

2009 Rules

Minor, Major, and Pony Leagues.

1. The coach of the winning team will post the scores on the league website (www.westlake-baseball.com).
2. Manager's sons are automatically on their team. The same rule applies to one coach and to one additional player if a sponsorship is attained. All other players go into a draft process.
3. Unsportsmanlike conduct on the part of managers, coaches, parents or players and spectators can be the cause for ejection from any or all further competition. Any player, manager, or coach ejected from any game will be automatically suspended for the next 2 games (playoffs and all-star included). A second ejection during the same season will result in a suspension for the remainder of that season. Suspended individuals will not be permitted in the park 30 minutes prior, during, and 30 minutes after the game. Failure to adhere to this penalty will result in automatic suspension for the remainder of the season and forfeit that game. There is no appeal process once the penalty is given.
4. All leagues follow professional American League rules, except for as listed.
5. Umpires should be paid at the home-plate meeting before each game. Umpires should be paid even if the game is forfeited or cancelled at the field due to weather. If a game is forfeited and the two teams can split players to have at least 8 on a side the umpires are to stay to umpire the game.
6. Home teams will use the third base bench. Each team will provide one NEW game ball. An adequate number of NEW game balls are provided by the League with your equipment. DO NOT use these game balls for practice. Each coach will supply ½ of the total umpire fees each game. All funds are supplied to coaches by the League prior to the start of the season.
7. The Westlake recreation center authority is responsible for the fields and will decide playable conditions. The rainout number is **(440) 808-5710**. The Westlake recreation center's decision is final. Should weather change the field conditions prior to the start of a game, it is then the umpire's decision whether the field is playable. If the game is called by an umpire **at the field** because of field conditions, then the umpires at the field are still paid.
8. Games rained out or suspended due to rain are NOT made up.
9. If a team does not have 8 players within 10 minutes of the scheduled start time, that team must forfeit. If neither team has 8 players, both receive a loss. If there are 16 combined players, an unofficial game should be played. The umpires are still paid.
10. The visiting team may practice on the field 15 minutes prior to the game. The home team may use the field 30 minutes before the game. Time on the field after both teams have 8 players present more than 30 minutes before the game must be split evenly between the two teams.
11. All batters and base runners must wear batting helmets. Additionally, any player acting as base coach must also wear a helmet. All catchers must wear a catcher's helmet and plastic cup. The umpire will check this prior and during each game. Either coach can request the umpire to check for proper player's equipment.
12. Use of ineligible player by a manager is a serious matter and results in forfeiting any and all games the ineligible player participated in. The manager is subject to disciplinary action and/or removal from manager position.
13. Players must be in complete WBL uniform (League-provided, hat, game jersey, socks. Though not required, players should wear plain white or gray baseball pants).
14. There are no bat limitations. However, 9th graders are strongly encouraged to use a -3 bat. The maximum barrel diameter is 2 ¾ inches and the weight is 43 ounces.
15. No more than two intentional walks per game, per team will be allowed. Announce the intention to walk to the umpire, umpire will allow the batter to go to first without pitches being thrown. No player can be intentionally walked more than once per game.

16. Additional players arriving once a game has started must be placed at the end of the batting order. Players may be added on defense as soon as they arrive.
17. A player may re-enter the game defensively at any time during the progress of any game. However, a player who is unable to bat cannot play the field, and, conversely, if a player is unable to play the field he cannot bat, and is thus out of the game.
18. If a player leaves during the game, his at bat is passed without an out being recorded.
19. There is no head first sliding into the next base. The runner will be called out. A runner can slide headfirst back to the bag they are leading off of or just came from.
20. Base runners must slide or give up during a play at a base. **Any player who does not slide or give up at any base, and interferes with the defensive player/catcher, will be ejected from the game and declared an out for his team.** If a runner is ejected for interference with the catcher, his run at the plate will not count if he crosses the plate. If a collision occurs with the runner and the catcher at home plate and the runner does not slide or give up, then the runner will be ejected from the game and suspended from the following game. The opposing team coach should notify the league commissioner of such action. This is a zero tolerance policy! Any second violation of this policy by the same player will result in immediate ejection from the league for the remainder of the season. It is the intent of this strict policy to prevent injury when this type of play is avoidable. Each coach is responsible to make this rule very clear to every player on his team. **In order to further avoid such an incident, any fielder, including the catcher may NOT block a base with their body or legs to keep a runner from reaching that base whether they have the ball or not. The fielder must provide a way for the runner to reach the base without causing a collision.**
21. The team at bat shall have only the batter and the on-deck batter outside the benches. All other players will remain seated on the bench.
22. Coaches are responsible for all equipment and uniforms given to him by the League. Equipment return procedure will be communicated at a later date.
23. No NEW inning will start after 2 hours from the start time of the game. A new inning begins when the third out of the previous inning is recorded. Ex. - The bottom of the 6th inning finishes at 2 hours 4 minutes after the start time – the game is over. The third out of the 6th is made 1 hour 59 minutes after the start of the game. Both the top and, if necessary, the bottom of the 7th will be played UNLESS the umpire calls the game due to darkness or inclement weather - Please keep in mind the safety of the players first. If the inning is not completed (and the home team is losing) the game will revert back to the last full inning completed to determine the winner. If the last complete inning is a tie, a tie will be recorded. It is the League's desire to play as much baseball as possible in the allocated 2 hours. If a game is approaching the 2 hour mark and the Visiting team is behind, they CANNOT concede the bottom half of the inning unless it is the last regulation inning of the game. Both teams should continue playing until the final regulation inning is complete or the umpire announces that time has expired. If time has expired and the home team has not taken the lead with its final at-bats, then the final game score reverts to the score at the last-completed inning.
24. A pitcher who hits 3 batters during the course of a game MUST be removed immediately and cannot re-enter the game as a pitcher.
25. Protests – Protests cannot be made. All issues are to be resolved by the umpires on the field during the game.

End of Season Tournament: A tournament will be played after the conclusion of the regular season. Based on the number of teams, field availability, and length of time allotted for the tournament, a format will be determined prior to the start of the season. All rules for the tournament are the same as during the regular season. Incomplete games will be reconvened from the point of interruption.

Specific rules as handled for each League

	Minor	Major	Pony
Start Time	As scheduled	As scheduled	As scheduled
Complete Game	Losing team must have batted at least 3 innings. The score will revert back to the last complete inning. If that is a tie then both teams will be credited with a tie.	Losing team must have batted at least 4 innings. The score will revert back to the last complete inning. If that is a tie then both teams will be credited with a tie.	Losing team must have batted at least 4 innings. The score will revert back to the last complete inning. If that is a tie then both teams will be credited with a tie.
Innings	6 innings, and no extra innings if the game tied.	7 innings, plus extra innings if the game is tied only if time permits.	7 innings, plus extra innings if the game is tied only if time permits..
Mercy Rule	If a team scores 8 runs in one inning that team stops batting and the opposing team has their turn at bat.	The game is over if either team is winning by 10 runs after 5 innings.	The game is over if either team is winning by 10 runs after 5 innings. If a team scores 8 runs in one inning that team stops batting and the opposing team has their turn at bat. This rule does apply after the sixth inning.
Bats	There are no bat limitations.	There are no bat limitations.	There are no bat limitations. However, 9 th graders are strongly encouraged to use a -3 bat.
Innings per game	No player is to sit out two or more consecutive defensive innings. A player is to play at least every other inning in the field.	No player is to sit out two or more consecutive defensive innings. A player is to play at least every other inning in the field.	No player is to sit out two or more consecutive defensive innings. A player is to play at least every other inning in the field.
Pitching per game	A pitcher may not pitch more than 9 consecutive outs per game. Once a pitcher is removed he CANNOT be reinserted as a pitcher.	A pitcher may not pitch more than 9 consecutive outs per game. Once a pitcher is removed he CANNOT be reinserted as a pitcher.	9 th graders can pitch up to 2 innings. 8 th graders can pitch up to 4 innings. 7 th graders may pitch any inning All innings pitched must be consecutive. One pitch in an inning is considered having pitched an inning.
Warm-ups	The pitcher gets 10 warm-up pitches before his first inning, and 6 each inning after. Warm-ups may not take more than 2 minutes.	The pitcher gets 10 warm-up pitches before his first inning, and 6 each inning after. Warm-ups may not take more than 2 minutes.	The pitcher gets 10 warm-up pitches before his first inning, and 6 each inning after. Warm-ups may not take more than 2 minutes.
Balks	There are no balks.	There are no balks.	Warning for first balk per pitcher. Major league rules after that.
Infield Fly	Not enforced. Play takes place as normal.	Major league rules.	Major league rules.
Dropped Third Strike	Batter may not advance. Runners may steal third as normal.	Batter may not advance. Runners may steal as normal.	Major league rules.
Defense	10 players, with 4 outfielders. (No fielder on second base)	Major league rules.	Major league rules.
Stealing	Runners may only steal third base, only if the pitch is not cleanly caught by the catcher. The runner may not attempt to advance to home.	Runners may only steal after the ball has crossed the plate. Runners may not steal home.	Major league rules.
Lead-offs	Runner may not leave the base until the ball has crossed the plate.	Runners may not leave the base until the ball has crossed the plate.	Major league rules.