreational League team. Failure to participate in 75% of player's team's games will be cause for dismissal from the All-Star team.
- G. Try-outs: All interested players must be evaluated by the All-Star coaching staff as to their offensive and defensive abilities. Within one (1) week of a try-out, all try-out attendees must be notified by phone if they are selected or not.
- H. The selection of All-Star players will be by try-outs only.
- I. Players may be called up to play only if a team is short the minimum number of players to ensure each team game is played.
- J. League play has precedent over all tournament games. Players must play their league games before playing All-Star games.
- K. All tournaments shall be approved by the All-Star/Travel Commissioner, and have board approval.
- L. Each All-Star team will receive an amount of money, determined by the Board per season, to offset tournament entry fees.

## **ARTICLE 20 – TRAVEL TEAMS**

- A. All travel managers and coaches must sign and adhere to the Willoughby Baseball League Code of Conduct.
- B. Travel teams may be formed based on governing age designations.
- C. Any person wishing to manage a travel team must submit their request, in writing, to the Board before Try-outs.
- D. Managers will be approved by Board members based on coaching experience and expertise before the Try-out date.

- E. Teams will be expected to coordinate league approved fund-raising projects.
- F. All eligible league members and area players will be given the opportunity to try-out.
- G. Try-outs must be held on a Willoughby Baseball League designated date and time for all players wishing to participate. All players must sign in and receive a try-out number.
- H. A Willoughby Baseball League Board member or designee must witness any try-out, including additional, ancillary or special try-outs which can be scheduled as needed.
- I. Within one (1) week of a try-out, all try-out attendees must be notified by phone if they were selected or not.
- J. All travel team rosters must be approved by the appropriate Vice President and Commissioner. Substitutions to the approved roster can only be made after a request is submitted and approved by the Travel Commissioner and/or appropriate Vice President.
- K. The approximate cost of the total fees and fundraising commitments to participate must be communicated immediately to any parent/guardian or player at or before any try-out.
- L. Any expenditure by any travel team must follow the By-Laws of the Willoughby Baseball League. Each team or organization must be prepared to account for all revenues and expenditures and provide a detailed list of all expenses and current bank statement to the Willoughby Baseball League Board at or before the April meeting and again at or before the October meeting. The Willoughby Baseball League reserves the right to audit any travel teams expenses and financial records at any time, upon request.
- M. Each team or organization must name a Treasurer to supervise the revenues and expenditures and to write checks and pay expenses. This treasurer cannot be a manager or a family member of a manager.
- N. Participants on travel teams (sponsored by the Willoughby Baseball League) will not play on league teams or All-Star teams. Exceptions will only be granted on individual requests, made in writing, to the Board and for the 18U Girls division.
- O. Participants on league teams will not be listed on the roster of a travel team (sponsored by the Willoughby Baseball league). Exceptions will only be granted on individual requests, made in writing, to the Board and for the 18U Girls division.
- P. Player evaluation and selection will be the sole responsibility of each travel teams coaching staff and Board members upon request.
- Q. All travel hardball teams formed after 2004 will be known as Willoughby Wildcats.
- R. Beginning with the 2010 season, all travel teams will use one standardized logo and uniform style.
- S. All travel fast pitch teams formed after 2004 will be known as Willoughby Starzz.
- T. Travel teams are responsible for any associated outside leagues fees.
- U. Travel teams are responsible for paying for their own uniforms.
- V. The Willoughby Baseball League is to be named as a sponsor on any advertising or signage used by the travel teams.
- W. The travel teams must wear the same uniforms. The word Willoughby will be prominently visible on all uniforms. Any changes to uniforms will need board approval.
- X. Upon disillusionment, all equipment and or funds procured by the travel team are the sole property of the Willoughby Baseball League.
- Y. Each travel team will receive and amount of money, determined by the Board, per season, to offset tournament entry fees.

## *ARTICLE 21 – DISSOLUTION*

In the event that the Willoughby Baseball League is dissolved, the Executive Board will dispose of all assets including plaques, trophies, uniforms, team equipment, concession stand equipment and any remaining monies and equipment as per Board recommendation to a qualified 501 (c) 3 organization with membership approval.

# SECTION 2 Rules and Regulations

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- A. This section following the League's Bylaws will be considered the Rules and Regulations, which govern play in each Division. Requests for changes will be considered during Division meetings after the season. Further discussed at Executive Board Meetings in the fall, during Bylaws and Rules and Regulations Committee meetings and presented for vote of the membership at the January General Meeting.
- C. These Rules and Regulations shall be known as the Official Willoughby Baseball League Rules and Regulations.
- D. These Rules and Regulations shall govern the operation and conduct of the Willoughby Baseball League. All rules not covered in this booklet are covered under the following organizations:
  - a. Mitey Mite, Minor, Major, Pony, Colt and Fast Pitch – National Federation of High School Associations (NFHS)
  - b. Pixie – Amateur Softball Association (A.S.A.)

## *ARTICLE 1 – EJECTIONS, DISCIPLINARY ACTIONS AND CODE OF CONDUCT*

- A. All players and their legal guardian must read and sign a copy of the Leagues Code of Conduct in order to be considered registered for the Willoughby baseball League, regardless of registration application or moneys received by the League.
- A. All teams, officials, umpires, parents, spectators and players participating in leagues or tournaments sponsored or sanctioned by the Willoughby Baseball League are subject to this Code of Conduct and its disciplinary procedures.
- B. Managers, coaches or players who use any type of tobacco product within the confines of the playing area, including the dugout, shall be immediately ejected.
- C. Players, coaches and spectators will not verbally abuse or belittle any participant including umpires. If a violation occurs, the umpire will warn the manager to correct the situation, unless said violation is deemed extreme or flagrant. The second offense results in an ejection and possible forfeit and disciplinary action under the Code of Conduct.
- D. Profanity, obscene gestures and/or flagrant misconduct by anyone, including managers, coaches, players, and spectators shall result in their immediate ejection. Managers, coaches or players may not call opposing players by any name in a harassing manner.
- E. Any manager, coach, player or spectator ejected from the game must immediately leave the playing field and have no involvement in the remainder of the game. Further misconduct or involvement in the game shall result in their removal from the park.
- F. Umpires or other League officials must file a disciplinary action form with the Umpire-In-Chief immediately following their game(s). The Commissioner and the appropriate Leagues Vice President together have the authority to suspend any manager, coach, player, parent or spectator up to three games. If needed, the appropriate Vice President can call an emergency meeting of the Executive Board to review the disciplinary action form and either sustain, modify or dismiss the original ruling. Prior to this, the Commissioner and/or the appropriate Vice President must obtain as much documentation of the incident from witnesses. All Board members must be notified of this decision immediately and the appropriate disciplinary action form documents and/or other documents forwarded to the Admin. V.P. who will file them accordingly.
- G. Upon the recommendation of a League official, a Board Meeting shall be called to review the disciplinary action form, and disciplinary action shall be take place upon an affirmative vote of the majority of those in attendance.
- H. The League must inform any suspended player, coach, manager or parent/guardian as soon as possible but no later than seventy-two (72) hours from the point of incident. When suspended, players, coaches, managers or parent/guardians can appeal this ruling and request a due process hearing within twenty-four (24) hours of being notified. This hearing must take place as soon as possible and involve the suspended individual(s) parent/guardian if necessary, and at least three (3) members of the Executive Board who are not directly involved in the original suspension. After hearing all versions and accounts of the event(s) that prompted the suspension, the Executive Board members will meet in executive session and either sustain, modify or dismiss the suspension. The Board does not have to meet if the suspended player, coach, manager or parent/guardian does not request a due process hearing.
- I. For any incident in Post-season play, the League must inform any suspended player, coach, manager, or parent/guardian as soon as possible from the point of incident. When suspended, players, coaches, managers or parent/guardians can appeal this ruling and request a due process hearing. This hearing must take place as soon as possible and involve the suspended individual(s) parent/guardian, if necessary, and at least three (3) members of the Executive Board who are not directly in the original suspension. After hearing all versions and accounts of the event(s) that prompted the suspension, the Executive Board members will meet in executive session and either sustain, modify or dismiss the suspension. The Board does not have to meet if the suspended player, coach, manager or parent/guardian does not request a due process hearing
- J. Alleged violators who request a due process hearing can continue to participate at League competitions and events until the appeal is heard and a decision has been made by the Executive Board members in executive session.

## Willoughby Baseball League Code of Conduct

**I hereby pledge to conduct myself with dignity as an athlete, official, coach, parent or spectator, and to respect the authority of the Willoughby Baseball League and its elected and or appointed officials as the governing authority while attending or participating in its activities. I also pledge to follow this Code of Conduct & Ethics:**

- I (and my guests) will encourage good sportsmanship by demonstrating positive support and courtesy for all players, coaches, and officials at every game. I will not engage in any kind of unsportsmanlike conduct with any player, coach, umpire, or other spectator such as taunting, ridiculing, and refusing to shake hands, or using profane and abusive language or gestures.
- I (and my guests) will respect the game and League officials and their authorities at all times and never confront coaches, umpires, or league officials in a confrontational manner.
- I (and my guests) will place the emotional and physical well-being of the participants ahead of a desire to win.
- I (and my guests) will insist on a safe and healthy environment for participation and never use alcohol or drugs at any Willoughby Baseball League game or activity.
- I (and my guests) will support coaches and officials working in this League in order to encourage a positive and enjoyable experience for all.
- I (and my guests) will treat players, coaches, fans, and officials with respect regardless of race, sex, creed, or ability.
- I (and my guests) will exercise self-control, promote team play, and be fair with others whenever I am engaged in an event or activity associated with the Willoughby Baseball League.
- I (and my guests) will play by the spirit, not just the letter, of the rules of the game and the League.
- I (and my guests) accept accountability for my behavior and its outcomes. I understand that the WILLOUGHBY BASEBALL LEAGUE has a ZERO TOLERANCE policy and I can be ejected and/or suspended if I violate any code of conduct policy.

**I (and my guests) also agree that if I fail to abide by the aforementioned rules and guidelines I will be subject to disciplinary action that could include, but is not limited to the following in any order or combination:**

- Verbal warning issued by an Umpire, Commissioner or Executive Board member.
- Written warning issued by the League Executive Board.
- Immediate ejection and/or suspension from a game or tournament issued by the League or by the appropriate field official authorized to issue such suspension or ejection from a game.
- Ejection by any Umpire, Commissioner, or Executive Board member who is present from the field area, field complex, or City Park where League activities are taking place.
- Suspension from multiple games or League events by the League Executive Board.

### **ARTICLE 2 – WEATHER POLICY/FIELD FITNESS**

- A. The City of Willoughby, at their sole discretion, declares rain-outs and determines fields are playable until the close of their business day.
- B. The Umpire-In-Chief, if not available, then an Elected Officer, then Executive Board Member, will decide on the condition of the field before the game is scheduled to begin or when the conditions of the field is in question while the game is in progress.
- C. The Umpire-In-Chief, if not available, then an Elected Officer, then Executive Board Member, will monitor the latest available weather information when the possibility of severe weather exists.
- D. When lightning or thunder is detected, all games on fields used by Willoughby Baseball will immediately be delayed.
- E. All games will be delayed until thirty (30) minutes after the last lightning strike is detected or until the game is suspended because of unsafe conditions. Pixie and Mitey Mite Divisions will be rescheduled if it is deemed that the game is not official after the first thirty (30) minute delay. The game will immediately end for the Instructional Division and rescheduled at a later date.

- F. In the event of a tornado warning is issued for the area or a severe thunderstorm strikes the immediate area that makes being outside unreasonably dangerous, all fields shall be immediately evacuated.
- G. If an evacuation of a field is necessary, all dugouts and pavilions must be vacated and everyone should be directed to seek shelter.
- H. In the event of a delay, all games will be played with the earliest games scheduled being played first.

### **ARTICLE 3 – UMPIRES**

- A. Umpires in the Willoughby Baseball League shall be selected from candidates who meet the following requirements:
  - a. Thirteen (13) years of age on or before opening day of the regular season unless deemed fit by the Umpire-In-Chief.
  - b. Attend all mandatory umpire meetings as set by the Umpire-In-Chief.
- B. Each Willoughby Baseball League umpire is the accredited representative of the President of the League.
- C. All efforts will be made to have two (2) Willoughby Baseball League sanctioned umpires assigned to all Mitey Mite, Pixie, Minor, Major and Pony games or one (1) NFHS certified umpire.
- D. All efforts will be made to have two (2) Willoughby Baseball League sanctioned umpires assigned to 10U recreational fast pitch or one (1) ASA sanctioned umpire.
- E. There shall be one (1) ASA sanctioned umpire in all Travel Fast Pitch games. There shall be one (1) ASA umpire for 12U and above recreational fast pitch games.
- F. Umpires shall be paid according to the prevailing rate determined by the Executive Board.
- G. Willoughby Baseball League umpires shall wear the required League uniform as set by the Umpire-In-Chief.
- H. All umpires will be subject to review throughout the season by the Umpire-In-Chief. Any umpire who is deemed not to meet the minimum requirements outlined in the Umpire Handbook will be subject to more training or termination.

### **ARTICLE 4 – PROTESTS**

- A. If there is a question about a rule that was possibly misapplied, or misinterpreted and an incorrect decision has been made in accordance with the rules, a manager may file a protest on behalf of his/her team.
- B. The following steps must be taken to consider a protest valid.
  - a. The manager must:
    - i. Inform the umpire that he/she is protesting the game at the time of the play and before the next pitch after such a play, or before the umpires leave the field of play if the play in question was the last play of the game. Note the inning, place in the batting order, count on the batter and positions of any base runners in both scorebooks.
    - ii. Be sure that both managers and the home plate umpire sign both scorebooks.
    - iii. Submit a written description of the situation to the Umpire-In-Chief immediately following the game, including description of the rule and a description of the incident.
- C. All games being played under protest will be immediately played until their conclusion.
- D. The umpire(s) will immediately notify the Umpire-In-Chief upon completion of their game(s).
- E. The Umpire-In-Chief will notify the Commissioner of that Division and the Vice President of that Division within twenty-four (24) hours.
- F. A protest will not be considered if it involves the judgment of the umpire.
- G. An Arbitration Board will rule on a protest within seventy-two (72) hours of the protest being filed.

### **ARTICLE 5 – ARBITRATION BOARD**

- A. To settle a protest of a game, an Arbitration Board will be formed for the purpose of ruling on that specific protest, consisting of the Umpire-In-Chief, the appropriate Commissioner and the appropriate V.P. of the Division affected.
- B. In case the Vice President of the of the affected Division determines there is a conflict of interest with any member of the formed Committee including him/herself, the Vice President of the affected Division shall appoint a replacement.
- C. The Umpire-In-Chief shall act as the Director of the Arbitration Board and shall issue any communications resulting from or pertaining to the protest.
- D. The Secretary of the League or his/her designee will record the decision.
- E. All decisions are final.
- F. Once the decision of the Arbitration Board is made, the Board will be dissolved until the need arises to form another Arbitration Board.
- G. Post Season protests will be decided immediately by the Umpire-In-Chief, if not available, then an Elected Officer, then Executive Board Member.

### **ARTICLE 6.1 – INSTRUCTIONAL DIVISION RULES**

#### **Equipment Rules**

- A. All players must have a league supplied uniform for their division.
- B. Metal spikes are NOT permitted.
- C. Baseball catchers are not required, Coaches should be by the back stop to retrieve balls



- D. All players must wear plastic protective helmets while batting, on the bases and base paths, while on deck or coaching.
- E. The bat must be round and the diameter cannot be more than two and three-fourth inches (2 ¾) at the thickest part.
- F. The bat must be made of wood, aluminum or other substance the Board approves.
- G. All bats may be taped for a distance not exceeding 18 inches from the small end.
- H. League Rulebook binders are to be considered equipment and will be turned in at the end of the season.
- I. A nine (9) inch Incrediball baseball will be used.
- J. Double-walled, triple-walled and titanium bats are not permitted to be used in the City of Willoughby.

### *General Playing Rules*

- A. Only team players, managers, coaches and one scorekeeper will be permitted within the confines of the playing field just prior to and during the games. All players shall be on their benches and/or in their dugout while their team is at bat with the exception of a batter warming up or on deck. All non-fielding players shall be on their benches and/or in their dugouts while their team is on defense.
- B. Any combination of manager and/or coaches may coach on the bases. Other coaches and scorekeepers, depending on the field, should be on the bench, in the dugout, or as close to the bench as possible (as far removed from the playing field as possible) unless otherwise stipulated in the Division Playing Rules.
- C. A player that is injured or ill and cannot take his turn at bat will be skipped but no out recorded. The injured or ill player may return to the game in his original spot in the batting order. In the case of an ejected player, an out will be recorded the first time that player would have batted had he not been ejected. Subsequent times that the ejected player is skipped would not result in an out being recorded.
- D. Any player may be denied by a manager participation in a game for offences related to behavior, attendance or tardiness at games or practices, or violations of the Code of Conduct after the manager receives approval from the Division Commissioner or in his absence the specific Division's Vice President.
- E. Malicious contact in any game will result in the ejection of the offending player.

### *Division Playing Rules*

- A. The rules of the Instructional Division are designed to recognize the related limitations of the children both physically and emotionally and to protect the children both physically and psychologically.
- B. Base paths are 40 feet and the pitching distance is 30 feet.
- C. The home team is responsible for the set-up of bases, a tee that can be used by both teams and the game ball.
- D. No new inning shall begin after the time limit of one hour (1:00) has expired.
- E. The batter will either hit a coach-pitched ball or off the tee. Coaches pitch and play catcher for their own team. The pitcher (player) is located in the same general area as a pitcher in regular baseball. A coach (catcher) will be prepared to set up the tee if necessary and to adjust it for height. Girls should be pitched an underhand flat pitch, unless the player's parent requests otherwise.
- F. All players that show up for a game must play the field every inning and bat in a continuous batting order.
- G. All batters and base runners must wear a helmet.
- H. The counting of outs is not pertinent in determining the end of an inning. Half of the batters on a team will bat to complete an offensive inning.
- I. Missed swings do not constitute a strikeout. However, after five missed pitches, a tee will be set up.
- J. There is no stealing or leading off bases.
- K. The last batter of an inning will run around all of the bases after he/she hits the ball. After making the initial play, the defensive team will hold the ball and remain on the field until after all runners have crossed home plate.
- L. A maximum of three (3) coaches and a manager are permitted within the field of play when their team is on defense.
- M. Coaches must rotate players' positions in the field every inning.
- N. No defensive player may be positioned within 30 feet of home plate before the ball is hit. Outfielders will start 15 feet beyond the baseline in fair territory.
- O. If the defensive team achieves an out, the player being called out will return to the dugout.
- P. All games end in a tie and no score will be kept.

### *Pitching Rules*

- A. Not Applicable.

### *Call Up Rules*

- A. Not Applicable.

## *ARTICLE 6.2 – MITEY MITE DIVISION RULES*

### *Equipment Rules*

- A. All players must have a league supplied uniform for their Division, which includes solid black pants.

- B. Metal spikes are NOT permitted.
- C. Baseball catchers must wear a plastic, metal or fiber cup type athletic supporter, a chest protector, shin guards, a helmet with facemask and a throat protector.
- D. All players must wear plastic protective helmets while batting, on the bases and base paths, while on deck or coaching.
- E. The bat must be round and the diameter cannot be more than two and three-fourth inches (2 ¾) at the thickest part.
- F. The bat must be made of wood, aluminum or other substance the Board approves.
- G. All bats may be taped for a distance not exceeding 18 inches from the small end.
- H. Double-walled, triple-walled and titanium bats are not permitted to be used in the City of Willoughby.
- I. League Rulebook binders are to be considered equipment and will be turned in at the end of the season.

### *General Playing Rules*

- A. Only team players, managers, two (2) coaches and one scorekeeper will be permitted within the confines of the playing field just prior to and during the games. All players shall be on their benches and/or in their dugout while their team is at bat with the exception of a batter warming up or on deck. All non-fielding players shall be on their benches and/or in their dugouts while their team is on defense.
- B. Any combination of manager and/or coaches may coach on the bases. Other coaches and scorekeepers, depending on the field, should be on the bench, in the dugout, or as close to the bench as possible (as far removed from the playing field as possible) unless otherwise stipulated in the Division Playing Rules.
- C. Managers shall present to the opposing manager their official batting order at ground rules including number and last name. Any roster player arriving after the first pitch and whose name is not submitted on the line-up card can be added at any point in the game and must bat last in the order. \*When using call-up players, please refer to call-up rules for batting order.
- D. A player that is injured or ill and cannot take his turn at bat will be skipped but no out recorded. The injured or ill player may return to the game in his original spot in the batting order. In the case of an ejected player, an out will be recorded the first time that player would have batted had he not been ejected. Subsequent times that the ejected player is skipped would not result in an out being recorded.
- E. Players warming up the pitcher must wear a face mask and throat protector.
- F. Before the first scheduled game of the day, the visiting team will have 15 minutes of infield practice at 30 minutes prior to the scheduled game time. The home team will have the last 15 minutes prior to the scheduled game time for their infield practice. There will be no warm up prior to the second game, unless time permits.
- G. Any player may be denied by a manager participation in a game for offences related to behavior, attendance or tardiness at games or practices, or violations of the Code of Conduct after the manager receives approval from the Division Commissioner or in his absence the Hardball Vice President.
- H. Malicious contact in any game will result in the ejection of the offending player.
- I. Suspended games will be completed from the point of suspension. After the first pitch of any game, a stopped game is a suspended game unless it is an official game.
- J. Appeals can be made in both a live-ball and dead-ball situation as per NFHS Rules.
  - a. Live Ball: An appeal can be made by any fielder in possession of the ball touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation if he/she is still on the playing field.
  - b. Dead Ball: An appeal may be made once all runners have completed their advancement and time has been called. A coach or any defensive player, with or without the ball, may make a verbal appeal. If the ball has gone out of play, runners must be given the opportunity to complete their base-running responsibilities before the dead-ball appeal can be made.
- K. The home team will keep the official scorebook.

### *Division Playing Rules*

- A. This division is governed under National Federation of High School Association (NFHS) Rules, unless stated differently herein.
- B. Base paths are 60 feet and the pitching distance is 40 feet.
- C. Each game consists of six (6) innings.
- D. If a team cannot field at least seven (7) players at the time that the game is scheduled to begin or maintain that number after beginning, that team will forfeit the game.
- E. No new inning shall begin after the time limit of one hour and forty-five minutes (1:45) has expired with the exception of games that are tied. No games will end in a tie.
- F. Games shall be considered official after four (4) innings, three and a half (3 ½) if the home team is ahead OR if the time limit is reached.
- G. Mercy rule is twelve (12) runs once a game becomes official.
- H. There will be continuous batting for all players on the roster. This means that every player bats in the assigned batting order.
- I. Free defensive substitution is permitted for all games.

- J. The balk rule is NOT in effect.
- K. The infield fly rule and dropped third strike rule are NOT in effect.
- L. Leadoffs are NOT allowed.
- M. Steals are NOT allowed.
- N. The force play slide rule is NOT in effect. When a force out play is possible at any base, a runner needs to make an attempt to either slide, or the runner must run in a direction away from the fielder, to avoid making contact, or altering the play of the fielder.
- O. All batters and base runners are limited to a maximum advancement of two bases on any batted ball. The only exception to this rule is if a ball is hit over the fence, in which the batter would be awarded a home run.
- P. **If a runner advances more than two bases, he/she can go back to the correct base at their own risk. Once play has stopped and the runner has not returned to the correct base, an appeal can be made to the umpire before the next pitched ball, upon doing so, the runner will be called out.**
- Q. Each player must play defense at least two (2) of the first four (4) innings and three (3) out of six (6) innings.
- R. A player throwing his bat for the first time will be given a warning. The second time the player will be called out (immediate dead ball). The third time the player will be ejected from the game.
- S. All innings will be completed after each team has either scored five (5) runs; or three (3) outs are made. The fifth (5<sup>th</sup>) and sixth (6<sup>th</sup>) inning will be completed after each team has recorded three (3) outs.
- T. Coaches are to pitch overhand to their own team and must have at least one foot in the pitching circle at all times. Coach Pitcher will not intentionally interfere with the defensive team. PENALTY: Runner closest to home plate is declared out. Swinging strikes will be called, and strikeouts will be allowed. The batter must hit the ball to get on base (no base on balls). There is a maximum of seven (7) pitches to each batter. The batter will be declared out after seven (7) pitches unless the seventh pitch and all successive pitches are batted foul.
  - a. The official defensive pitcher must be in line with or behind the rubber and must have at least one foot in the pitching circle until the ball is batted.
  - b. An eight (8) foot diameter will be marked around the pitching rubber. All players, excluding the catcher, must remain in line or behind the rubber until the ball is batted. All infielders, other than the pitcher, must be at least 10 feet behind the pitchers plate.
- U. During the third and fourth innings only, a player (Player Pitcher) from the defensive team will pitch from the pitching plate. Balls and strikes will be called and strikeouts will be allowed. If the Player Pitcher throws four (4) called balls to the batter before the batter hits the ball fair or is called out on strikes, the Coach Pitcher will inherit the strike count from the Player Pitcher. The Coach Pitcher will have a maximum of three (3) pitches to the batter if the count is 4-0 and two (2) pitches if the count is 4-1 or 4-2. A player may pitch only one (1) inning per game and three (3) innings per week. Any batter hit by a pitch will be awarded first base. The batter does not have the option to continue the at bat.
- V. There will be ten (10) players on defense of which only six (6) players will be infielders. Of these six (6), one (1) will be the pitcher and one (1) will be the catcher. The remaining players are outfielders that must be positioned at least fifteen (15) feet beyond the baseline in fair territory.
- W. No player may play any position more than two (2) innings per game and each player must play at least one (1) inning in the outfield per game.
- X. On defense, no more than two (2) coaches will be permitted on the field and they must be positioned behind the Outfielders.
- Y. Any batter, if determined by the batter him/herself, his/her parent/guardian or his/her manager, who does not feel capable of batting against an opposing child pitcher, shall be allowed to request that his/her manager pitch instead. No penalty for this will be taken.
- Z. A player may raise their hand and call time once they have control of the ball and inside the baseline (an infielder not in the outfield). A base runner that has advanced over halfway to the next base when time is granted will be permitted to advance without liability to be put out.
- AA. A double first base will be used. The batter must touch the outside base (in foul territory) on the way to first base. After safely reaching first base, the runner will return to the inside base (in fair territory).

### *Pitching Rules*

- A. When a pitcher takes his position at the beginning of the inning, or when he relieves another pitcher, he will be permitted up to eight (8) warm-up pitches if desired.
- B. If a pitcher is replaced, his substitute shall pitch to the batter then at bat until such batter completes his turn at bat or until the inning ends unless the substitute pitcher is injured and in the judgment of the umpire cannot continue.
- C. The pitcher will not “quick pitch”. If he tries it, he shall be warned once by the umpire without penalty. If repeated, each such pitch shall be called a “ball” unless the batter reaches first base on a fair ball hit, an error or otherwise.
- D. The pitcher must maintain contact with the rubber while in the act of delivering the pitch.
- E. No pitcher shall intentionally discolor or damage the ball while rubbing it with soil, rosin, paraffin, licorice, sand, emery paper or other foreign substances. PENALTY: The umpire will demand the ball and remove the pitcher from the game.
- F. There will be no automatic intentional walks. All batters will be pitched to.
- G. Trips to the mound - In a regulation game, the manager or coach will be permitted to visit the mound as follows:

- a. One (1) trip per inning per pitcher including extra innings.
- b. Second trip in the same inning: The manager must remove the pitcher.
- H. The term week as pertaining to the Willoughby Baseball League runs from Sunday through Saturday.
- I. One (1) pitch constitutes an inning.
- J. Innings pitched in a game declared forfeited, postponed or regulation games will be charged against the pitcher's eligibility. If there is a suspended game which is resumed later in that week, the pitcher may continue pitching for the rest of his allotted innings.
- K. A day's rest is considered a calendar day, not twenty-four (24) hours.
- L. The maximum number of innings pitched are as follows and any violation shall result in forfeiture.
  - a. Maximum of one (1) innings per game.
  - b. Maximum of three (3) innings per week.
- M. Once a pitcher is replaced, he may not return to the position of pitcher.
- N. If a team is scheduled by the League for four (4) or more games in a week (as defined in Rule H above) that teams players will receive one (1) extra innings of pitching eligibility for that week only.
- O. If a pitcher hits three (3) batters in an inning, the pitcher must be removed from pitching.

### *Call-Up Rules*

- A. A manager, if he/she feels they cannot field a minimum number of players per Division requirements, may call-up a maximum of two (2) players from the next Division down with the permission of the player and his/her parent/guardian. The call-up player must be of the oldest league age (6) in the Instructional Division. Managers should contact as soon as possible the call-up's manager as a courtesy.
  - a. The call-up player cannot pitch or catch, must bat last in the order and play according to the Divisional rules in which the call-up player is playing and wear their League issued uniforms.
  - b. The manager can only call up a player in the next Division down a maximum of two (2) times per season. All call ups must be reported to the Division Commissioner by the end of game night, or face a possible forfeiture of game.
  - c. A call-up player cannot miss a game of his/her team.
  - d. All call-up players must be on the line-up submitted to the opposing manager prior to the start of the game.
  - e. If the maximum number of defensive players are present at the start of the game, the call-up player or players will follow normal defensive playing rules.
  - f. Out of city teams playing in the Willoughby Baseball League must supply a call-up list for each Division based on Willoughby Baseball League rules.
  - g. Violation of the call-up rules may result in loss of game for each game in violation regardless of when violation is determined.

## *ARTICLE 6.3 - MINOR DIVISION RULES*

### *Equipment Rules*

- A. All players must have a league supplied uniform for their Division, which includes solid black pants.
- B. Metal spikes are NOT permitted.
- C. Baseball catchers must wear a plastic, metal or fiber cup type athletic supporter, a chest protector, shin guards, a helmet with facemask and a throat protector.
- D. All players must wear plastic protective helmets while batting, on the bases and base paths, while on deck or coaching.
- E. The bat must be round and the diameter cannot be more than two and three-fourth inches (2 ¾) at the thickest part.
- F. The bat must be made of wood, aluminum or other substance the Board approves.
- G. All bats may be taped for a distance not exceeding 18 inches from the small end.
- H. Double-walled, triple-walled and titanium bats are not permitted to be used in the City of Willoughby.
- I. League Rulebook binders are to be considered equipment and will be turned in at the end of the season.

### *General Playing Rules*

- A. Only team players, managers, two (2) coaches and one scorekeeper will be permitted within the confines of the playing field just prior to and during the games. All players shall be on their benches and/or in their dugout while their team is at bat with the exception of a batter warming up or on deck. All non-fielding players shall be on their benches and/or in their dugouts while their team is on defense.
- B. Any combination of manager and/or coaches may coach on the bases. Other coaches and scorekeepers, depending on the field, should be on the bench, in the dugout, or as close to the bench as possible (as far removed from the playing field as possible) unless otherwise stipulated in the Division Playing Rules.
- C. Managers shall present to the opposing manager their official batting order at ground rules including number and last name. Any roster player arriving after the first pitch and whose name is not submitted on the line-up card can be added at any point in the game and must bat last in the order. \*When using call-up players, please refer to call-up rules for batting order.

- D. A player that is injured or ill and cannot take his turn at bat will be skipped but no out recorded. The injured or ill player may return to the game in his original spot in the batting order. In the case of an ejected player, an out will be recorded the first time that player would have batted had he not been ejected. Subsequent times that the ejected player is skipped would not result in an out being recorded
- E. Players warming up the pitcher must wear a face mask and throat protector
- F. Before the first scheduled game of the day, the visiting team will have 15 minutes of infield practice at 30 minutes prior to the scheduled game time. The home team will have the last 15 minutes prior to the scheduled game time for their infield practice. There will be no warm up prior to the second game, unless time permits.
- G. Any player may be denied by a manager participation in a game for offences related to behavior, attendance or tardiness at games or practices, or violations of the Code of Conduct after the manager receives approval from the Division Commissioner or in his absence the Hardball Vice President.
- H. Malicious contact in any game will result in the ejection of the offending player.
- I. Suspended games will be completed from the point of suspension. After the first pitch of any game, a stopped game is a suspended game unless it is an official game.
- J. Appeals can be made in both a live-ball and dead-ball situation as per NFHS Rules.
  - a. Live Ball: An appeal can be made by any fielder in possession of the ball touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation if he/she is still on the playing field.
  - b. Dead Ball: An appeal may be made once all runners have completed their advancement and time has been called. A coach or any defensive player, with or without the ball, may make a verbal appeal. If the ball has gone out of play, runners must be given the opportunity to complete their base-running responsibilities before the dead-ball appeal can be made.
- K. The home team will keep the official scorebook.

### *Division Playing Rules*

- A. This division is governed under National Federation of High School Association (NFHS) Rules, unless stated differently herein.
- B. Base paths are 65 feet and the pitching distance is 46 feet.
- C. Each game consists of six (6) innings.
- D. If a team cannot field at least eight (8) players at the time that the game is scheduled to begin or maintain that number after beginning, that team will forfeit the game.
- E. No new inning shall begin after the time limit of **1 hour and 45 minutes** has expired with the exception of games that are tied. No games will end in a tie.
- F. Games shall be considered official after four (4) innings, three and a half (3 ½) if the home team is ahead OR if the time limit is reached.
- G. Mercy rule is twelve (12) runs once a game becomes official.
- H. There will be continuous batting for all players on the roster. This means that every player bats in the assigned batting order.
- I. Free defensive substitution is permitted for all games.
- J. The balk rule is NOT in effect.
- K. The infield fly rule and dropped third strike rule are NOT in effect.
- L. Leadoffs are NOT allowed.
  - a. Any player leaving the base early will be called out.
- M. Steals are allowed.
  - a. A stolen base is defined as any base advancement by an offensive player when the ball has not been put into play by the batter.
  - b. Runners may not advance once the pitcher is in contact with the rubber, unless they were in the act of advancing before the pitcher was on the rubber, until the pitched ball starts to cross home plate or the pitcher has thrown the ball to another defensive player.
  - c. The offensive team is allowed to steal, without limit, except that a successful steal of home shall be limited to two (2) per inning. Once two (2) successful steals of home are accomplished, no further steals of home are allowed, except if a runner on third and a direct play is made to attempt to put out that runner by the defensive team. Regardless, steals of any other bases are permitted without limit.
    - i. Example One – Offensive team has had two successful steals of home in the inning. With a runner on third the defensive team makes an attempt to put out the runner on third, the runner on third may attempt to steal home and if not put out the run will count.
    - ii. Example Two – Offensive team has had two successful steal of home in the inning. With runners on first and third, the runner on first attempts to steal second and the defensive team attempts to put out the runner stealing second, the runner on third cannot attempt to steal home since no play was attempted to put the runner out.
    - iii. Example Three – Offensive team has had two successful steals of home in the inning. With a runner on second, the defensive team makes an attempt to pick off the runner on second or in the attempt to put the runner

- stealing third and throws the ball into left field, the runner cannot advance past third. If the runner advances further that would represent the third steal of home.
- d. The penalty for violating this rule will be for the runner to immediately be called out upon the runner touching home plate. No appeal or play on that runner is needed. All other runners may legally advance during that play and are not required to return to their previously occupied base.
  - N. The force play slide rule is in effect. When a force out play is possible at any base, a runner does not have to slide. However, the runner must either slide, or the runner must run in a direction away from the fielder, to avoid making contact, or altering the play of the fielder. With two (2) outs, the interfering runner will be declared out. If less than two (2) outs, the interfering runner and the batter shall be declared out. No other runners shall advance.
  - O. Each player must play defense at least two (2) of the first four (4) innings and three (3) out of six (6) innings.
  - P. A player throwing his bat for the first time will be given a warning. The second time the player will be called out (immediate dead ball). The third time the player will be ejected from the game.
  - Q. The first four (4) innings will end after each team has batted through its batting order once or has three (3) outs. If the number of players per team present at the game is unequal, then the maximum number of batters per team will be determined by the amount of players on the larger team. The fifth (5<sup>th</sup>) and sixth (6<sup>th</sup>) inning will be completed after each team has received three (3) outs.
  - R. **A courtesy runner will be allowed for the catcher, when there are two (2) outs in an inning. The courtesy runner will be the last recorded out in the batting order.**

### Pitching Rules

- A. When a pitcher takes his position at the beginning of the game, or when he relieves another pitcher, he will be permitted up to eight (8) warm-up pitches if desired. Following this initial preparatory warm-up, he will be permitted up to five (5) warm-up pitches between innings and play is suspended during all preparatory pitches.
- B. If a pitcher is replaced, his substitute shall pitch to the batter then at bat until such batter completes his turn at bat or until the inning ends unless the substitute pitcher is injured and in the judgment of the umpire cannot continue.
- C. The pitcher will not “quick pitch.” If he tries it, he shall be warned once by the umpire without penalty. If repeated, each such pitch shall be called a “ball” unless the batter reaches first base on a fair ball hit, an error or otherwise.
- D. The pitcher must maintain contact with the rubber while in the act of delivering the pitch.
- E. No pitcher shall intentionally discolor or damage the ball while rubbing it with soil, rosin, paraffin, licorice, sand, emery paper or other foreign substances. PENALTY: The umpire will demand the ball and remove the pitcher from the game.
- F. An intentional walk may be given to a batter at any time during his at bat, with a verbal request to the umpire.
- G. Trips to the mound - In a regulation game, the manager or coach will be permitted to visit the mound as follows:
  - a. One (1) trip per inning per pitcher including extra innings.
  - b. Second trip in the same inning: The manager must remove the pitcher.
- H. The term week as pertaining to the Willoughby Baseball League runs from Sunday through Saturday.
- I. One (1) pitch constitutes an inning.
- J. Innings pitched in a game declared forfeited, postponed or regulation games will be charged against the pitcher’s eligibility. If there is a suspended game which is resumed later in that week, the pitcher may continue pitching for the rest of his allotted innings.
- K. A day’s rest is considered a calendar day, not twenty-four (24) hours.
- L. The maximum number of innings pitched and the “Days of Rest” requirements are as follows and any violation shall result in forfeiture.
  - a. Maximum of three (3) innings per game.
  - b. Maximum of six (6) innings per week.
  - c. Zero (0) day’s rest if two (2) or less innings pitched.
  - d. One (1) day rest if three (3) innings pitched.
  - e. Days of rest may not be changed due to a new pitching week starting.
- M. Once a pitcher is replaced, he may not return to the position of pitcher.
- N. If a team is scheduled by the League for four (4) or more games in a week (as defined in Rule H above) that teams players will receive three (3) extra innings of pitching eligibility for that week only, however, all rest rules will apply.

### Call-Up Rules

- A. A manager, if he/she feels they cannot field a minimum number of players per Division requirements, may call-up a maximum of two (2) players from the next Division down with the permission of the player and his/her parent/guardian. The call-up player must be of the oldest league age (8) in the Mitey Mite Division. Managers should contact as soon as possible the call-up’s manager as a courtesy.
  - a. The call-up player cannot pitch or catch, must bat last in the order and play according to the Divisional rules in which the call-up player is playing and wear their League issued uniforms.
  - b. The manager can only call up a player in the next Division down a maximum of two (2) times per season. All call ups must be reported to the Division Commissioner by the end of game night, or face a possible forfeiture of game.

- c. A call-up player cannot miss a game of his/her team.
- d. All call-up players must be on the line-up submitted to the opposing manager prior to the start of the game.
- e. If the maximum number of defensive players are present at the start of the game, the call-up player or players will follow normal defensive playing rules.
- f. Out of city teams playing in the Willoughby Baseball League must supply a call-up list for each Division based on Willoughby Baseball League rules.
- g. Violation of the call-up rules may result in loss of game for each game in violation regardless of when violation is determined.

## ARTICLE 6.4 – MAJOR DIVISION RULES

### Equipment Rules

- A. All players must have a league supplied uniform for their Division, which includes solid black pants.
- B. Metal spikes are NOT permitted.
- C. Baseball catchers must wear a plastic, metal or fiber cup type athletic supporter, a chest protector, shin guards, a helmet with facemask and a throat protector.
- D. All players must wear plastic protective helmets while batting, on the bases and base paths, while on deck or coaching.
- E. The bat must be round and the diameter cannot be more than two and three-fourth inches (2 ¾) at the thickest part.
- F. The bat must be made of wood, aluminum or other substance the Board approves.
- G. All bats may be taped for a distance not exceeding 18 inches from the small end.
- H. Double-walled, triple-walled and titanium bats are not permitted to be used in the City of Willoughby.
- I. League Rulebook binders are to be considered equipment and will be turned in at the end of the season.

### General Playing Rules

- A. Only team players, managers, two (2) coaches and one scorekeeper will be permitted within the confines of the playing field just prior to and during the games. All players shall be on their benches and/or in their dugout while their team is at bat with the exception of a batter warming up or on deck. All non-fielding players shall be on their benches and/or in their dugouts while their team is on defense.
- B. Any combination of manager and/or coaches may coach on the bases. Other coaches and scorekeepers, depending on the field, should be on the bench, in the dugout, or as close to the bench as possible (as far removed from the playing field as possible) unless otherwise stipulated in the Division Playing Rules.
- C. Managers shall present to the opposing manager their official batting order at ground rules including number and last name. Any roster player arriving after the first pitch and whose name is not submitted on the line-up card can be added at any point in the game and must bat last in the order. \*When using call-up players, please refer to call-up rules for batting order.
- D. A player that is injured or ill and cannot take his turn at bat will be skipped but no out recorded. The injured or ill player may return to the game in his original spot in the batting order. In the case of an ejected player, an out will be recorded the first time that player would have batted had he not been ejected. Subsequent times that the ejected player is skipped would not result in an out being recorded.
- E. Players warming up the pitcher must wear a face mask and throat protector
- F. Before the first scheduled game of the day, the visiting team will have 15 minutes of infield practice at 30 minutes prior to the scheduled game time. The home team will have the last 15 minutes prior to the scheduled game time for their infield practice. There will be no warm up prior to the second game, unless time permits.
- G. Any player may be denied by a manager participation in a game for offences related to behavior, attendance or tardiness at games or practices, or violations of the Code of Conduct after the manager receives approval from the Division Commissioner or in his absence the Hardball Vice President.
- H. Malicious contact in any game will result in the ejection of the offending player.
- I. Suspended games will be completed from the point of suspension. After the first pitch of any game, a stopped game is a suspended game unless it is an official game.
- J. Appeals can be made in both a live-ball and dead-ball situation as per NFHS Rules.
  - a. Live Ball: An appeal can be made by any fielder in possession of the ball touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation if he/she is still on the playing field.
  - b. Dead Ball: An appeal may be made once all runners have completed their advancement and time has been called. A coach or any defensive player, with or without the ball, may make a verbal appeal. If the ball has gone out of play, runners must be given the opportunity to complete their base-running responsibilities before the dead-ball appeal can be made.
- K. The home team will keep the official scorebook.

## Division Playing Rules

- A. This division is governed under National Federation of High School Association (NFHS) Rules, unless stated differently herein.
- B. Base paths are 70 feet and the pitching distance is 50 feet.
- C. Each game consists of six (6) innings.
- D. If a team cannot field at least eight (8) players at the time that the game is scheduled to begin or maintain that number after beginning, that team will forfeit the game.
- E. No new inning shall begin after the time limit of two (2) hours has expired with the exception of games that are tied. No games will end in a tie.
- F. Games shall be considered official after four (4) innings, three and a half (3 ½) if the home team is ahead OR if the time limit is reached.
- G. Mercy rule is twelve (12) runs once a game becomes official.
- H. There will be continuous batting for all players on the roster. This means that every player bats in the assigned batting order.
- I. Free defensive substitution is permitted for all games.
- J. The balk rule is in effect. Each pitcher will receive one (1) warning.
- K. The infield fly rule and dropped third strike rule are in effect.
- L. Leadoffs are allowed.
- M. Steals are allowed.
- N. The force play slide rule is in effect. When a force out play is possible at any base, a runner does not have to slide. However, the runner must either slide, or the runner must run in a direction away from the fielder, to avoid making contact, or altering the play of the fielder. With two (2) outs, the interfering runner will be declared out. If less than two (2) outs, the interfering runner and the batter shall be declared out. No other runners shall advance.
- O. Each player must play defense two (2) of the first four (4) innings and three (3) out of six (6) innings.
- P. A player throwing his bat for the first time will be given a warning. The second time the player will be called out (immediate dead ball). The third time the player will be ejected from the game.
- Q. A courtesy runner will be allowed for the catcher, when there are two (2) outs in an inning. The courtesy runner will be the last recorded out in the batting order.

## Pitching Rules

- A. When a pitcher takes his position at the beginning of the game, or when he relieves another pitcher, he will be permitted up to eight (8) warm-up pitches if desired. Following this initial preparatory warm-up, he will be permitted up to five (5) warm-up pitches between innings and play is suspended during all preparatory pitches.
- B. If a pitcher is replaced, his substitute shall pitch to the batter then at bat until such batter completes his turn at bat or until the inning ends unless the substitute pitcher is injured and in the judgment of the umpire cannot continue.
- C. The pitcher will not “quick pitch.” If he tries it, he shall be warned once by the umpire without penalty. If repeated, each such pitch shall be called a “ball” unless the batter reaches first base on a fair ball hit, an error or otherwise.
- D. The pitcher must maintain contact with the rubber while in the act of delivering the pitch.
- E. No pitcher shall intentionally discolor or damage the ball while rubbing it with soil, rosin, paraffin, licorice, sand, emery paper or other foreign substances. PENALTY: The umpire will demand the ball and remove the pitcher from the game.
- F. An intentional walk may be given to a batter at any time during his at bat, with a verbal request to the umpire.
- G. Trips to the mound - In a regulation game, the manager or coach will be permitted to visit the mound as follows:
  - a. One (1) trip per inning per pitcher including extra innings.
  - b. Second trip in the same inning: The manager must remove the pitcher.
- H. The term week as pertaining to the Willoughby Baseball League runs from Sunday through Saturday.
- I. One (1) pitch constitutes an inning.
- J. Innings pitched in a game declared forfeited, postponed or regulation games will be charged against the pitcher’s eligibility. If there is a suspended game which is resumed later in that week, the pitcher may continue pitching for the rest of his allotted innings.
- K. A day’s rest is considered a calendar day, not twenty-four (24) hours.
- L. The maximum number of innings pitched and the “Days of Rest” requirements are as follows and any violation shall result in forfeiture.
  - a. Maximum of six (6) innings per week.
  - b. Zero (0) day’s rest of two (2) innings or less pitched.
  - c. One (1) day rest if three (3) innings pitched.
  - d. Three (3) day’s rest if four (4) or more innings pitched.
  - e. “Days of Rest” may not be changed due to a new pitching week starting.
- M. Once a pitcher is replaced, he may not return to the position of pitcher.
- N. If a team is scheduled by the League for four (4) or more games in a week (as defined in Rule H above) that teams players will receive three (3) extra innings of pitching eligibility for that week only, however, all rest rules will apply.



## Call-Up Rules

- A. A manager, if he/she feels they cannot field a minimum number of players per Division requirements, may call-up a maximum of two (2) players from the next Division down with the permission of the player and his/her parent/guardian. The call-up player must be of the oldest league age (10) in the Minor Division. Managers should contact as soon as possible the call-up's manager as a courtesy.
  - a. The call-up player cannot pitch or catch, must bat last in the order and play according to the Divisional rules in which the call-up player is playing and wear their League issued uniforms.
  - b. The manager can only call up a player in the next Division down a maximum of two (2) times per season. All call ups must be reported to the Division Commissioner by the end of game night, or face a possible forfeiture of game.
  - c. A call-up player cannot miss a game of his/her team.
  - d. All call-up players must be on the line-up submitted to the opposing manager prior to the start of the game.
  - e. If the maximum number of defensive players are present at the start of the game, the call-up player or players will follow normal defensive playing rules.
  - f. Out of city teams playing in the Willoughby Baseball League must supply a call-up list for each Division based on Willoughby Baseball League rules.
  - g. Violation of the call-up rules may result in loss of game for each game in violation regardless of when violation is determined.

## ARTICLE 6.5 – PONY DIVISION RULES

### Equipment Rules

- A. All players must have a league supplied uniform for their Division, which includes solid black pants.
- B. Metal spikes are permitted.
- C. Baseball catchers must wear a plastic, metal or fiber cup type athletic supporter, a chest protector, shin guards, a helmet with facemask and a throat protector.
- D. All players must wear plastic protective helmets while batting, on the bases and base paths, while on deck or coaching.
- E. The bat must be round and the diameter cannot be more than two and three-fourths inches ( $2\frac{3}{4}$ ) at the thickest part. The length of the bat in inches cannot be greater than a difference of 5 more than the weight in ounces. (EXAMPLE: A thirty 30 inch long bat can be no less than 25 ounces.)
- F. The bat must be made of wood, aluminum or other substance the Board approves.
- G. All bats may be taped for a distance not exceeding 18 inches from the small end.
- H. Double-walled, triple-walled and titanium bats are not permitted to be used in the City of Willoughby.
- I. League Rulebook binders are to be considered equipment and will be turned in at the end of the season.

### General Playing Rules

- A. Only team players, managers, two (2) coaches and one scorekeeper will be permitted within the confines of the playing field just prior to and during the games. All players shall be on their benches and/or in their dugout while their team is at bat with the exception of a batter warming up or on deck. All non-fielding players shall be on their benches and/or in their dugouts while their team is on defense.
- B. Any combination of manager and/or coaches may coach on the bases. Other coaches and scorekeepers, depending on the field, should be on the bench, in the dugout, or as close to the bench as possible (as far removed from the playing field as possible) unless otherwise stipulated in the Division Playing Rules.
- C. Managers shall present to the opposing manager their official batting order at ground rules including number and last name. Any roster player arriving after the first pitch and whose name is not submitted on the line-up card can be added at any point in the game and must bat last in the order. \*When using call-up players, please refer to call-up rules for batting order.
- D. A player that is injured or ill and cannot take his turn at bat will be skipped but no out recorded. The injured or ill player may return to the game in his original spot in the batting order. In the case of an ejected player, an out will be recorded the first time that player would have batted had he not been ejected. Subsequent times that the ejected player is skipped would not result in an out being recorded
- E. Players warming up the pitcher must wear a face mask and throat protector
- F. Before the first scheduled game of the day, the visiting team will have 15 minutes of infield practice at 30 minutes prior to the scheduled game time. The home team will have the last 15 minutes prior to the scheduled game time for their infield practice. There will be no warm up prior to the second game, unless time permits.
- G. Any player may be denied by a manager participation in a game for offences related to behavior, attendance or tardiness at games or practices, or violations of the Code of Conduct after the manager receives approval from the Division Commissioner or in his absence the Hardball Vice President.
- H. Malicious contact in any game will result in the ejection of the offending player.
- I. Suspended games will be completed from the point of suspension. After the first pitch of any game, a stopped game is a suspended game unless it is an official game.

- J. Appeals can be made in both a live-ball and dead-ball situation as per NFHS Rules.
  - a. Live Ball: An appeal can be made by any fielder in possession of the ball by touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation if he/she is still on the playing field.
  - b. Dead Ball: An appeal may be made once all runners have completed their advancement and time has been called. A coach or any defensive player, with or without the ball, may make a verbal appeal. If the ball has gone out of play, runners must be given the opportunity to complete their base-running responsibilities before the dead-ball appeal can be made.
- K. The home team will keep the official scorebook.

### *Division Playing Rules*

- A. This division is governed under National Federation of High School Association (NFHS) Rules, unless stated differently herein.
- B. Base paths are 80 feet and the pitching distance is 54 feet.
- C. Each game consists of seven (7) innings.
- D. If a team cannot field at least eight (8) players at the time that the game is scheduled to begin or maintain that number after beginning, that team will forfeit the game.
- E. No new inning shall begin after the time limit of two (2) hours has expired with the exception of games that are tied. No games will end in a tie.
- F. Games shall be considered official after five (5) innings, four and a half (4 ½) if the home team is ahead OR if the time limit is reached.
- G. Mercy rule is ten (10) runs once a game becomes official.
- H. There will be continuous batting for all players on the roster. This means that every player bats in the assigned batting order.
- I. Free defensive substitution is permitted for all games.
- J. The balk rule is in effect. Each pitcher will receive one (1) warning.
- K. The infield fly rule and dropped third strike rule are in effect.
- L. Leadoffs are allowed.
- M. Steals are allowed.
- N. The force play slide rule is in effect. When a force out play is possible at any base, a runner does not have to slide. However, the runner must either slide, or the runner must run in a direction away from the fielder, to avoid making contact, or altering the play of the fielder. With two (2) outs, the interfering runner will be declared out. If less than two (2) outs, the interfering runner and the batter shall be declared out. No other runners shall advance.
- O. Each player must play defense two (2) of the first four (4) innings and three (3) out of the first six (6) innings.
- P. A player throwing his bat for the first time will be given a warning. The second time the player will be called out (immediate dead ball). The third time the player will be ejected from the game.
- Q. A courtesy runner will be allowed for the catcher, when there are two (2) outs in an inning. The courtesy runner will be the last recorded out in the batting order.

### *Pitching Rules*

- A. When a pitcher takes his position at the beginning of the game, or when he relieves another pitcher, he will be permitted up to eight (8) warm-up pitches if desired. Following this initial preparatory warm-up, he will be permitted up to five (5) warm-up pitches between innings and play is suspended during all preparatory pitches.
- B. If a pitcher is replaced, his substitute shall pitch to the batter then at bat until such batter completes his turn at bat or until the inning ends unless the substitute pitcher is injured and in the judgment of the umpire cannot continue.
- C. The pitcher will not “quick pitch.” If he tries it, he shall be warned once by the umpire without penalty. If repeated, each such pitch shall be called a “ball” unless the batter reaches first base on a fair ball hit, an error or otherwise.
- D. The pitcher must maintain contact with the rubber while in the act of delivering the pitch.
- E. No pitcher shall intentionally discolor or damage the ball while rubbing it with soil, rosin, paraffin, licorice, sand, emery paper or other foreign substances. PENALTY: The umpire will demand the ball and remove the pitcher from the game.
- F. An intentional walk may be given to a batter at any time during his at bat, with a verbal request to the umpire.
- G. Trips to the mound - In a regulation game, the manager or coach will be permitted to visit the mound as follows:
  - a. One (1) trip per inning per pitcher including extra innings.
  - b. Second trip in the same inning: The manager must remove the pitcher.
- H. The term week as pertaining to the Willoughby Baseball League runs from Sunday through Saturday.
- I. One (1) pitch constitutes an inning.
- J. Innings pitched in a game declared forfeited, postponed or regulation games will be charged against the pitcher’s eligibility. If there is a suspended game which is resumed later in that week, the pitcher may continue pitching for the rest of his allotted innings.
- K. A day’s rest is considered a calendar day, not twenty-four (24) hours.

- L. The maximum number of innings pitched and the “Days of Rest” requirements are as follows and any violation shall result in forfeiture.
  - a. Maximum of nine (9) innings per week.
  - b. Zero (0) day’s rest if two (2) innings or less pitched.
  - c. One (1) day rest if three (3) innings pitched.
  - d. Three (3) day’s rest if four (4) or more innings pitched.
  - e. “Days of Rest” may not be changed due to a new pitching week starting.
  - f. The pitcher can pitch a maximum of seven (7) innings per game.
- M. Once a pitcher is replaced, he may not return to the position of pitcher.
- N. If a team is scheduled by the League for four (4) or more games in a week (as defined in Rule H above) that teams players will receive three (3) extra innings of pitching eligibility for that week only, however, all rest rules will apply.

### *Call-Up Rules*

- A. A manager, if he/she feels they cannot field a minimum number of players per Division requirements, may call-up a maximum of two (2) players from the next Division down with the permission of the player and his/her parent/guardian. The call-up player must be of the oldest league age (12) in the Major Division. Managers should contact as soon as possible the call-up’s manager as a courtesy.
  - a. The call-up player cannot pitch or catch, must bat last in the order and play according to the Divisional rules in which the call-up player is playing and wear their League issued uniforms.
  - b. The manager can only call up a player in the next Division down a maximum of two (2) times per season. All call ups must be reported to the Division Commissioner by the end of game night, or face a possible forfeiture of game.
  - c. A call-up player cannot miss a game of his/her team.
  - d. All call-up players must be on the line-up submitted to the opposing manager prior to the start of the game.
  - e. If the maximum number of defensive players are present at the start of the game, the call-up player or players will follow normal defensive playing rules.
  - f. Out of city teams playing in the Willoughby Baseball League must supply a call-up list for each Division based on Willoughby Baseball League rules.
  - g. Violation of the call-up rules may result in loss of game for each game in violation regardless of when violation is determined.

## *ARTICLE 6.6 – COLT DIVISION RULES*

### *Equipment Rules*

- A. All players must have a league supplied uniform for their Division, which includes solid black pants.
- B. Metal spikes are permitted.
- C. Baseball catchers must wear a plastic, metal or fiber cup type athletic supporter, a chest protector, shin guards, a helmet with facemask and a throat protector.
- D. All players must wear plastic protective helmets while batting, on the bases and base paths, while on deck or coaching.
- E. The bat must be round and the diameter cannot be more than two and three-fourths inches (2 ¾) at the thickest part. The length of the bat in inches cannot be greater than a difference of three (3) more than the weight in ounces. (EXAMPLE: A 30 inch long bat can be no less than 27 ounces.) All bats must be BBCOR Certified.
- F. The bat must be made of wood, aluminum or other substance the Board approves.
- G. All bats may be taped for a distance not exceeding 18 inches from the small end.
- H. Double-walled, triple-walled and titanium bats are not permitted to be used in the City of Willoughby.
- I. League Rulebook binders are to be considered equipment and will be turned in at the end of the season.

### *General Playing Rules*

- A. The current league rules of any association that a Colt team is participating in, shall supersede these rules.
- B. Only team players, managers, two (2) coaches and one scorekeeper will be permitted within the confines of the playing field just prior to and during the games. All players shall be on their benches and/or in their dugout while their team is at bat with the exception of a batter warming up or on deck. All non-fielding players shall be on their benches and/or in their dugouts while their team is on defense.
- C. Any combination of manager and/or coaches may coach on the bases. Other coaches and scorekeepers, depending on the field, should be on the bench, in the dugout, or as close to the bench as possible (as far removed from the playing field as possible) unless otherwise stipulated in the Division Playing Rules.
- D. Managers shall present to the opposing manager their official batting order at ground rules including number and last name. Any roster player arriving after the first pitch and whose name is not submitted on the line-up card can be added at any point in the game and must bat last in the order. \*When using call-up players, please refer to call-up rules for batting order.
- E. A player that is injured or ill and cannot take his turn at bat will be skipped but no out recorded. The injured or ill player may return to the game in his original spot in the batting order. In the case of an ejected player, an out will be recorded

the first time that player would have batted had he not been ejected. Subsequent times that the ejected player is skipped would not result in an out being recorded

- F. Players warming up the pitcher must wear a face mask and throat protector
- G. Before the first scheduled game of the day, the visiting team will have 15 minutes of infield practice at 30 minutes prior to the scheduled game time. The home team will have the last 15 minutes prior to the scheduled game time for their infield practice. There will be no warm up prior to the second game, unless time permits.
- H. Any player may be denied by a manager participation in a game for offences related to behavior, attendance or tardiness at games or practices, or violations of the Code of Conduct after the manager receives approval from the Division Commissioner or in his absence the Hardball Vice President.
- I. Malicious contact in any game will result in the ejection of the offending player.
- J. Suspended games will be completed from the point of suspension. After the first pitch of any game, a stopped game is a suspended game unless it is an official game.
- K. Appeals can be made in both a live-ball and dead-ball situation as per NFHS Rules.
  - a. Live Ball: An appeal can be made by any fielder in possession of the ball by touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation if he/she is still on the playing field.
  - b. Dead Ball: An appeal may be made once all runners have completed their advancement and time has been called. A coach or any defensive player, with or without the ball, may make a verbal appeal. If the ball has gone out of play, runners must be given the opportunity to complete their base-running responsibilities before the dead-ball appeal can be made.
- L. The home team will keep the official scorebook.

### *Division Playing Rules*

- A. The current league rules of any association that a Colt team is participating in, shall supersede these rules.
- B. This division is governed under National Federation of High School Association (NFHS) Rules, unless stated differently herein.
- C. Base paths are 90 feet and the pitching distance is 60 feet.
- D. Each game consists of seven (7) innings.
- E. If a team cannot field at least eight (8) players at the time that the game is scheduled to begin or maintain that number after beginning, that team will forfeit the game.
- F. No new inning shall begin after the time limit of two (2) hours has expired with the exception of games that are tied. No games will end in a tie.
- G. Games shall be considered official after five (5) innings, four and a half (4 ½) if the home team is ahead OR if the time limit is reached.
- H. Mercy rule is ten (10) runs once a game becomes official.
- I. There will be continuous batting for all players on the roster. This means that every player bats in the assigned batting order.
- J. Free defensive substitution is permitted for all games.
- K. The balk rule is in effect. Each pitcher will receive one (1) warning.
- L. The infield fly rule and dropped third strike rule are in effect.
- M. Leadoffs are allowed.
- N. Steals are allowed.
- O. The force play slide rule is in effect. When a force out play is possible at any base, a runner does not have to slide. However, the runner must either slide, or the runner must run in a direction away from the fielder, to avoid making contact, or altering the play of the fielder. With two (2) outs, the interfering runner will be declared out. If less than two (2) outs, the interfering runner and the batter shall be declared out. No other runners shall advance.
- P. Each player must play defense two (2) of the first four (4) innings and three (3) out of the first six (6) innings.
- Q. A player throwing his bat for the first time will be given a warning. The second time the player will be called out (immediate dead ball). The third time the player will be ejected from the game.
- R. A courtesy runner will be allowed for the catcher, when there are two (2) outs in an inning. The courtesy runner will be the last recorded out in the batting order.

### *Pitching Rules*

- A. The current league rules of any association that a Colt team is participating in, shall supersede these rules.
- B. When a pitcher takes his position at the beginning of the game, or when he relieves another pitcher, he will be permitted up to eight (8) warm-up pitches if desired. Following this initial preparatory warm-up, he will be permitted up to five (5) warm-up pitches between innings and play is suspended during all preparatory pitches.
- C. If a pitcher is replaced, his substitute shall pitch to the batter then at bat until such batter completes his turn at bat or until the inning ends unless the substitute pitcher is injured and in the judgment of the umpire cannot continue.
- D. The pitcher will not "quick pitch." If he tries it, he shall be warned once by the umpire without penalty. If repeated, each such pitch shall be called a "ball" unless the batter reaches first base on a fair ball hit, an error or otherwise.

- E. The pitcher must maintain contact with the rubber while in the act of delivering the pitch.
- F. No pitcher shall intentionally discolor or damage the ball while rubbing it with soil, rosin, paraffin, licorice, sand, emery paper or other foreign substances. PENALTY: The umpire will demand the ball and remove the pitcher from the game.
- G. An intentional walk may be given to a batter at any time during his at bat, with a verbal request to the umpire.
- H. Trips to the mound - In a regulation game, the manager or coach will be permitted to visit the mound as follows:
  - a. One (1) trip per inning per pitcher including extra innings.
  - b. Second trip in the same inning: The manager must remove the pitcher.
- I. The term week as pertaining to the Willoughby Baseball League runs from Sunday through Saturday.
- J. One (1) pitch constitutes an inning.
- K. Innings pitched in a game declared forfeited, postponed or regulation games will be charged against the pitcher's eligibility. If there is a suspended game which is resumed later in that week, the pitcher may continue pitching for the rest of his allotted innings.
- L. A day's rest is considered a calendar day, not twenty-four (24) hours.
- M. The maximum number of innings pitched and the "Days of Rest" requirements are as follows and any violation shall result in forfeiture.
  - a. Maximum of nine (9) innings per week.
  - b. Zero (0) day's rest if two (2) innings or less pitched.
  - c. One (1) day rest if three (3) innings pitched.
  - d. Three (3) day's rest if four (4) or more innings pitched.
  - e. "Days of Rest" may not be changed due to a new pitching week starting.
  - f. The pitcher can pitch a maximum of seven (7) innings per game.
- N. A starting pitcher may leave his position and return to the mound anytime during the game, provided he does not leave the game.
- O. If a team is scheduled by the League for four (4) or more games in a week (as defined in Rule H above) that teams players will receive three (3) extra innings of pitching eligibility for that week only, however, all rest rules will apply.

### *Call-Up Rules*

- A. A manager, if he/she feels they cannot field a minimum number of players per Division requirements, may call-up a maximum of two (2) players from the next Division down with the permission of the player and his/her parent/guardian. The call-up player must be of the oldest league age (14) in the Pony Division. Managers should contact as soon as possible the call-up's manager as a courtesy.
  - a. The call-up player cannot pitch or catch, must bat last in the order and play according to the Divisional rules in which the call-up player is playing and wear their League issued uniforms.
  - b. The manager can only call up a player in the next Division down a maximum of two (2) times per season. All call ups must be reported to the Division Commissioner by the end of game night, or face a possible forfeiture of game.
  - c. A call-up player cannot miss a game of his/her team.
  - d. All call-up players must be on the line-up submitted to the opposing manager prior to the start of the game.
  - e. If the maximum number of defensive players are present at the start of the game, the call-up player or players will follow normal defensive playing rules.
  - f. Out of city teams playing in the Willoughby Baseball League must supply a call-up list for each Division based on Willoughby Baseball League rules.
  - g. Violation of the call-up rules may result in loss of game for each game in violation regardless of when violation is determined.

## *ARTICLE 6.7 – PIXIE DIVISION RULES*

### *Equipment Rules*

- A. All players must have a league supplied uniform for their Division, which includes solid black pants.
- B. Metal spikes are NOT permitted.
- C. Catchers must wear a chest protector, shin guards, a helmet with facemask, and a throat protector.
- D. All players must wear batting helmets with facemasks (these do not need to be NOCSAE approved), while batting, on the bases and base paths, while on deck or coaching.
- E. All players playing in the pitcher's position must wear league provided or personal face masks. All out-of-city teams must provide their own mask for pitchers.
- F. The bat must be ASA approved.
- G. Double-walled, triple-walled and titanium bats are not permitted to be used in the City of Willoughby.
- H. League Rulebook binders are to be considered equipment and will be turned in at the end of the season.

## General Playing Rules

- A. Only team players, managers, two (2) coaches and one scorekeeper will be permitted within the confines of the playing field just prior to and during the games. All players shall be on their benches and/or in their dugout while their team is at bat with the exception of a batter warming up or on deck. All non-fielding players shall be on their benches and/or in their dugouts while their team is on defense.
- B. Any combination of manager and/or coaches may coach on the bases. Other coaches and scorekeepers, depending on the field, should be on the bench, in the dugout, or as close to the bench as possible (as far removed from the playing field as possible) unless otherwise stipulated in the Division Playing Rules.
- C. Managers shall present to the opposing manager their official batting order at ground rules including number and last name. Any roster player arriving after the first pitch and whose name is not submitted on the line-up card can be added at any point in the game and must bat last in the order. \*When using call-up players, please refer to call-up rules for batting order.
- D. A player that is injured or ill and cannot take his turn at bat will be skipped but no out recorded. The injured or ill player may return to the game in his original spot in the batting order. In the case of an ejected player, an out will be recorded the first time that player would have batted had he not been ejected. Subsequent times that the ejected player is skipped would not result in an out being recorded.
- E. Players warming up the pitcher must wear a face mask and throat protector.
- F. Before the first scheduled game of the day, the visiting team will have 15 minutes of infield practice at 30 minutes prior to the scheduled game time. The home team will have the last 15 minutes prior to the scheduled game time for their infield practice. There will be no warm up prior to the second game, unless time permits.
- G. Any player may be denied by a manager participation in a game for offences related to behavior, attendance or tardiness at games or practices, or violations of the Code of Conduct after the manager receives approval from the Division Commissioner or in his absence the Fast Pitch Vice President.
- H. Malicious contact in any game will result in the ejection of the offending player.
- I. Suspended games will be completed from the point of suspension. After the first pitch of any game, a stopped game is a suspended game unless it is an official game.
- J. Appeals can be made in both a live-ball and dead-ball situation as per NFHS Rules.
  - a. Live Ball: An appeal can be made by any fielder in possession of the ball touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation if he/she is still on the playing field.
  - b. Dead Ball: An appeal may be made once all runners have completed their advancement and time has been called. A coach or any defensive player, with or without the ball, may make a verbal appeal. If the ball has gone out of play, runners must be given the opportunity to complete their base-running responsibilities before the dead-ball appeal can be made.
- K. The home team will keep the official scorebook.

## Division Playing Rules

- A. This division is governed under National Federation of High School Association (NFHS) Rules, unless stated differently herein.
- B. Base paths are 60 feet and the pitching distance is 33 feet.
- C. Each game consists of six (6) innings.
- D. If a team cannot field at least seven (7) players at the time that the game is scheduled to begin or maintain that number after beginning, that team will forfeit the game.
- E. No new inning shall begin after the time limit of one hour and forty-five minutes (1:45) has expired with the exception of games that are tied. No games will end in a tie.
- F. Games shall be considered official after four (4) innings, three and a half (3 ½) if the home team is ahead OR if the time limit is reached.
- G. Mercy rule is twelve (12) runs once a game becomes official.
- H. There will be continuous batting for all players on the roster. This means that every player bats in the assigned batting order.
- I. Free defensive substitution is permitted for all games.
- J. The illegal pitch rule is NOT in effect.
- K. The infield fly rule and dropped third strike rule are NOT in effect.
- L. Leadoffs are NOT allowed.
- M. Steals are NOT allowed.
- N. The force play slide rule is NOT in effect. When a force out play is possible at any base, a runner needs to make an attempt to either slide, or the runner must run in a direction away from the fielder, to avoid making contact, or altering the play of the fielder.
- O. All batters and base runners are limited to a maximum advancement of two bases on any batted ball. The only exception to this rule is if a ball is hit over the fence, in which the batter would be awarded a home run.

- P. If a runner advances more than two bases, he/she can go back to the correct base at their own risk. Once play has stopped and the runner has not returned to the correct base, an appeal can be made to the umpire before the next pitched ball, upon doing so, the runner will be called out.
- Q. Each player must play defense at least two (2) of the first four (4) innings and three (3) out of six (6) innings.
- R. A player throwing her bat for the first time will be given a warning. The second time the player will be called out (immediate dead ball). The third time the player will be ejected from the game.
- S. All innings will be completed after each team has either scored five (5) runs; or three (3) outs are made. The fifth (5<sup>th</sup>) and sixth (6<sup>th</sup>) inning will be completed after each team has recorded three (3) outs.
- T. Coaches are to pitch underhand to their own team and must have at least one foot in the pitching circle at all times. Coach Pitcher will not intentionally interfere with the defensive team. PENALTY: Runner closest to home plate is declared out. Swinging strikes will be called, and strikeouts will be allowed. The batter must hit the ball to get on base (no base on balls). There is a maximum of seven (7) pitches to each batter. The batter will be declared out after seven (7) pitches unless the seventh pitch and all successive pitches are batted foul.
  - c. The official defensive pitcher must be in line with or behind the rubber and must have at least one foot in the pitching circle until the ball is batted.
  - d. An eight (8) foot diameter will be marked around the pitching rubber. All players, excluding the catcher, must remain in line or behind the rubber until the ball is batted. All infielders, other than the pitcher, must be at least 10 feet behind the pitchers plate.
- U. During the third and fourth innings only, a player (Player Pitcher) from the defensive team will pitch from the pitching plate. Balls and strikes will be called and strikeouts will be allowed. If the Player Pitcher throws four (4) called balls to the batter before the batter hits the ball fair or is called out on strikes, the Coach Pitcher will inherit the strike count from the Player Pitcher. The Coach Pitcher will have a maximum of three (3) pitches to the batter if the count is 4-0 and two (2) pitches if the count is 4-1 or 4-2. A player may pitch only one (1) inning per game and three (3) innings per week. Any batter hit by a pitch will be awarded first base. The batter does not have the option to continue the at bat.
- V. There will be ten (10) players on defense of which only six (6) players will be infielders. Of these six (6), one (1) will be the pitcher and one (1) will be the catcher. The remaining players are outfielders that must be positioned at least fifteen (15) feet beyond the baseline in fair territory.
- W. No player may play any position more than two (2) innings per game and each player must play at least one (1) inning in the outfield per game.
- X. On defense, no more than two (2) coaches will be permitted on the field and they must be positioned behind the Outfielders.
- Y. A player may raise their hand and call time once they have control of the ball and inside the baseline (an infielder not in the outfield). A base runner that has advanced over halfway to the next base when time is granted will be permitted to advance without liability to be put out.
- Z. A double first base will be used. The batter must touch the outside base (in foul territory) on the way to first base. After safely reaching first base, the runner will return to the inside base (in fair territory).

## Pitching Rules

- A. A pitching circle with a diameter of eight (8) feet will be lined on the field.
- B. Prior to starting the delivery (pitch), the pitcher must take a position with the pivot foot on or partially on the top surface of the pitcher's plate and the non-pivot foot in contact with or behind the pitchers plate. Both feet must be on the ground within or partially within the 24-inch length of the pitchers plate. All attempts should be made for the pitchers pivot foot to stay in contact with the ground through the release of the ball.
- C. The pitcher will not "quick pitch." If she tries it, she shall be warned once by the umpire without penalty. If repeated, each such pitch shall be called a "ball" unless the batter reaches first base on a fair ball hit, an error or otherwise.
- D. No pitcher shall intentionally discolor or damage the ball while rubbing it with soil, rosin, paraffin, licorice, sand, emery paper or other foreign substances. PENALTY: The umpire will demand the ball and remove the pitcher from the game.
- E. Trips to the mound - In a regulation game, the manager or coach will be permitted to visit the mound as follows:
  - a. Two (2) trips per inning per pitcher including extra innings.
  - b. Third trip in the same inning: The manager must remove the pitcher.
- F. The term week as pertaining to the Willoughby Baseball League runs from Sunday through Saturday.
- G. One (1) pitch constitutes an inning.
- H. Innings pitched in a game declared forfeited, postponed or regulation games will be charged against the pitcher's eligibility. If there is a suspended game which is resumed later in that week, the pitcher may continue pitching for the rest of her allotted innings.
- I. A day's rest is considered a calendar day, not twenty-four (24) hours.
- J. The maximum number of innings pitched are as follows and any violation shall result in forfeiture.
  - a. Maximum of one (1) innings per game.
  - b. Maximum of three (3) innings per week.
- K. Once a pitcher is replaced, she may not return to the position of pitcher.

- L. If a team is scheduled by the League for four (4) or more games in a week (as defined in Rule H above) that teams players will receive one (1) extra innings of pitching eligibility for that week only.
- M. If a pitcher hits three (3) batters in an inning, the pitcher must be removed from pitching.

### *Call-Up Rules*

- A. A manager, if he/she feels they cannot field a minimum number of players per Division requirements, may call-up a maximum of two (2) players from the next Division down with the permission of the player and his/her parent/guardian. The call-up player must be of the oldest league age (6) in the Instructional Division. Managers should contact as soon as possible the call-up's manager as a courtesy.
  - a. The call-up player cannot pitch or catch, must bat last in the order and play according to the Divisional rules in which the call-up player is playing and wear their League issued uniforms.
  - b. The manager can only call up a player in the next Division down a maximum of two (2) times per season. All call ups must be reported to the Division Commissioner by the end of game night, or face a possible forfeiture of game.
  - c. A call-up player cannot miss a game of his/her team.
  - d. All call-up players must be on the line-up submitted to the opposing manager prior to the start of the game.
  - e. If the maximum number of defensive players are present at the start of the game, the call-up player or players will follow normal defensive playing rules.
  - f. Out of city teams playing in the Willoughby Baseball League must supply a call-up list for each Division based on Willoughby Baseball League rules.
  - g. Violation of the call-up rules may result in loss of game for each game in violation regardless of when violation is determined.

## *ARTICLE 6.8 – 10U DIVISION RULES*

### *Equipment Rules*

- A. All players must have a league supplied uniform for their Division, which includes solid black pants.
- B. Metal spikes are NOT permitted.
- C. Catchers must wear a chest protector, shin guards, a helmet with facemask, and a throat protector.
- D. All players must wear batting helmets with facemasks (these do not need to be NOCSAE approved), while batting, on the bases and base paths, while on deck or coaching.
- E. All player pitchers must wear league provided or personal face masks. All out-of-city teams must provide their own mask for pitchers.
- F. The bat must be ASA approved.
- G. Double-walled, triple-walled and titanium bats are not permitted to be used in the City of Willoughby.
- H. League Rulebook binders are to be considered equipment and will be turned in at the end of the season.

### *General Playing Rules*

- A. Only team players, managers, two (2) coaches and one scorekeeper will be permitted within the confines of the playing field just prior to and during the games. All players shall be on their benches and/or in their dugout while their team is at bat with the exception of a batter warming up or on deck. All non-fielding players shall be on their benches and/or in their dugouts while their team is on defense.
- B. Any combination of manager and/or coaches may coach on the bases. Other coaches and scorekeepers, depending on the field, should be on the bench, in the dugout, or as close to the bench as possible (as far removed from the playing field as possible) unless otherwise stipulated in the Division Playing Rules.
- C. Managers shall present to the opposing manager their official batting order at ground rules including number and last name. Any roster player arriving after the first pitch and whose name is not submitted on the line-up card can be added at any point in the game and must bat last in the order. \*When using call-up players, please refer to call-up rules for batting order.
- D. A player that is injured or ill and cannot take his turn at bat will be skipped but no out recorded. The injured or ill player may return to the game in his original spot in the batting order. In the case of an ejected player, an out will be recorded the first time that player would have batted had he not been ejected. Subsequent times that the ejected player is skipped would not result in an out being recorded
- E. Players warming up the pitcher must wear a face mask and throat protector
- F. Before the first scheduled game of the day, the visiting team will have 15 minutes of infield practice at 30 minutes prior to the scheduled game time. The home team will have the last 15 minutes prior to the scheduled game time for their infield practice. There will be no warm up prior to the second game, unless time permits.
- G. Any player may be denied by a manager participation in a game for offences related to behavior, attendance or tardiness at games or practices, or violations of the Code of Conduct after the manager receives approval from the Division Commissioner or in his absence the Fast Pitch Vice President.
- H. Malicious contact in any game will result in the ejection of the offending player.



- I. Suspended games will be completed from the point of suspension. After the first pitch of any game, a stopped game is a suspended game unless it is an official game.
- J. Appeals can be made in both a live-ball and dead-ball situation as per NFHS Rules.
  - a. Live Ball: An appeal can be made by any fielder in possession of the ball by touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation if he/she is still on the playing field.
  - b. Dead Ball: An appeal may be made once all runners have completed their advancement and time has been called. A coach or any defensive player, with or without the ball, may make a verbal appeal. If the ball has gone out of play, runners must be given the opportunity to complete their base-running responsibilities before the dead-ball appeal can be made.
- K. The home team will keep the official scorebook.

### *Division Playing Rules*

- A. This division is governed under National Federation of High School Association (NFHS) Rules, unless stated differently herein.
- B. There is no limit on how many players are allowed on the roster. Each manager will turn in a roster including names, birthdates and jersey numbers to the League Commissioner no later than June 1<sup>st</sup>. No player can be listed on more than one (1) team roster in the Willoughby Baseball League. Players added after June 1<sup>st</sup> must have Willoughby Baseball League Executive Board approval.
- C. Base paths are 60 feet and the pitching distance is 35 feet.
- D. Each game consists of six (6) innings.
- E. If a team cannot field at least eight (8) players at the time that the game is scheduled to begin or maintain that number after beginning, that team will forfeit the game.
- F. No new inning shall begin after the time limit of one hour and thirty minutes (1:30) has expired with the exception of games that are tied. No games will end in a tie.
- G. Games shall be considered official after four (4) innings, three and a half (3 ½) if the home team is ahead OR if the time limit is reached.
- H. Mercy rule is ten (10) runs once a game becomes official.
- I. There will be continuous batting for all players on the roster. This means that every player bats in the assigned batting order.
- J. Free defensive substitution is permitted for all games.
- K. The illegal pitch rule is NOT in effect.
- L. The infield fly rule and dropped third strike rule are NOT in effect.
- M. Steals are allowed.
  - a. A stolen base is defined as any base advancement by an offensive player when the ball has not been put into play by the batter.
  - b. Each offensive runner is allowed to steal one (1) base per batter, and may not advance on an overthrow from the catcher during the steal attempt. A successful steal of home shall be limited to one (1) per inning, per team. Once one (1) successful steal of home is accomplished, or the offensive team is winning by five (5) or more runs, steals of home are not allowed.
  - c. After a team has used their one (1) successful steal of home, or is winning by five (5) or more runs, and a runner attempts to steal home and touches home plate, the runner is immediately out. No appeal or play on that runner is needed. All other runners may legally advance during that play and are not required to return to their previously occupied base.
- N. Each player must play defense at least two (2) of the first four (4) innings and three (3) out of six (6) innings.
- O. All innings will be completed after each team has either batted through its entire batting order; or recorded three (3) outs. The sixth (6) inning will be completed after each team has recorded three (3) outs. If the number of players per team present at the game is unequal, then the maximum number of batters per team will be determined by the amount of players on the larger team.
- P. A player throwing her bat for the first time will be given a warning. The second time the player will be called out (immediate dead ball). The third time the player will be ejected from the game.
- Q. Look-Back rule: When a runner is off her base after a pitch or as a result of the batter completing her turn at bat and is stationary when the pitcher has the ball in the circle, the runner must immediately attempt to advance to the next base or return to the base left. The responsibility is completely on the runner. Failure to immediately proceed to the next base or return to her original base after the pitcher has the ball within the circle will result in the runner being declared out.
- R. There will be ten (10) players on defense of which only six (6) players will be infielders. Of these six (6), one (1) will be the pitcher and one (1) will be the catcher. The remaining players are outfielders that must be positioned at least fifteen (15) feet beyond the baseline in fair territory.
- S. An eleven (11) inch OHSSA or ASA yellow fast pitch ball with raised seams must be used. The home team supplies the balls.
- T. A courtesy runner will be allowed for the pitcher or the catcher at any time. The courtesy runner will be the last recorded out in the batting order.

## *Pitching Rules*

- A. A pitching circle with a diameter of eight (8) feet will be lined on the field.
- B. Prior to starting the delivery (pitch), the pitcher must take a position with the pivot foot on or partially on the top surface of the pitcher's plate and the non-pivot foot in contact with or behind the pitcher's plate. Both feet must be on the ground within or partially within the 24-inch length of the pitcher's plate. All attempts should be made for the pitcher's pivot foot to stay in contact with the ground through the release of the ball.
- C. The pitcher will not "quick pitch." If she tries it, she shall be warned once by the umpire without penalty. If repeated, each such pitch shall be called a "ball" unless the batter reaches first base on a fair ball hit, an error or otherwise.
- D. No pitcher shall intentionally discolor or damage the ball while rubbing it with soil, rosin, paraffin, licorice, sand, emery paper or other foreign substances. PENALTY: The umpire will demand the ball and remove the pitcher from the game.
- E. No verbal intentional walk will be allowed. All batters must be pitched to.
- F. Trips to the mound - In a regulation game, the manager or coach will be permitted to visit the mound as follows:
  - c. Two (2) trips per inning per pitcher including extra innings.
  - d. Third trip in the same inning: The manager must remove the pitcher.
- G. No player, who is also a travel player will be allowed to pitch or catch within this recreation division. If a player is found to be a travel player and does pitch or catch in a game, that game will be deemed a forfeit.

## *Call-Up Rules*

- A. A manager, if he/she feels they cannot field a minimum number of players per Division requirements, may call-up a maximum of two (2) players from the next Division down with the permission of the player and his/her parent/guardian. The call-up player must be of the oldest league age (8) in the Pixie Division. Managers should contact as soon as possible the call-up's manager as a courtesy.
  - a. The call-up player cannot pitch or catch, must bat last in the order and play according to the Divisional rules in which the call-up player is playing and wear their League issued uniforms.
  - b. The manager can only call up a player in the next Division down a maximum of two (2) times per season. All call ups must be reported to the Division Commissioner by the end of game night, or face a possible forfeiture of game.
  - c. A call-up player cannot miss a game of his/her team.
  - d. All call-up players must be on the line-up submitted to the opposing manager prior to the start of the game.
  - e. If the maximum number of defensive players are present at the start of the game, the call-up player or players will follow normal defensive playing rules.
  - f. Out of city teams playing in the Willoughby Baseball League must supply a call-up list for each Division based on Willoughby Baseball League rules.
  - g. Violation of the call-up rules may result in loss of game for each game in violation regardless of when violation is determined.

## *ARTICLE 6.9 – 12U DIVISION RULES*

### *Equipment Rules*

- A. All players must have a league supplied uniform for their Division, which includes solid black pants.
- B. Metal spikes are NOT permitted.
- C. Catchers must wear a chest protector, shin guards, a helmet with facemask, and a throat protector.
- D. All players must wear batting helmets with facemasks (these do not need to be NOCSAE approved), while batting, on the bases and base paths, while on deck or coaching.
- E. The bat must be ASA approved.
- F. Double-walled, triple-walled and titanium bats are not permitted to be used in the City of Willoughby.
- G. League Rulebook binders are to be considered equipment and will be turned in at the end of the season.

### *General Playing Rules*

- A. Only team players, managers, two (2) coaches and one scorekeeper will be permitted within the confines of the playing field just prior to and during the games. All players shall be on their benches and/or in their dugout while their team is at bat with the exception of a batter warming up or on deck. All non-fielding players shall be on their benches and/or in their dugouts while their team is on defense.
- B. Any combination of manager and/or coaches may coach on the bases. Other coaches and scorekeepers, depending on the field, should be on the bench, in the dugout, or as close to the bench as possible (as far removed from the playing field as possible) unless otherwise stipulated in the Division Playing Rules.
- C. Managers shall present to the opposing manager their official batting order at ground rules including number and last name. Any roster player arriving after the first pitch and whose name is not submitted on the line-up card can be added at any point in the game and must bat last in the order. \*When using call-up players, please refer to call-up rules for batting order.

- D. A player that is injured or ill and cannot take his turn at bat will be skipped but no out recorded. The injured or ill player may return to the game in his original spot in the batting order. In the case of an ejected player, an out will be recorded the first time that player would have batted had he not been ejected. Subsequent times that the ejected player is skipped would not result in an out being recorded
- E. Players warming up the pitcher must wear a face mask and throat protector.
- F. Before the first scheduled game of the day, the visiting team will have 15 minutes of infield practice at 30 minutes prior to the scheduled game time. The home team will have the last 15 minutes prior to the scheduled game time for their infield practice. There will be no warm up prior to the second game, unless time permits.
- G. Any player may be denied by a manager participation in a game for offences related to behavior, attendance or tardiness at games or practices, or violations of the Code of Conduct after the manager receives approval from the Division Commissioner or in his absence the specific Fast Pitch Vice President.
- H. Malicious contact in any game will result in the ejection of the offending player.
- I. Suspended games will be completed from the point of suspension. After the first pitch of any game, a stopped game is a suspended game unless it is an official game.
- J. Appeals can be made in both a live-ball and dead-ball situation as per NFHS Rules.
  - a. Live Ball: An appeal can be made by any fielder in possession of the ball by touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation if he/she is still on the playing field.
  - b. Dead Ball: An appeal may be made once all runners have completed their advancement and time has been called. A coach or any defensive player, with or without the ball, may make a verbal appeal. If the ball has gone out of play, runners must be given the opportunity to complete their base-running responsibilities before the dead-ball appeal can be made.
- K. The home team will keep the official scorebook.

### *Division Playing Rules*

- A. This division is governed under National Federation of High School Association (NFHS) Rules, unless stated differently herein.
- B. There is no limit on how many players are allowed on the roster. Each manager will turn in a roster including names, birthdates and jersey numbers to the League Commissioner no later than June 1<sup>st</sup>. No player can be listed on more than one (1) team roster in the Willoughby Baseball League. Players added after June 1<sup>st</sup> must have Willoughby Baseball League Executive Board approval.
- C. Base paths are 60 feet and the pitching distance is 40 feet.
- D. Each game consists of seven (7) innings.
- E. If a team cannot field at least eight (8) players at the time that the game is scheduled to begin or maintain that number after beginning, that team will forfeit the game.
- F. No new inning shall begin after the time limit of one hour and thirty minutes (1:30) has expired with the exception of games that are tied. No games will end in a tie.
- G. Games shall be considered official after five (5) innings, four and a half (4 ½) if the home team is ahead OR if the time limit is reached.
- H. Mercy rule is eight (8) runs once a game becomes official.
- I. There will be continuous batting for all players on the roster. This means that every player bats in the assigned batting order.
- J. Free defensive substitution is permitted for all games.
- K. The illegal pitch rule is in effect. Each team will receive one (1) warning.
- L. The dropped third strike rule is not in effect.
- M. The infield fly rule is in effect.
- N. Steals are allowed. A player may not leave a base until the ball starts to cross the front of the plate. A warning is given to the team if a player leaves too early. If a second warning is given, the player will be called out by the umpire.
- O. The force play slide rule is in effect. When a force out play is possible at any base, a runner does not have to slide. However, the runner must either slide, or the runner must run in a direction away from the fielder, to avoid making contact, or altering the play of the fielder. With two (2) outs, the interfering runner will be declared out. If less than two (2) outs, the interfering runner and the batter shall be declared out. No other runners shall advance.
- P. Each player must play defense at least two (2) of the first four (4) innings and three (3) out of seven (7) innings.
- Q. All innings will be completed after each team has either batted through its entire batting order; or recorded three (3) outs. The sixth (6) and seventh (7) inning will be completed after each team has recorded three (3) outs. If the number of players per team present at the game is unequal, then the maximum number of batters per team will be determined by the amount of players on the larger team.
- R. A player throwing her bat for the first time will be given a warning. The second time the player will be called out (immediate dead ball). The third time the player will be ejected from the game.
- S. Look-Back rule: When a runner is off her base after a pitch or as a result of the batter completing her turn at bat and is stationary when the pitcher has the ball in the circle, the runner must immediately attempt to advance to the next base or

return to the base left. The responsibility is completely on the runner. Failure to immediately proceed to the next base or return to her original base after the pitcher has the ball within the circle will result in the runner being declared out.

- T. There will be ten (10) players on defense of which only six (6) players will be infielders. Of these six (6), one (1) will be the pitcher and one (1) will be the catcher. The remaining players are outfielders that must be positioned at least fifteen (15) feet beyond the baseline in fair territory.
- U. A twelve (12) inch OHSSA or ASA yellow fast pitch ball with raised seams must be used. The home team supplies the balls.
- V. A courtesy runner will be allowed for the pitcher or the catcher at any time. The courtesy runner will be the last recorded out in the batting order.

### *Pitching Rules*

- A. A pitching circle with a diameter of eight (8) feet will be lined on the field.
- B. Prior to starting the delivery (pitch), the pitcher must take a position with the pivot foot on or partially on the top surface of the pitcher's plate and the non-pivot foot in contact with or behind the pitcher's plate. Both feet must be on the ground within or partially within the 24-inch length of the pitcher's plate. The pitcher's pivot foot must stay in contact with the ground through the release of the ball.
- C. The pitcher will not "quick pitch." If she tries it, she shall be warned once by the umpire without penalty. If repeated, each such pitch shall be called a "ball" unless the batter reaches first base on a fair ball hit, an error or otherwise.
- D. No pitcher shall intentionally discolor or damage the ball while rubbing it with soil, rosin, paraffin, licorice, sand, emery paper or other foreign substances. PENALTY: The umpire will demand the ball and remove the pitcher from the game.
- E. No verbal intentional walk will be allowed. All batters must be pitched to.
- F. Trips to the mound - In a regulation game, the manager or coach will be permitted to visit the mound as follows:
  - a. One (1) trip per inning per pitcher including extra innings.
  - b. Second trip in the same inning: The manager must remove the pitcher.
- G. No player, who is also a travel player will be allowed to pitch or catch within this recreation division. If a player is found to be a travel player and does pitch or catch in a game, that game will be deemed a forfeit.

### *Call-Up Rules*

- B. A manager, if he/she feels they cannot field a minimum number of players per Division requirements, may call-up a maximum of two (2) players from the next Division down with the permission of the player and his/her parent/guardian. The call-up player must be of the oldest league age (10) in the 10U Division. Managers should contact as soon as possible the call-up's manager as a courtesy.
  - a. The call-up player cannot pitch or catch, must bat last in the order and play according to the Divisional rules in which the call-up player is playing and wear their League issued uniforms.
  - b. The manager can only call up a player in the next Division down a maximum of two (2) times per season. All call ups must be reported to the Division Commissioner by the end of game night, or face a possible forfeiture of game.
  - c. A call-up player cannot miss a game of his/her team.
  - d. All call-up players must be on the line-up submitted to the opposing manager prior to the start of the game.
  - e. If the maximum number of defensive players are present at the start of the game, the call-up player or players will follow normal defensive playing rules.
  - f. Out of city teams playing in the Willoughby Baseball League must supply a call-up list for each Division based on Willoughby Baseball League rules.
  - g. Violation of the call-up rules may result in loss of game for each game in violation regardless of when violation is determined.

## *ARTICLE 6.10 – 14U DIVISION RULES*

### *Equipment Rules*

- A. All players must have a league supplied uniform for their Division, which includes solid black pants.
- B. Metal spikes are permitted.
- C. Catchers must wear a chest protector, shin guards, a helmet with facemask, and a throat protector.
- D. All players must wear batting helmets with facemasks (these do not need to be NOCSAE approved), while batting, on the bases and base paths, while on deck or coaching.
- E. The bat must be ASA approved.
- F. Double-walled, triple-walled and titanium bats are not permitted to be used in the City of Willoughby.
- G. League Rulebook binders are to be considered equipment and will be turned in at the end of the season.

### *General Playing Rules*

- A. Only team players, managers, two (2) coaches and one scorekeeper will be permitted within the confines of the playing field just prior to and during the games. All players shall be on their benches and/or in their dugout while their team is at

- bat with the exception of a batter warming up or on deck. All non-fielding players shall be on their benches and/or in their dugouts while their team is on defense.
- B. Any combination of manager and/or coaches may coach on the bases. Other coaches and scorekeepers, depending on the field, should be on the bench, in the dugout, or as close to the bench as possible (as far removed from the playing field as possible) unless otherwise stipulated in the Division Playing Rules.
  - C. Managers shall present to the opposing manager their official batting order at ground rules including number and last name. Any roster player arriving after the first pitch and whose name is not submitted on the line-up card can be added at any point in the game and must bat last in the order. \*When using call-up players, please refer to call-up rules for batting order.
  - D. A player that is injured or ill and cannot take his turn at bat will be skipped but no out recorded. The injured or ill player may return to the game in his original spot in the batting order. In the case of an ejected player, an out will be recorded the first time that player would have batted had he not been ejected. Subsequent times that the ejected player is skipped would not result in an out being recorded
  - E. Players warming up the pitcher must wear a face mask and throat protector
  - F. Before the first scheduled game of the day, the visiting team will have 15 minutes of infield practice at 30 minutes prior to the scheduled game time. The home team will have the last 15 minutes prior to the scheduled game time for their infield practice. There will be no warm up prior to the second game, unless time permits.
  - G. Any player may be denied by a manager participation in a game for offences related to behavior, attendance or tardiness at games or practices, or violations of the Code of Conduct after the manager receives approval from the Division Commissioner or in his absence the Fast Pitch Vice President.
  - H. Malicious contact in any game will result in the ejection of the offending player.
  - I. Suspended games will be completed from the point of suspension. After the first pitch of any game, a stopped game is a suspended game unless it is an official game.
  - J. Appeals can be made in both a live-ball and dead-ball situation as per NFHS Rules.
    - a. Live Ball: An appeal can be made by any fielder in possession of the ball by touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation if he/she is still on the playing field.
    - b. Dead Ball: An appeal may be made once all runners have completed their advancement and time has been called. A coach or any defensive player, with or without the ball, may make a verbal appeal. If the ball has gone out of play, runners must be given the opportunity to complete their base-running responsibilities before the dead-ball appeal can be made.
  - K. The home team will keep the official scorebook.

### *Division Playing Rules*

- A. This division is governed under National Federation of High School Association (NFHS) Rules, unless stated differently herein.
- B. There is no limit on how many players are allowed on the roster. Each manager will turn in a roster including names, birthdates and jersey numbers to the League Commissioner no later than June 1<sup>st</sup>. No player can be listed on more than one (1) team roster in the Willoughby Baseball League. Players added after June 1<sup>st</sup> must have Willoughby Baseball League Executive Board approval.
- C. Base paths are 60 feet and the pitching distance is 43 feet.
- D. Each game consists of seven (7) innings.
- E. If a team cannot field at least eight (8) players at the time that the game is scheduled to begin or maintain that number after beginning, that team will forfeit the game.
- F. No new inning shall begin after the time limit of one hour and thirty minutes (1:30) has expired with the exception of games that are tied. No games will end in a tie.
- G. Games shall be considered official after five (5) innings, four and a half (4 ½) if the home team is ahead OR if the time limit is reached.
- H. Mercy rule is eight (8) runs once a game becomes official.
- I. There will be continuous batting for all players on the roster. This means that every player bats in the assigned batting order.
- J. Free defensive substitution is permitted for all games.
- K. The illegal pitch rule is in effect. Each team will receive one (1) warning.
- L. The infield fly rule and dropped third strike rule are in effect.
- M. Steals are allowed. A player may not leave a base until the ball leaves the pitchers hand. A warning is given to the team if a player leaves too early. If a second warning is given, the player will be called out by the umpire.
- N. The force play slide rule is in effect. When a force out play is possible at any base, a runner does not have to slide. However, the runner must either slide, or the runner must run in a direction away from the fielder, to avoid making contact, or altering the play of the fielder. With two (2) outs, the interfering runner will be declared out. If less than two (2) outs, the interfering runner and the batter shall be declared out. No other runners shall advance.
- O. Each player must play defense at least two (2) of the first four (4) innings and three (3) out of seven (7) innings.

- P. All innings will be completed after each team has either scored nine (9) runs; or recorded three (3) outs. The sixth (6) and seventh (7) inning will be completed after each team has recorded three (3) outs.
- Q. A player throwing her bat for the first time will be given a warning. The second time the player will be called out (immediate dead ball). The third time the player will be ejected from the game.
- R. Look-Back rule: When a runner is off her base after a pitch or as a result of the batter completing her turn at bat and is stationary when the pitcher has the ball in the circle, the runner must immediately attempt to advance to the next base or return to the base left. The responsibility is completely on the runner. Failure to immediately proceed to the next base or return to her original base after the pitcher has the ball within the circle will result in the runner being declared out.
- S. A twelve (12) inch OHSSA or ASA yellow fast pitch ball with raised seams must be used. The home team supplies the balls.
- T. A courtesy runner will be allowed for the pitcher or the catcher at any time. The courtesy runner will be the last recorded out in the batting order.

### *Pitching Rules*

- A. A pitching circle with a diameter of eight (8) feet will be lined on the field.
- B. Prior to starting the delivery (pitch), the pitcher must take a position with the pivot foot on or partially on the top surface of the pitcher's plate and the non-pivot foot in contact with or behind the pitchers plate. Both feet must be on the ground within or partially within the 24-inch length of the pitchers plate. The pitchers pivot foot must stay in contact with the ground through the release of the ball.
- C. The pitcher will not "quick pitch." If she tries it, she shall be warned once by the umpire without penalty. If repeated, each such pitch shall be called a "ball" unless the batter reaches first base on a fair ball hit, an error or otherwise.
- D. No pitcher shall intentionally discolor or damage the ball while rubbing it with soil, rosin, paraffin, licorice, sand, emery paper or other foreign substances. PENALTY: The umpire will demand the ball and remove the pitcher from the game.
- E. No verbal intentional walk will be allowed. All batters must be pitched to.
- F. Trips to the mound - In a regulation game, the manager or coach will be permitted to visit the mound as follows:
  - a. One (1) trip per inning per pitcher including extra innings.
  - b. Second trip in the same inning: The manager must remove the pitcher.
- G. No player, who is also a travel player will be allowed to pitch or catch within this recreation division. If a player is found to be a travel player and does pitch or catch in a game, that game will be deemed a forfeit.

### *Call-Up Rules*

- A. A manager, if he/she feels they cannot field a minimum number of players per Division requirements, may call-up a maximum of two (2) players from the next Division down with the permission of the player and his/her parent/guardian. The call-up player must be of the oldest league age (12) in the 12U Division. Managers should contact as soon as possible the call-up's manager as a courtesy.
  - a. The call-up player cannot pitch or catch, must bat last in the order and play according to the Divisional rules in which the call-up player is playing and wear their League issued uniforms.
  - b. The manager can only call up a player in the next Division down a maximum of two (2) times per season. All call ups must be reported to the Division Commissioner by the end of game night, or face a possible forfeiture of game.
  - c. A call-up player cannot miss a game of his/her team.
  - d. All call-up players must be on the line-up submitted to the opposing manager prior to the start of the game.
  - e. If the maximum number of defensive players are present at the start of the game, the call-up player or players will follow normal defensive playing rules.
  - f. Out of city teams playing in the Willoughby Baseball League must supply a call-up list for each Division based on Willoughby Baseball League rules.
  - g. Violation of the call-up rules may result in loss of game for each game in violation regardless of when violation is determined.

## *ARTICLE 6.11 – 18U DIVISION RULES*

### *Equipment Rules*

- A. All players must have a league supplied uniform for their Division, which includes solid black pants.
- B. Metal spikes are permitted.
- C. Catchers must wear a chest protector, shin guards, a helmet with facemask, and a throat protector.
- D. All players must wear batting helmets with facemasks (these do not need to be NOCSAE approved), while batting, on the bases and base paths, while on deck or coaching.
- E. The bat must be ASA approved.
- F. Double-walled, triple-walled and titanium bats are not permitted to be used in the City of Willoughby.
- G. League Rulebook binders are to be considered equipment and will be turned in at the end of the season.

## General Playing Rules

- A. Only team players, managers, two (2) coaches and one scorekeeper will be permitted within the confines of the playing field just prior to and during the games. All players shall be on their benches and/or in their dugout while their team is at bat with the exception of a batter warming up or on deck. All non-fielding players shall be on their benches and/or in their dugouts while their team is on defense.
- B. Any combination of manager and/or coaches may coach on the bases. Other coaches and scorekeepers, depending on the field, should be on the bench, in the dugout, or as close to the bench as possible (as far removed from the playing field as possible) unless otherwise stipulated in the Division Playing Rules.
- C. Managers shall present to the opposing manager their official batting order at ground rules including number and last name. Any roster player arriving after the first pitch and whose name is not submitted on the line-up card can be added at any point in the game and must bat last in the order. \*When using call-up players, please refer to call-up rules for batting order.
- D. A player that is injured or ill and cannot take his turn at bat will be skipped but no out recorded. The injured or ill player may return to the game in his original spot in the batting order. In the case of an ejected player, an out will be recorded the first time that player would have batted had he not been ejected. Subsequent times that the ejected player is skipped would not result in an out being recorded.
- E. Players warming up the pitcher must wear a face mask and throat protector.
- F. Before the first scheduled game of the day, the visiting team will have 15 minutes of infield practice at 30 minutes prior to the scheduled game time. The home team will have the last 15 minutes prior to the scheduled game time for their infield practice. There will be no warm up prior to the second game, unless time permits.
- G. Any player may be denied by a manager participation in a game for offences related to behavior, attendance or tardiness at games or practices, or violations of the Code of Conduct after the manager receives approval from the Division Commissioner or in his absence the Fast Pitch Vice President.
- H. Malicious contact in any game will result in the ejection of the offending player.
- I. Suspended games will be completed from the point of suspension. After the first pitch of any game, a stopped game is a suspended game unless it is an official game.
- J. Appeals can be made in both a live-ball and dead-ball situation as per NFHS Rules.
  - a. Live Ball: An appeal can be made by any fielder in possession of the ball by touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation if he/she is still on the playing field.
  - b. Dead Ball: An appeal may be made once all runners have completed their advancement and time has been called. A coach or any defensive player, with or without the ball, may make a verbal appeal. If the ball has gone out of play, runners must be given the opportunity to complete their base-running responsibilities before the dead-ball appeal can be made.
- K. The home team will keep the official scorebook.

## Division Playing Rules

- A. This division is governed under National Federation of High School Association (NFHS) Rules, unless stated differently herein.
- B. There is no limit on how many players are allowed on the roster. Each manager will turn in a roster including names, birthdates and jersey numbers to the League Commissioner no later than June 1<sup>st</sup>. No player can be listed on more than one (1) team roster in the Willoughby Baseball League. Players added after June 1<sup>st</sup> must have Willoughby Baseball League Executive Board approval.
- C. Base paths are 60 feet and the pitching distance is 43 feet.
- D. Each game consists of seven (7) innings.
- E. If a team cannot field at least eight (8) players at the time that the game is scheduled to begin or maintain that number after beginning, that team will forfeit the game.
- F. No new inning shall begin after the time limit of one hour and thirty minutes (1:30) has expired with the exception of games that are tied. No games will end in a tie.
- G. Games shall be considered official after five (5) innings, four and a half (4 ½) if the home team is ahead OR if the time limit is reached.
- H. Mercy rule is eight (8) runs once a game becomes official.
- I. There will be continuous batting for all players on the roster. This means that every player bats in the assigned batting order.
- J. Free defensive substitution is permitted for all games.
- K. The illegal pitch rule is in effect. Each team will receive one (1) warning.
- L. The infield fly rule and dropped third strike rule are in effect.
- M. Steals are allowed. A player may not leave a base until the ball leaves the pitchers hand. A warning is given to the team if a player leaves too early. If a second warning is given, the player will be called out by the umpire.
- N. The force play slide rule is in effect. When a force out play is possible at any base, a runner does not have to slide. However, the runner must either slide, or the runner must run in a direction away from the fielder, to avoid making

- contact, or altering the play of the fielder. With two (2) outs, the interfering runner will be declared out. If less than two (2) outs, the interfering runner and the batter shall be declared out. No other runners shall advance.
- O. Each player must play defense two (2) of the first five (5) innings.
  - P. A player throwing her bat for the first time will be given a warning. The second time the player will be called out (immediate dead ball). The third time the player will be ejected from the game.
  - Q. All innings will be completed after each team has recorded three (3) outs.
  - R. Look-Back rule: When a runner is off her base after a pitch or as a result of the batter completing her turn at bat and is stationary when the pitcher has the ball in the circle, the runner must immediately attempt to advance to the next base or return to the base left. The responsibility is completely on the runner. Failure to immediately proceed to the next base or return to her original base after the pitcher has the ball within the circle will result in the runner being declared out.
  - S. A twelve (12) inch OHSSA or ASA yellow fast pitch ball with raised seams must be used. The home team supplies the balls.
  - T. A courtesy runner will be allowed for the pitcher or the catcher at any time. The courtesy runner will be the last recorded out in the batting order.

### *Pitching Rules*

- A. A pitching circle with a diameter of eight (8) feet will be lined on the field.
- B. Prior to starting the delivery (pitch), the pitcher must take a position with the pivot foot on or partially on the top surface of the pitcher's plate and the non-pivot foot in contact with or behind the pitcher's plate. Both feet must be on the ground within or partially within the 24-inch length of the pitcher's plate. The pitcher's pivot foot must stay in contact with the ground through the release of the ball.
- C. The pitcher will not "quick pitch." If she tries it, she shall be warned once by the umpire without penalty. If repeated, each such pitch shall be called a "ball" unless the batter reaches first base on a fair ball hit, an error or otherwise.
- D. No pitcher shall intentionally discolor or damage the ball while rubbing it with soil, rosin, paraffin, licorice, sand, emery paper or other foreign substances. PENALTY: The umpire will demand the ball and remove the pitcher from the game.
- E. No verbal intentional walk will be allowed. All batters must be pitched to.
- F. Trips to the mound - In a regulation game, the manager or coach will be permitted to visit the mound as follows:
  - a. One (1) trip per inning per pitcher including extra innings.
  - b. Second trip in the same inning: The manager must remove the pitcher.

### *Call-Up Rules*

- A. A manager, if he/she feels they cannot field a minimum number of players per Division requirements, may call-up a maximum of two (2) players from the next Division down with the permission of the player and his/her parent/guardian. The call-up player must be of the oldest league age (14) in the 14U Division. Managers should contact as soon as possible the call-up's manager as a courtesy.
  - a. The call-up player cannot pitch or catch, must bat last in the order and play according to the Divisional rules in which the call-up player is playing and wear their League issued uniforms.
  - b. The manager can only call up a player in the next Division down a maximum of two (2) times per season. All call ups must be reported to the Division Commissioner by the end of game night, or face a possible forfeiture of game.
  - c. A call-up player cannot miss a game of his/her team.
  - d. All call-up players must be on the line-up submitted to the opposing manager prior to the start of the game.
  - e. If the maximum number of defensive players are present at the start of the game, the call-up player or players will follow normal defensive playing rules.
  - f. Out of city teams playing in the Willoughby Baseball League must supply a call-up list for each Division based on Willoughby Baseball League rules.
  - g. Violation of the call-up rules may result in loss of game for each game in violation regardless of when violation is determined.

## *ARTICLE 6.12 – IAP DIVISION RULES*

### *Equipment Rules*

- A. All players must have a league supplied uniform for their division.
- B. Metal Spikes are not permitted
- C. Baseball pitchers and catchers are coaches or team parents. Players do not pitch.
- D. All players must wear batting helmets while batting, on the bases and base paths, and on deck. Those who have a medical condition that prohibits them from wearing a helmet do not need to do so. Helmets are supplied by the league or a player may wear their own.
- E. Bats are supplied by the league or a player may use their own.
- F. League Rulebook binders are to be considered equipment and will be turned in at the end of the season.



## *General Playing Rules*

- A. Only team players, managers, assistant coaches, and team parents will be permitted within the confines of the playing field prior to and during games. All players with parents or guardians must sit by the fence on the third base line or behind the fence.
- B. Managers and coaches may coach on the bases and on the field.
- C. Any player may be denied participation in a game by the manager related to behavior, attendance, tardiness, or violations of the Code of Conduct.
- D. Malicious contact, fighting, or foul language will result in the ejection of the offending player or spectators.
- E. All pets must remain behind the fence and leashed unless that pet is needed for service.

## *Division Playing Rules*

- A. The rules of the IAP Division are designed to recognize the related limitations and to protect the players both physically and emotionally.
- B. Base paths are 60 feet (Team #1), and 65 feet (Team #2).
- C. The coaches are responsible for the setup of the bases and tee.
- D. The batter will either hit a coach pitched ball or off the tee. Coaches pitch and play catcher for their own team. A coach (catcher) will be prepared to set up the tee and make adjustments. All pitches will be pitched as an underhanded flat pitch.
- E. All players that show up will play the field in every inning and bat in a continuous batting order, if they can.
- F. The counting of outs is not pertinent in determining the ending of an inning except for Team #2.
- G. Missed swings do not constitute a strikeout. However, after six missed pitches, a tee will be used.
- H. There is no leading off or stealing bases.
- I. Call up rule does not apply.
- J. The draft rule does not apply.

## *ARTICLE 7 – POST SEASON GAME*

- A. All Fast Pitch, Minor, Major and Pony Divisions will participate in either the League Championship or the Round Robin Tournament at the end of the regular season.
- B. All Mitey Mite and Pixie Division teams participate in a Round Robin tournament.
- C. A Division with five (5) teams or less must participate in a single League Tournament to decide the League Champion.
- D. All protests in the League Championship games will be decided immediately before the game continues per Section 1, Article 18.
- E. All League Championship and Round Robin Tournament games will be played according to their regular season division rules with the following exception(s):
  - a. Time limit in post-season play is in effect, except for All League and Round Robin Championship games.
- F. All playoff seeding is determined by regular season standings, tie breakers apply.

### **THE LEAGUE CHAMPIONSHIP**

- A. Divisions with two (2) conferences, the teams with the best records in each conference will play for the League Championship.
- B. Divisions with only one conference, the two (2) teams with the best records play for the League Championship.
- C. In the League Championship for teams with one Division, the first place team will be the home team in the first and third games. If there is a tie in the regular season standings, the first and third games will be decided by a coin flip and the loser of the first games coin flip will determine the home team for the second game.

### **ROUND ROBIN TOURNAMENT**

- A. In the Round Robin games, the higher seeded teams are always the home team.

### **LEAGUE CHAMPIONSHIP AND ROUND ROBIN TOURNAMENT TIE BREAKERS**

- A. Playoffs – Divisions with one conference:
  - a. First place tiebreaker, both teams play each other in the League Championship and Home/Away decided by.
    - i. Record against each other
    - ii. Coin flip
  - b. Second tiebreaker decided by.

- i. Record against each other
  - ii. Record against first place team
  - iii. Record against third, fourth, fifth, etc., down the standings
  - iv. Coin flip
    - 1. The tiebreaker winner will play in the League Championship.
    - 2. All others will play in the Round Robin.
- B. Playoffs – Divisions with two (2) Conferences:
  - a. First place tiebreakers are decided by.
    - i. Record against each other.
    - ii. Record against second place team in own conference.
    - iii. Record against third, fourth, fifth, etc., down the standings in own conference
    - iv. Record against first place team in opposing conference
    - v. Record against second place team in opposing conference
    - vi. Record against third, fourth, fifth, etc., down the standings in opposing conference
    - vii. Coin flip
      - 1. The tiebreaker winner will play in the League Championship.
      - 2. All others will play in the Round Robin.