

WICHITA FALLS YOUNG MEN'S CHRISTIAN ASSOCIATION

YOUTH BASEBALL PROGRAM RULES

**WILLIE MAYS, PEE WEE REESE & SANDY KOUFAX**

Introduction

The Youth Baseball Program is sponsored by the Wichita Falls Metropolitan YMCA. The program is under the direction of the Youth Baseball Committee and is administered by the YMCA. It is financed by the players, sponsor fees.

PURPOSES AND OBJECTIVES

- To have fun, win or lose.
- To develop baseball skills.
- To foster good sportsmanship.
- To teach each player how to abide by the rules.
- To teach each player to work together as a team.

GENERAL RULES

- Demonstrate good sportsmanship on as well as off the field.
- No profanity or detrimental conduct toward the Youth Baseball Program & its participants.
- Penalty for non-compliance on above rules will constitute immediate ejection from the game.
- No use of tobacco in any form by anyone within 25 feet of the Baseball Field playing area.
- To comply with City ordinances, NO ALCOHOL, DRUGS, FIREARMS, WEAPONS.

**THE YMCA PLEDGE WILL BE REPEATED BY BOTH TEAMS AT START OF EACH GAME**

All head coaches and their assistants will submit a yearly application and criminal history and be approved. NO ONE WILL BE ALLOWED TO COACH OR ASSIST WITHOUT A CRIMINAL HISTORY CHECK.

**1<sup>st</sup> Coaches Meeting**

**TUESDAY, JANUARY 19, 2016 @ 6:00 PM-Downtown YMCA**

**2<sup>nd</sup> Coaches Mandatory Meeting**

**TUESDAY, FEBRUARY 23, 2016 @ 6:00 PM-Downtown YMCA  
(Each team must have a representative present or forfeit 1<sup>st</sup> game)**

**Scorekeepers Training**

**Willie Mays, Pee Wee Reese & Sandy Koufax – Tuesday, March 8<sup>th</sup> @ 6:00 p.m.  
At the Downtown YMCA**

This program would not be possible without the volunteer coaches who unselfishly give of their time and talents, and the parents who support the program financially. Sportsmanship and equal consideration for all should be the utmost concern: however, because only one team can win, at times the underlying purposes of the program are forgotten by over-zealous adults. Harassment of others with malicious or disruptive intent will not be tolerated and will be dealt with by the Youth Baseball Committee.

COMMITTEE MEMBERS: Josh Callahan, Sean Sullivan, Beau Reneau, Michael Frazier, Daniel Long, Landon Armstrong, Monte Yancey, David Foster & Brandon Brown.

**FOR RAINOUTS AND RESCHEDULES – check online  
[www.quickcores.com/wichitafallsymca](http://www.quickcores.com/wichitafallsymca)**

**ALL SPONSOR FEES MUST BE PAID BEFORE 1ST GAME - NO PAY/NO PLAY**

## **ARTICLE 1 - ELIGIBILITY FOR PARTICIPATION AND FORMATION OF TEAMS**

Section 1 - any child residing in Wichita Falls, and/or attending school in Wichita Falls may participate in the Youth Baseball Program providing: 1)player fees are paid, and 2)the following eligibility requirements are met. Any child living outside of Wichita Falls may play in the program on a team composed entirely of players from the same community or attending the same school.

Section 2 - if players outside the Wichita Falls area can not field a team they may sign up in the Player Pool and be placed on a team.

Section 3 – Players can play on any team in the school in which they attend or the school district they live in.

EXAMPLE: A child who attends Ben Milam and lives in West Foundation can play for either team. However if there is no team available or the team is full they will be placed in the player pool.

Section 4 - fees are set by the Youth Baseball Committee. Any child who cannot afford the program fee may apply for a scholarship. (Scholarship forms must be handed in no later than March 1, 2016.) Any contracts received after that date may be assessed a late charge.

## **ARTICLE II - DIVISIONS**

Section 1 -divisions will be organized by players ages as of May 1, 2016 or grade \*SEE ARTICLE IV - ELIGIBILITY FOR LEAGUE PLAY, Section 1.

- Willie Mays 9 and 10 year olds
- Pee Wee Reese 11 and 12 year olds
- Sandy Koufax 13 and 14 year olds

Section 2 - players may play one year up (age).

Section 3 - Willie Mays, Pee Wee Reese & Sandy Koufax - There will be 3 leagues offered – Open League, Recreational-1<sup>st</sup> year & 2<sup>nd</sup> year . To determine leagues the following format will be used (regardless of experience, includes Player Pool placements)”

### **RECREATIONAL**

- More than 4 players of oldest age group – team MUST play SECOND YEAR

### **OPEN LEAGUE**

- PLAYERS ARE NOT RESTRICTED BY DISTRICT

## **ARTICLE III - DISTRICTING**

Section 1 - a head coach who has coached the previous year and has moved - may coach the same team and his/her son/daughter will be allowed to remain on that team.

Section 2 – For those not on a team a “Player Pool” will be used to assign players. To be eligible for the Player Pool, players without a team may register online @ ymcawf.org or to o the Downtown YMCA or Family YMCA fill out a contract and pay the appropriate fee.

Section 4 - any player “Player pooled” to a team last year has the option to play for that same team in 2016. (Players that were player pooled in previous years and have continued to play for the same team may still remain on that team.)

Section 4 - If a PLAYER that was on your roster last season has moved to another school or school district/zone and wants to continue playing for you he/she may do so by submitting a letter signed by the parents & coach to the Youth Baseball Committee for consideration to stay on the original team. This is not a guarantee. If this has not been done then the player will be considered illegal. The responsibility lies solely with the head coach of that team.

## **ARTICLE IV - ELIGIBILITY FOR LEAGUE PLAY**

Section 1 - each youth must meet the age and district (zone) requirements of the youth’s division. Divisions will be organized by player’s age as of **May 1, 2016 or GRADE**. Age qualification is priority with the exception of children whose birthday doesn’t fall within the guidelines and are in the same grade as the rest of their team. These players will be allowed to play with a signed waiver from the principal of their school stating they are in the same grade as the rest of their team mates. These players will not be allowed to pitch. This rule only applies for 1 year age difference: Penalty: 1) forfeiture of games in which child played (maximum of 5 games forfeited). 2) dropped from that team’s roster, and 3)no reassignment to another team for the remainder of the season.

## **ARTICLE IV - ELIGIBILITY FOR LEAGUE PLAY - continued**

Section 2 - no player may be added to a team after roster is turned in without approval of the Youth Baseball Committee and/or the Sports Program Director and/or Youth Sports Coordinator. No youths will be added to a roster after a team's 5th played game.

Section 3 - Contracts and rosters will be kept at the Downtown YMCA. No player may participate before contract is filed with the YMCA and fee is paid. After the above is fulfilled, player may play for that team only, unless found to be ineligible because of age or districting.

Penalty: Article IV, Section 1. Responsibility lies solely with the head coach of that team.

Section 4 - players can play concurrently in other programs. We will not work around another schedule once ours is posted.

Section 5 - The YMCA has the authority to fill teams to a maximum of 10.

## **ARTICLE V - SCHEDULES AND POSTPONEMENTS**

Section 1 - schedules will be available on an announced date. Conflict sheets must be turned in no later than 2<sup>nd</sup> Meeting. Teams wanting to move games after schedule has been posted may do so by paying a \$50 fee and contacting the opposing team and reschedule the game themselves. Teams must notify the Sports Director of the changes at least 48 hours in advance. Schedules will be posted @ [www.ymcawf.org](http://www.ymcawf.org)

Section 2 - any team forfeiting two games without 24 hour advance notification can be dropped from the program.

Section 3 - in inclement weather the head coach will receive a text message if games are cancelled. If games are cancelled you can check online or call within 36 hours for reschedules - it will be the coaches responsibility to acquire this knowledge.

Once rainouts are declared - no 2nd games will be played as well.

Section 4 - Field Conditions: Pouring rain, soggy/wet field conditions, dangerous lightning, weather warnings - no game. Field Supervisors may cancel games at anytime - they will also have the authority to run games as scheduled (weather watches are not basis for cancellation of games). If a team leaves the field and the game has not been called because of any of the above by the Supervisor or umpires - that team will forfeit. If both teams leave the field, without the above applying a double forfeit will be declared.

### **Section 5 - Rain-out procedure: ALL LEAGUES**

- **games rained out will be considered complete if:**
  - 3 complete innings or 2 ½ if home team is ahead**IF THE REQUIRED NUMBER OF INNINGS HAS NOT BEEN REACHED THEN THE FOLLOWING APPLIES:** Games will be considered suspended and will start where it left off with the original players and umpires if available.
- when a game is tied and has been rained out and the required number of innings for a complete game were played then it will be recorded as a tie.

Section 6 - *THE YMCA HAS SOLE AUTHORITY TO RESCHEDULE ANY AND ALL GAMES.* Decisions concerning completion or rescheduling of interrupted games will be made as soon as possible after all facts have been reviewed. No decisions will be made on the spot. Head coaches are responsible for contacting the Sports Program Director and/or Youth Sports Coordinator for rescheduling.

Section 7 - Postponements and rainouts will be played as soon as possible regardless whether it causes back to back games or 2 games on one day. Back to back games and/or double headers will be scheduled only when absolutely necessary.

**ARTICLE VI - UNIFORMS**

Section 1 - Coaches shirts and any extra shirts are optional at a cost of \$15 each, NEEDS TO BE PAID WHEN ROSTER IS TURNED IN.

Section 2 - Players must wear uniforms with sleeves, if uniforms are sleeveless, then an undershirt with sleeves is required. Shirts must be tucked in and buttoned. Penalty: may not participate in game

Section 3 - socks must meet the pants. Penalty: may not participate in game

Section 4 – steel spikes will only be allowed in Sandy Koufax

Section 5 - Teams wanting to purchase their own shirts may do so, they must have a 1” Y logo printed visibly on shirt NO EXCEPTION. Teams not ordering YMCA shirts will get a \$60 discount on their sponsor fee, you must note this on roster and the sponsor bill.

Section 6 - any exceptions to the T-shirt rule: will be non-protestable if team obtains a written excuse from the Sports Program Director and/or Youth Sports Coordinator by 3 pm of their scheduled day to play

- absence of YMCA logo
- late uniforms
- duplication of numbers
- other exceptions

**ARTICLE VII - PLAYING RULES**

Section 1 - The current High School Federation Rules govern all play except for the following modifications:

Section 2 - Field Dimensions:

Division	Base Distances	Pitching Distance	Mound height
Willie Mays	60 feet	46 feet	4 inches
Pee Wee Reese	70 feet	50 feet	6 inches
Sandy Koufax	80 feet	54 feet	8 inches

Section 3 - Official games:

Division	Maximum innings	Time limit
Willie Mays	Five (5)	1 hour and a half
Pee Wee Reese/Sandy Koufax	Six (6)	1 hour and a half

No new innings will start after the above time has elapsed. Time will be noted when the third out is called to end the previous inning. If an inning has started, both teams shall have a chance to bat, unless the home team is leading.

Section 4 - “Game Time” will be noted on the official score sheet by the scorekeeper immediately after the saying of the “Pledge”. The umpire or official scorekeeper will go by his/her watch or cell phone. Start time will be noted on scoresheet.

Section 5 - Run Rules:

- Run rules per inning for first 3 innings:
  - Willie Mays               6 runs
  - Pee Wee Reese           7 runs
  - Sandy Koufax            8 runs                    thereafter any amount of runs may be scored.
- All leagues: 15 runs after 3 innings, 10 runs after 4 innings. (Exception: home run hit out of the park - all runs count)

**ARTICLE VII - PLAYING RULES - continued**

Section 6 -Games may end in a tie and will be recorded as a tie.

- End of the Season Ties - ties in division standings involving teams eligible for play-off positions. Seeding for City Championship Tournament will be determined by: Head to Head, Run Differential, Coin flip.

Section 7 - coaches will get score sheets ready 15 minutes before the next scheduled game. Coaches will have line-up forms for 1) both score keepers and before scheduled game time before the saying of the "Pledge". Players not present by "Game Time" (Section 4) will be scratched from the score sheet and may be added to the roster as a substitute at the discretion of the coach. Late players may enter the game at any time but must notify umpire and scorekeeper before entering. Late players must play the required playing time.

Section 8 - scheduled game time is forfeit time. Teams must have 8 to begin, continue, and end. If neither team has at least 8 players - double forfeit. No automatic outs for teams showing up with 8 players.

Section 9 - all batting line-up changes/substitutions must be reported to the home plate umpire, then the official scorekeeper. Penalty: 1 out per occurrence will be assessed at the time of infractions. (field switches not necessary if it doesn't affect the batting order)

Section 10 - the "Re-entry" substitution batting rule will be used. A player may go in and out of his/her original position in the batting order; the same goes for substitutes. At no time should both the original player and his/her substitute be in the game at the same time either offensively or defensively. EXCEPTION - INJURY

Section 11 - batters and runners must wear batting helmets at all times. The helmet must fit securely or a chin strap will be required. Players "intentionally" throwing helmet off while running will be declared out.

Section 12 - all catchers must wear and use: helmet with mask and throat protector, chest protector, shin guards, an athletic supporter, and a cup; catcher's mitts are not mandatory.

Section 13 – BATS – Willie Mays, Pee Wee Reese & Sandy Koufax will be allowed to use BIG BARREL BATS must have Official USSSA stamp.

Section 14 - pitchers may pitch the following amount of innings Monday thru Saturday (one pitch constitutes an inning):

Willie Mays	6 innings
Pee Wee Reese	7 innings
Sandy Koufax	9 innings

Penalty: forfeiture of game - The coach is responsible for calling Brenda , Youth Sports Coordinator at the YMCA to secure the number of innings left for pitchers. Coaches will have 48 hours to protest number of innings pitched. They will not be allowed to protest at the game since score sheets aren't always readily available. They will not have to do a formal protest but will need to report to the Baseball Director.

Section 15- relief pitchers may not exceed 6 warm-up pitches, they must dispose of one batter by getting the batter out or making that batter a runner, unless, in the opinion of the umpire the pitcher becomes unable to continue due to injury.

Section 16 - between innings pitchers may not exceed 4 warm-ups to the plate.

Section 17 - all leagues: after a team makes the 3rd out, teams will have 2 minutes (kept by the field umpire) to assume their positions on the field and have a batter in the box ready to bat. Penalty: balls or strikes - which ever applies will be called on the 1st batter.

Section 18 - all leagues: When there are 2 outs the catcher can be replaced as a runner by anyone on the bench not currently playing.

## ARTICLE VII - PLAYING RULES – continued

Section 19 - Willie Mays AMERICAN (1<sup>st</sup> year) - a base runner can not leave the base until the ball crosses the home plate  
Willie Mays National ( 2<sup>nd</sup> year) – lose bases

Section 20 - Willie Mays - the batter is automatically out on the third strike.

Section 21 - Willie Mays - no balks.

Section 22 - every player must play in every game. Playing is defined as 2 - half innings (one turn at bat and one turn in the field - 3 consecutive outs). Exception Run Rule: If a game is shortened because of Run Rule each child is required to play ½ an inning. If a game is shortened due to weather, playing time requirement is not in effect. Penalty: automatic forfeit (official score sheet).

Each child is also required to start in at least two regular season games. Penalty: Maximum forfeit of two games.

Section 23 - if a player becomes too sick or injured to continue to play and the coach has used all substitutions the coach may pick an “original substitute” presently sitting on the bench to replace the above said player. This original substitute must now always bat in above said player’s batting position - and cannot be substituted for. If there is not an “original substitute” presently sitting on the bench - the COACH will pick a player presently sitting on the bench to bat for the above said player. This player must now always bat in above said player’s batting position - and cannot be substituted for.

a. If a team has only 9 players and one becomes sick or injured, there will be **no** automatic out.

b. If a team starts with 10 batters and one becomes sick or injured, dropping batting order to 9 batters, there will **not** be an automatic out when that batter comes up to bat.

Section 24 - only players, coaches (limit 4), and a bat person are allowed on the field and in the dugout. Spectators must stay behind the fence. Defensive coaches must stay in the dugout while the ball is in play. All players must remain seated in the dugout on the bench during play.

Section 25 - only head coach may approach umpire for conference. Penalty: 1<sup>st</sup> time warning, 2<sup>nd</sup> time an out will be assessed at their turn at bat. If it occurs and there is no turn at bat left - possible ejection with next game suspension.

Section 26 - **ALL LEAGUES** - one conference per pitcher per inning, second time out pitcher must be removed. If “time” is called by the offensive team or umpire, a head coach may consult with his pitcher, but must conclude visit when time is in. Offensive head coach may call only one time out per half inning.

Section 27 - Coaches may enter the playing field only in the event of injury, and then only after the umpire has called time. Penalty: ejection.

Section 28 - Home team must provide the official scorekeeper, if you CANNOT provide a scorekeeper you forfeit your right to be home team. Official scorekeeper will be required to sit at the scorer’s table behind the backstop. It is suggested that both scorekeepers sit together. Scorekeeper must keep:

- score for both teams
- innings pitched by each pitcher
- innings each player plays
- runs scored each inning as well as a running score

Protests will go by what the “official” score sheet has recorded. Coaches are encouraged to have someone count pitches - recommended pitches: WM/55 daily/110 weekly; PWR/60/120; SK/65/130

SCOREKEEPER FROM EITHER TEAM MAY BRING IT TO THE HOME PLATE UMPIRE’S ATTENTION IF WRONG BATTER IS BATTING BY: requesting time out and telling home plate umpire.

Section 29- ALL LEAGUES: automatic walks approved. If coach wants to walk batter he tells his/her pitcher to notify home plate umpire of the intentional walk.

Section 30 - ALL LEAGUES: Teams have an option to use the EH (Extra Hitter). Teams that begin with an EH must end with an EH, Exception: if you only have 10 players and one is ejected you may finish the game with 9, Penalty: when his/her (ejected player) turn at bat comes, it is an automatic out. Coach must notify umpire when using an EH, EH can be anywhere on the batting line-up (substitution process same), any combination of the 10 batters listed may be in the game defensively.

Section 31 - any rule not noted with a penalty - possible forfeiture.

Section 32 - An appeal must be made to the umpire in charge, by the head coach if he/she feels the base runner missed a base.

## **ARTICLE VIII - SPECIFIC UIL RULES FOR BASE RUNNING**

### **Section 1 - TOUCHING, OCCUPYING AND RETURNING TO A BASE**

- AN ADVANCING RUNNER shall touch first, second, third and then home plate in order, including awarded bases.
- A RETURNING RUNNER shall retouch the bases in reverse order. If the ball is dead because of an uncaught foul, it is not necessary for a returning runner to retouch intervening bases. The umpire will not make the ball alive until the runner returns to the appropriate base.
- ANY RUNNER WHO MISSES a base while advancing may not return to touch it after a following runner has scored.

Note: Any runner who misses the first base to which he is advancing and who is later called out shall be considered as having advanced one base.

- IF A BATTED BALL (fair or foul other than a foul tip) IS CAUGHT, each base runner shall touch his base after the batted ball has touched a fielder.
- IF A RUNNER, WHO MISSES ANY BASE including home plate, desires to return to touch the base, he must do so immediately. If the ball becomes dead and the runner is on or beyond a succeeding base, he cannot return to the missed base, and therefore, is declared out.

**PENALTY** (Art 1-5): For failure to touch base (advancing or returning), or failure to tag up as soon as the ball is touched on a caught fly ball, the runner is out. This is a delayed penalty if not played upon by the defense during same playing action (live ball). After all playing action has ended; the umpire will indicate time-out to call runner(s) out. During playing action, the runner is out if, before returning to each untouched base, the runner is touched by the ball in the hand of a fielder, or the ball is held by a fielder on that missed base (including home plate). In this instance, the out would be called immediately before time is called. Exception: A runner must be tagged if he attempts to return to a missed base before the defense initiates appeal action, unless this is a force out or the runner touched a succeeding base. If a base running infraction is the third out, runs scored by the following runner(s) would not count. With two outs, if the base missed was the first to which the batter or runner was forced to advance, no runs would score. When a runner is legally returning after a long fly ball has been caught, he can be put out by being tagged with the ball by a defensive player or merely by the defensive player with the ball touching the base occupied by the runner at the time of the pitch.

### **Section 2 - ANY RUNNER is out when he:**

- a. Runs more than three feet away from a direct line between bases to avoid being tagged or to hinder a fielder while the runner is advancing or returning to a base. **EXCEPTION:** This is not an infraction if a fielder, attempting to field a batted ball, is in the runner's proper path and if the runner runs behind the fielder to avoid interfering with him or

**NOTE:** When a play is being made on a runner or a batter runner, establishes his baseline as directly between his position and the base toward which he is moving.

- b. Does not legally slide and causes illegal contact and/or illegally alters the actions of a fielder in the immediate act of making a play; if runner does not slide and makes contact with fielder with any force runner will be out and ejected from game or

**NOTE:** Jumping, hurdling, and leaping are all legal attempts to avoid fielder as long as the fielder is lying on the ground

- d. Dives over a fielder; or

**NOTE:** Diving over a fielder is illegal.

- e. initiates malicious contact.

**NOTE:** Malicious contact always supersedes obstruction.

f. The runner or retired runner fails to execute a legal slide, or attempt to avoid the fielder or the play on a force play at any base; or

g. Intentionally interferes with a throw or a thrown ball; or he hinders a fielder on his initial attempt to field a batted ball. A fielder is not protected, except from intentional contact if he misplays the ball and has to move from his original location; or his being put out is prevented by an illegal act by anyone connected with the team or by the batter runner; for runner returning to base : and for runner being hit by a batted ball, if , in the judgment of the umpire, a runner including the batter-runner interferes in any way and prevents a double play anywhere, two shall be declared out (the interferer and the other runner involved). If a retired runner interferes and, in the judgment of the umpire, another runner could have been put out, the umpire shall declare that runner out. If the umpire is uncertain who would have been played on, the runner closest to home shall be called out: or

**NOTE:** If two fielders try to field a batted ball and the runner contacts one or both, the umpire shall decide which one is entitled to field the ball and that fielder only is entitled to protection. If a fielder drops a batted ball and contact with a runner occurs during a subsequent attempt to field the ball, the fielder has the greater responsibility for avoiding contact.  
**PENALTY:** The runner is out; the ball remains alive unless interference occurs.

## **ARTICLE VIII - SPECIFIC UIL RULES FOR BASE RUNNING-continued**

### Section 3 - A BATTER SHALL NOT:

- DELAY the game by failing to take his position promptly in the batter's box within 20 seconds. The batter must keep at least one foot in the batter's box throughout the time at bat.

EXCEPTION: A batter may leave the batter's box when:

- a. The batter swings at a pitch, or;
- b. The batter is forced out at the box by the pitch, or;
- c. The batter attempts a "drag bunt" or;
- d. The defensive team attempts a play at any base, or;
- e. The pitcher leaves the first area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball, or;
- f. A member of either team requests and is granted "time" or;
- g. The catcher leaves catcher's box to adjust his equipment or give defensive signals.
- h. The catcher does not catch the pitched ball.

PENALTY: For failure of the batter to be ready in 20 seconds after the ball has been returned to the pitcher, the umpire shall call a strike. If the batter leaves the batter's box and none of the above exceptions apply, the plate umpire shall charge a strike to the batter. The pitcher need not pitch, and the ball remains alive.

## **ARTICLE IX - EJECTIONS**

### Section 1 - control of the games will be the responsibility of the umpires.

- if a player needs to be warned - they will be warned at the time of the infraction as well as the umpire calling "time-out" and informing the coach of the infraction. If there is a 2nd warning the player will be ejected (must immediately move to the bleachers behind home plate). If there is a 3rd warning (to any coach, player or fan) the team will immediately be issued a forfeit.
- if a player is ejected and the coach has used all his substitutions the coach may pick an "original substitute" presently sitting on the bench to bat for the above said player. This original substitute must now always bat in above said player's batting position - and cannot be substituted for. If there is not an "original substitute" presently sitting on the bench - the umpire in chief will pick a player presently sitting on the bench to bat for the above said player. This player must now always bat in above said player's batting position - and cannot be substituted for.
- if fans exhibit unsportsmanlike conduct, could result in a forfeit.
- IF coaches OR spectators ejected from ball games must immediately leave the complex. Players being ejected from a game must leave the dug out immediately. All ejections carry an automatic next played game suspension (cannot attend game nor be in complex) and a possible appearance before the Youth Baseball Committee.
- anyone who curses or harasses an official of the YMCA Youth Baseball Program (umpire, scorekeeper, supervisor, committee member, staff, coach) will automatically be suspended (cannot be at complex during ball games) for possibly the next 6 playable games and must appear before the committee.
- if a threat is made to an official (as defined above) or his/her property that person will be suspended for the remainder of the season and be required to appear before the committee.
- all ejections will be noted on score sheet and signed by umpire.

Section 2 - Any coach having disciplinary problems with players during a game can bring it to the umpire-in-chiefs attention and at that time a decision will be made on the playing status of said player. A player being removed for a disciplinary reason is not allowed to re-enter the game. Substitution for this player will follow ARTICLE 7, same as a sick/injured player. If you only have 9 players then you will receive an out. Any further action taken has to be approved by Sports Director.

CHILDREN CONTINUALLY MISSING PRACTICES - Coach needs to talk to parent first and then if that doesn't work, he could sit the child out for a game. This needs to be approved by Sports Director first.

## ARTICLE X - PROTESTS

Section 1 - following three (3) requirements must be met before a PROTEST will be official:

- Protest must be noted on official score sheet at the time of infraction, signed by protestor, and umpire.
- **ONLY THE HEAD COACH MAY MAKE A PROTEST** - he/she has 48 hours from "game time" to submit a typed protest to the Sports Program Director at the Downtown YMCA
- \$50 in cash must accompany the type written protest

All information will be taken from the official score sheet. If the protest is upheld the fee will be returned.

Section 2 - the Youth Baseball Committee is the Protest Committee. Any number of the Committee present will constitute a quorum. If a Committee member is affiliated in any way with the protest, he/she cannot vote on the Protest Committee. Members of the YMCA professional staff related to the Youth Baseball Committee are members of the Protest Committee.

Section 3 - any Protests during league Play-offs and/or /City Championship Play-offs will be handled on the spot. A \$50 cash fee must be presented at time of Protest. Play will be suspended until a decision is rendered.

Section 4 - Protest meetings are closed meetings. Only the head coach(s) and or player(s) and their parent(s) specifically named in the protest will be allowed at the meeting.

## ARTICLE XI - CITY CHAMPIONSHIPS AND PLAY-OFFS

Section 1 - City Championship Tournament – SUBJECT TO CHANGE

- Teams for the City Championships will be determined by the following:
  - top 2 out of 1<sup>st</sup> year and top 6 out of 2<sup>nd</sup> year
  - Seeding: Top 4 out of 2<sup>nd</sup> year will be seeded as 1<sup>st</sup> – 4<sup>th</sup>
  - Top 2 out of 1<sup>st</sup> year will be seeded as 5<sup>th</sup> – 6<sup>th</sup>
  - 5<sup>th</sup> & 6<sup>th</sup> out of 2<sup>nd</sup> year will be seeded as 7<sup>th</sup> – 8<sup>th</sup>
- Double elimination
- Trophies will be given to 1<sup>st</sup> and 2<sup>nd</sup> Place in the City Championship
- One hour and thirty minute time limit per game, except for **the Championship game, it will be a full game.**
- Pitching will begin new for the tournament and the Championship game.
- There will be no ties in the play-offs.

Section 2 - ties in division standings involving teams eligible for play-off positions. Seeding for City Championship Tournament will be determined by: Head to Head, Run Differential between teams involved Coin flip.

Section 3 - if there happens to be rain-out games that need to be played and or play-offs to make City Championship tournament - pitching will be treated as in the regular season. Where it is necessary to have a play-off game, we will attempt to give a one day rest period before the Tournament begins.

Section 4 - to be eligible for City Championship Tournament, player(s) must have participated in at least 50% of the regular season games.

## ARTICLE XII - GENERAL INFORMATION

After February 1, 2016 the rules will stand as written throughout the season. Interpretation of these rules is up to the Youth Baseball Committee. The Committee has the right to make decisions on situations not specifically covered in these rules.

All teams **MUST** police their area (dugout and stands) immediately after their game. Penalty: forfeit of next game.

There is no infield "infield practice". All games are to begin on time.

Pinch runners must go into the game the next inning defensively for the player he/she pinched ran for.

Coaches need to let catchers keep equipment on between innings.

Coaches need to warm-up pitchers if their catchers are not ready, 4 pitches only to the plate.

Uniforms bought other than the Y-T-shirts should be approved by the parents so everyone can afford the cost.

All week day games will be 6:00 and 7:45 pm. Since games begin in April, it is vital that coaches hustle their teams between innings so that the 6:00 pm game does not go past 7:45 pm.

No hitting balls into park fences at anytime.

Players must warm up in area away from spectators.

TEAM FEES: WILLIE MAYS & UP WITH SHIRTS \$330 without shirts \$270