



WHEATON YOUTH BASEBALL A BASEBALL LEAGUE SUPPLEMENTARY RULES

Revised & Approved: January 2025

League play will be governed by PONY League Baseball playing rules unless otherwise stated in these supplementary rules. The intent of Wheaton Youth Baseball is to teach the rules of the game, develop skills, provide an opportunity for fun, and to teach teamwork and sportsmanship.

MANAGERS AND UMPIRES HAVE NO AUTHORITY TO WAIVE ANY RULES SET FORTH IN THESE SUPPLEMENTARY RULES OR ANY OTHER REFERENCED DOCUMENTS OR RULES.

I. LEAGUE ORGANIZATION

Coaching Youth Sports (CYS) has been adopted for use by the Wheaton Park District Youth Baseball/Softball Board of Control (Board of Control). The Wheaton Park District will provide CYC class prior to the start of the spring season. New managers are encouraged to complete this class within one year of entering the program. CYC managers will be given first priority in team assignments throughout all levels of this program.

It is the responsibility of each manager or their replacement to see to the proper conduct of themselves, their coaches, players and team fans. Failure to carry out this responsibility may result in game forfeiture, and/or disciplinary action, including removal from the baseball program.

Players in the A League are individuals who are in 3rd and 4th grade at the time of registration.

II. TEAM ORGANIZATION

The number of players on each team will be determined by League Vice Presidents based upon the number of players registered at the A League.

III. ASSIGNMENT OF PLAYERS

- A. All players will be selected in a draft conducted by the League Vice-President.
- B. Players who have been in the program before, but did not participate the prior year, are considered new players and all new players are subject to a re-evaluation. Please see Paragraph IV below.

- C. Players may be assigned to a lower/higher League on an individual basis to be approved by the President of Baseball, League Vice President and League Administrator. Please refer to the Player Movement paragraph in the WPDYBS Policies and Procedures for additional information on this topic.

IV. EVALUATIONS

Evaluations for new players will be conducted prior to the draft. All managers should be present. Evaluation Day must be attended by all new players to the Wheaton Park District Baseball program, all players “playing-up” from an age group who did not play at that level the previous year, and all players who remain in the same league as the previous year. Managers and Assistant Coaches sons must also attend if they meet any of the above requirements. Please refer to the WPDYBS Policies and Procedures for more information on Player Evaluations.

V. DROPPING OF PLAYERS

A player may be dropped from the program for repeated failure to attend games or regularly scheduled practices, or for failure to follow League rules of conduct. **The Manager shall have given at least two prior warnings of the intent to dismiss a player to the player and parent(s).** If the offense continues, the Manager should advise the League Vice President of his intent to drop the player. In such cases, after a thorough investigation, the League Vice President is required to make a decision on the case, including whether a registration refund should be granted.

VI. ROSTER ADDITIONS

During the season, player losses due to parent transfer, lack of interest, injury or sickness will occur. It will be the responsibility of the League Vice President and President of Baseball to decide whether such loss should be filled from the player waiting list, if one exists. No roster additions will be allowed after May 31. If a player is added from the waiting list, it is anticipated that his grade will be consistent with that of the players in that league.

Temporary Roster additions may be needed on a limited basis; however, the use of Call-up Players must be kept to a minimum. Player call up may occur only to allow the league schedule to be played and if necessary, the following guidelines will apply.

- The League VP will supply the Managers with a list of possible call up players received from the VP of the league below which includes any of the participating programs –Wheaton Park District Youth Baseball, Winfield in Action or Warrenville Athletic Association.
- A call up player **MUST** be clearly identified in the line-up card(s) exchanged **PRIOR** to the start of the game.

- A call up player may be used by the same team only three (3) times per season. Season shall be defined as all scheduled Park District games including playoffs & tournaments.
- A call up player MUST sit an inning prior to any rostered player should there be 10 or more total players present for a game. For example, if 10 total players are present, the call up player MUST sit the first inning of the game. This does not apply to where there is only a total of 9 or less players present.
- A call up player may NOT play more innings than a rostered player.
- A call up player shall NOT pitch in the game.
- The call up player MUST bat last in the batting order unless there are more than 1 call-up players. In that case, the call up players shall bat in the last spots in the batting order. In the event of a late arriving rostered player, the late arriving rostered player shall be inserted last in the line-up.
- All call up players must be reported to the League Vice President. **FAILURE TO DO SO MAY RESULT IN FORFEITURE OF THE GAME UPON REVIEW BY LEAGUE OFFICIALS.**
- A call up player may not be on any type of Full-time baseball “Travel Team”.
- No call up player may be used in lieu of a regular rostered player. If a regular rostered team member becomes available for a continued/rescheduled game (i.e. suspended, tie, rainout games, etc.) the rostered player MUST play in said continued/rescheduled game in lieu of the call up player(s).
- No team may call up more than two (2) players for any game. The team roster size may not exceed ten (10) when using call up player(s) unless a rostered player unexpectedly arrives for a game; in which case all present will play. A team MUST have at least 7 rostered players to begin a game.

Misapplication of these procedures *will* result in a game forfeit. **Any questions please contact the League Vice-President.**

VII. PLAYING RULES

- A. One or more umpires will be provided for all League games. If an umpire is not present, by mutual agreement, the Managers will select a substitute(s) since an umpire is required, otherwise it will be an official postponement, and the Home team manager is required to notify the League Vice President that same day. Every effort should be made to play the game.

- B. Forfeit automatically results whenever a team is unable to field eight (8) eligible players within fifteen minutes after the scheduled starting time.
- C. **BAD WEATHER:** The HOME TEAM manager will decide if field and/or weather conditions permit a game to be started. After the game starts, the umpire-in-charge or league official shall make that judgment. The managers should report a postponement immediately to the Umpire Coordinator and League Vice President. Postponed games will be played promptly after the originally scheduled game and in almost all cases, in the same pitching week as the originally scheduled game. The league will reschedule games as necessary in the best interests of the program.
- D. **HOME TEAM RESPONSIBILITIES:** The home team is designated on the schedule and will use the third base dugout. The home team is responsible for the lining of the field, setting the bases, returning all program equipment to the lock box at the completion of the game, completing the distribution of umpire cards and at Atten Park, for turning off the lights at the end of the evening's play. The home team shall also complete the Game Summary Sheet with official score, pitchers' innings, non-rostered players, umpire information, managers' signatures and deposit it in the space provided in the equipment/lock box, and/or email the same information to the League VP.
- E. **TIME LIMIT:** The game duration in all A League games will be six (6) innings, except that a new inning shall not start after 8 PM on school nights. For all non-school nights and all weekend games for the entire season, the time limit for starting a new inning is 2:15 minutes after the scheduled start of the game. If the start of a game is delayed by weather, wet field conditions or by an earlier game, the time limit shall be measured from the actual start time of the game. The time limit applies to regular season games only. A new inning starts as soon as the last out of the previous inning is made. In the event of a tied game after 6 complete innings, extra innings should be played until a winner is determined or the time limit is reached. No new innings can start after the 2:15 time limit is reached. Games may end in a tie if extra innings cannot be played due to the time limit.
- F. **COMPLETE GAME:** If a game ends for any reason prior to completion of the 6th inning, it is official if four (4) or more innings have been played, or the home team has scored more runs in three (3), and before it completes the fourth inning, than the visiting team has scored in four (4) complete innings. If the game is called for ANY reason with the visiting team leading in the middle of the 5th or 6th inning, the final score will revert back to the score at the end of last completed full inning. If the game ends in the middle of the 5th or 6th inning with the home team leading, the score at the end of play will be recorded as the final score. A game may end in a tie. Extra innings may be played if time and daylight permit. A game may NOT go beyond 9 innings. A game may end in a tie.
- G. **SUSPENDED GAME:** A game that is called for any reason prior to reaching complete game status will be considered a suspended game. Play will resume from

- the point of suspension at a new time as scheduled by the League VP. All rostered players are allowed to play in the resumed game regardless of their attendance at the suspended game. If call-up players were used in the suspended game, their use in the resumed game is based upon their availability and the roster addition rules described in Section VI. In all cases where there are a sufficient number of rostered players present, the call-up players shall not be eligible to participate.
- H. TWELVE RUN RULE: The game will end by the twelve-run rule if one team leads by twelve (12) or more runs after four (4) or more complete innings.
- I. PLAYING TIME: All players must play in every game and the difference between the player who sits out the least number of defensive innings and the player who sits out the most defensive innings cannot be greater than one (1). (Example: If twelve (12) players are in attendance for a six (6) inning game, six (6) players would sit out two (2) defensive innings and six (6) players would sit out one (1) defensive inning. An inning shall consist of being off the field (on the bench) for every pitch of a defensive half-inning.
- No player shall sit out two (2) consecutive defensive innings. The incomplete half inning of a game won by the home team is counted as having been played. Terminated games, injuries and disciplinary action are exceptions to the "required inning" rule. Failure to comply with this rule will result in game forfeiture.
- J. Any player who has a bleeding injury must leave the ball field immediately. A player may return once the bleeding has been contained. This rule **must** be followed to ensure the safety of all players and officials.
- K. Players cannot change positions during an inning, except in the case of injury or when a pitcher is relieved by a player on the field. In either event, a general defensive realignment is allowed.
- L. During an inning a player cannot be brought off the bench to play any position except for injury. The exception to this rule will be for a relief pitcher. The pitcher being replaced must return to bench for the remainder of inning.
- M. PROTESTS: Please refer to the WPDYBS Policies and Procedures.

VIII. EQUIPMENT RULES

- A. Batting helmets must be worn by all batters, base runners, and any other offensive player who is on the field. Chin straps are not necessary. A player, who intentionally removes their helmet, will be given a warning by the umpire. Repeated offenses will subject to the player to being called out at the sole discretion of the umpire.

- B. Catcher's helmet and face mask must be worn during the game, by the catcher and by players warming up the pitcher. A cup is required.
- C. Metal cleats are **not** allowed in league, championship or tournament games.
- D. Baseball bats in excess of 2^{5/8} inches in diameter are prohibited.

XIV. PITCHING RULES

- A. Pitchers may be any player on the team roster. A player removed from pitching is not allowed to return to pitching even if they have remained in the game at some other position.
- B. A pitcher who hits three batters in the same game must be removed from pitching.
- C. Balks shall be not called.
- D. "A" Division pitchers are limited to two (2) innings per game. A pitcher has pitched a complete inning as soon as he throws one (1) pitch during an inning. Thus, if three (3) pitchers are used in one (1) inning, each is considered to have pitched that complete inning. A time out called for a second conference with a pitcher per inning by any manager/coach automatically requires a change of pitchers. Any attempt to circumvent this rule, as viewed by the umpire, will also require a change of pitchers.
- E. League rules allow a maximum of six (6) pitched innings per week. A pitching week begins on Monday morning and ends Sunday night. If pitching rules are violated, a forfeit of the game will occur. **The innings per week rule is waived for Championship Day and All-Star Day.**
- F. Four (4) additional travel innings are allowed for pitchers who pitch innings for their respective league's travel teams. These additional innings may not be used for in-house games. See the WPDYBS Travel Team Guidelines for additional explanation.
- G. If the league uses an on-line database such as (Quickscores) the manager or designee must enter names of pitchers and number of innings pitched along with final score of game.

X. OFFENSE

- A. Adult coaches are allowed at first and third base. These coaches must remain at least three (3) feet from the base line. Any physical contact with the runner(s) during a play will result in the automatic out of that runner(s).
- B. Before game time, the home team and the visiting team shall exchange their respective batting orders. Each team's lineup card shall list the players first and

last name, and a uniform number if available. Call up players **MUST** be clearly identified on the lineup card.

- C. An injured batter who cannot complete his/her at bat shall be replaced by the batter making the last out. The replacement batter shall inherit the injured batters count when the injury took place. If the injured batter cannot continue playing in the game, then the injured batter will be removed from the line up and all batters will remain in their respective places in the batting order.
- D. The batting order in all leagues shall consist of all players present at the beginning of the game. Call up players will bat at the end of the rostered players in attendance. Players arriving late shall be inserted at the bottom of the order as it was at the beginning of the game and shall bat the first time that position comes up.
- E.

During the first 5 innings of a game, teams will be limited to 6 runs per inning, unless the offensive team is behind more than 6 runs. In this case, the offensive team can score enough runs to tie the score. During the 6th inning, a half-inning will consist of 3 outs with no limitation on the number of runs scored.

F. .BUNTING is allowed. **Fake Bunting and then trying to hit the ball is not allowed** and batters attempting this will be called out. (Example: Show bunt, draw fielders in and then swing away for a hit.) There shall be **NO** warning for such an offense.

XI. DEFENSE AND BASE RUNNING

- A. The infield fly rule and dropped third strike rule shall **not** be called.
- B. Leading off is **not** permitted in league play.

Base stealing **is allowed** in the A. Stealing of second (2nd) and third (3rd) base shall be allowed; however, in no instance may a runner score as a result of their or some other runner's base stealing activity. An example is: runners on first (1st) and third (3rd), runner from first (1st) attempts to steal second (2nd) and throw goes into center field. The runner on third (3rd) may not score. A runner may score only on a batted ball, walk or hit batsman. Any runner who attempts to score as a result of base stealing activity is subject to be tagged out if he does not return to third (3rd) base prior to a play being made on them.

- C. Base runners may not steal until the pitched ball has passed the plate. A player who leaves a base early, and successfully steals a base will, upon completion of the play, be told by the umpire to return to the base from which steal attempt originated. Base runners leaving early on a base hit can only advance the equivalent of the hit. Repeated offenses will result in a warning and continued occurrence will result in the

player being called out at the sole discretion of the umpire.

D. A courtesy runner may be used in case of injury or ***speed up** rule and this runner shall be the offensive player who made the last out. (See Paragraph XII)

E. Safety on the base paths:

- Any base runner who, while trying to advance to another base or returning to a previously occupied base, in the umpire's judgment intentionally initiates contact with a defensive player for the purpose of dislodging the ball from possession of the defensive player shall be called out on the play and ejected from the game.
- In the umpire's judgment if any player attempts to, in any way intentionally injure another player the above penalty shall also apply. After a review further penalties may also be assessed by the Board of Control.
- In the above situation the ball is dead, and all runners will return to the last base advanced to before the incident. If a fielder is the violator, rules for defensive interference will apply.

F. Overthrows out of the playing field shall be handled as follows:

- 1st throw of infield play, runners, including the batter, are allowed two (2) bases from where they were when the ball was pitched.
- All other overthrows, the base runner gets the base that he was going to at the time of the throw plus one (1) base.
- Wild pitch or passed ball out of the playing field shall result in the runners being given one (1) base. In the "A" League the runner shall NOT be allowed to score on a wild pitch or passed ball.

XII. SPEED UP RULE

If a team's catcher gets on base after two outs are recorded, or is on base when the second out occurs, the batter who made the second out **must** be substituted to run for the catcher who is catching the next inning. This catcher **must** then catch three consecutive outs with the exception if an injury occurs. Delay of game warnings will be issued by the umpires as they are responsible for keeping the game running in a timely manner to insure completion.

XIII. CHAMPIONSHIPS

At the end of the regular season, a seeded modified double elimination tournament will be held. The teams will be seeded based upon their regular season record. All championship, play-off and/or tournament games for all A Leagues **shall** be at least six (6) complete innings unless ended by the twelve-run rule. If, at the end of the regular season, two or more teams finish with the same won-loss records, the following steps will be taken to determine final seeding. The assumption is that teams will play an equal number of games.

1. Head to head competition (best record in games between the tied teams).
2. Best net runs in all games. **
3. Runs Allowed
4. Coin toss.

** Net runs are limited to a maximum five (5) per game.

XIV. EQUIPMENT RETURNS

All equipment is to be returned in accordance with the Equipment Managers published schedule. Managers who fail to do so may not be allowed to manage the next season.

XV. FIELD DIMENSIONS

A Division:

Bases.....65'
Pitching..... 46'