

WESTERVILLE YOUTH BASEBALL AND SOFTBALL LEAGUE

2023 WYBSL BLACK HAT LEAGUE – FOR BOYS 18 YEARS OLD AND UNDER

SUMMARY – PROGRAM AND RULES

This league is composed of 15, 16, 17 and 18 year old boys that are still attending High School. The league will play baseball with modifications. The league is organized and supervised by the Black Hat General Manager, under the direction of the WYBSL Commissioners, the Boy's Program Director, and the WYBSL Board of Trustees. Games are played in accordance with National Federation High School rules with the following modifications and clarifications:

1. GAMES, PLAYERS, FIELD EQUIPMENT AND CONDITIONS

- A. The home team coaches shall be responsible to install the bases and if necessary, a non-permanent pitching rubber at the required distances prior to start of the game and remove and secure them in the field equipment box at the completion of the game.
- B. Base distance will be 90 feet and the pitching distance will be 60 feet, 6 inches. The ball used will be an official League baseball selected by the league.
- C. Game's are seven (7) innings in length and will generally be played on Tuesdays, Wednesdays, and Thursdays. Make up games will not necessarily be played if each team has played a minimum of 10 games. If make-up games are necessary to reach the 10 game minimum, they will be played on Sunday's Mondays, and during the week following the end of the regular scheduled season and will be scheduled as necessary by the committee, generally starting from the canceled games at the beginning of the regular schedule with the intent of equalizing the number of games each team plays.
- D. All games will start promptly as scheduled. The home team will have the field for practice until twenty (20) minutes before game time, with the visiting team practicing after the home team until five (5) minutes before game time.
- E. No new inning is permitted to begin more than two (2) hours and fifteen (15) minutes after the start of the game unless the game is not considered complete and in no case may a game continue beyond two (2) hours and forty-five (45) minutes. A new inning is defined as beginning as soon as the third (3rd) out is made in the bottom half of an inning. If an inning in a **complete** game is not finished because of darkness or inclement weather, the score will revert to the last fully completed inning.
- F. Games less than seven (7) innings are considered **complete** if: 1) they last at least five (5) full innings (four and one-half (4½) innings, if the home team is ahead) and are stopped for any reason. The final score is determined by reverting back to the last complete inning unless the home team is at-bat and ahead when play is stopped. 2) they have reached the two (2) hours and fortyfive (45) minutes limit, regardless of the number of innings played. Games that are not complete are considered **suspended** games. When continued, play resumes exactly where it left off

when play was stopped (batting order, position of any base runners, pitchers, etc.) and all rules apply as if it was one continuous game.

- G. Extra innings will be played if, after seven (7) innings, the score is tied and time limits and daylight allow. But, if **complete**, regular season games may end in a tie. If so, each team will receive ½ win and ½ loss in the standings.
- H. A game shall end if a team is leading by: (1) fifteen (15) or more runs at the end of the fifth (5th) inning (or any time after four and one half (4½) innings, if the home team is leading by fifteen (15) runs or more); or (2) ten (10) or more runs at the end of the sixth (6th) inning (or after five and one half (5½) innings, if the home team is leading by ten (10) runs or more).
- I. Prior to the start of a game, only the WYBSL Fields Director (or other Board designee) has the authority to cancel the game. At scheduled game time and throughout the game, the authority to stop play because of darkness, inclement weather or other playing conditions rests with the umpire. Games will be rescheduled by the Board, with final confirmation by the Program Director and Umpire Director.
- J. A team must start, play and finish with a minimum of eight (8) players. Loss of a player during the game which results in a team having only seven (7) players will result in a forfeit.
- K. In all cases, a game shall be forfeited only after a grace period of fifteen (15) minutes after the scheduled game time.
 - 1) It is a part of good sportsmanship that a Head Coach will notify the General Manager and opposing Head Coach as soon as he/she knows that it will be absolutely impossible for his/her team to appear with the required minimum of players for a scheduled game or make-up game. As a courtesy and in order to save the league umpire charges, we expect this notification to be made as soon as possible – even if it is done days or weeks in advance.
- L. Upon such notification, neither team shall appear for the scheduled game. However, this courtesy notification does not automatically trigger a forfeit.
 - 1) Game forfeits will be awarded only after a fifteen (15) minute grace period when weather and/or field conditions at the end of the grace period would normally allow a game to be started.
- M. Therefore, even if a team does not appear with the minimum of players, or has notified the General Manager and opposing Head Coach as specified in 1) above, there shall be no forfeit awarded if weather and field conditions fifteen (15) minutes after the scheduled start time would not have allowed the game to be started. However, after a forfeit is awarded, the forfeit will stand – even if weather or field conditions would not have allowed the game to continue.
- N. Each player will be given a team shirt and team cap, which the player may keep, prior to the first scheduled game. Each player must provide – at their own expense – a fielder's glove, baseball pants and appropriate shoes. During a game, no player will be allowed to play without wearing the team

shirt and team cap supplied by the league and baseball pants. During games and practices, when a player is the batter, a base runner or the catcher, the team cap shall be replaced or covered by a helmet.

- O. Adult coaches are not required to be in the uniform of his/her team at the team's games or while acting in any coaching capacity at any time during the game (for example, as a bench coach). But, if a coach wears a shirt or head covering with any inscription, words, designs or team logo, it must be the team shirt or cap supplied by the league, unless written approval is obtained from the Program Director (or his/her designee).
- P. No additions, subtractions or changes may be made in team shirts and caps without the express written permission of the Program Director (or his/her designee). If such alteration is approved, all coaches and players of the team must wear shirts and/or caps that are altered as approved. Exception: A player, at his own expense, may have his name added on the back of his shirt above the number.
- Q. Metal spike cleats may not be worn while pitching.
- R. Catchers must wear a helmet with face mask and throat protector (a face mask with integrated throat extension may be worn without an additional throat protector), chest protector, shin guards and protective cup during games, practices and while warming up a pitcher.
- S. Players must not wear jewelry, metal hair ornaments or similar items during practices, scrimmages, or games, for their safety. The 1st offense will result in a team jewelry warning. A 2nd and any additional jewelry offense(s) will result in the player(s) being ejected.
- T. Every player will play a minimum of three (3) defensive innings per game. This will ensure the player a minimum of nine (9) defensive outs. No player is allowed to sit out consecutive innings. A game lasting only six and one-half (6½) innings, because the home team is ahead, does not relieve the coach of the responsibility to play each player for the nine (9) out minimum. A game shortened due to curfew or weather may alter the rule unless the game is rescheduled or continued at a later time. Exception: If a player arrives after the start of a game, each inning that begins without the player in attendance shall be counted as an inning played by that player when counting the number of defensive innings played. Except for pitchers (see Rule 3. below), free defensive substitution is allowed.
- U. On defense, each team may have two (2) charged conferences during a regulation game. If the two (2) charged conferences are taken in one (1) inning, the pitcher must be removed from the pitching position during the second (2nd) conference. Beginning with the third (3rd) conference in a regulation game, the pitcher must be removed from the pitching position. A conference is not charged if the pitcher is removed or when a player is hurt and must be attended to by a coach. Conferences must be held on the playing field. One additional conference is awarded for each extra inning played.
- V. Both coaches are responsible for reporting the score. The Home Team is responsible for entering the score and if required, the innings pitched or pitch count for the game on the online site. The

home team must enter the score within three hours after the start of the game. The Visiting Team must then confirm or challenge the score within three and a half hours of the start of the game but will not be penalized if the Home Team has not entered the score in the required amount of time. For the first score not reported in the above time limit, the Head Coach will receive a warning. **A second violation will result in a one-game suspension for the Head Coach.** Further violations will result in additional penalties.

- W. Each team shall be issued an equipment bag and equipment box key prior to the start of the season. These must be returned, cleaned, to the General Manager within fourteen (14) days of the team's last game (or by a date specified by the league as the return date) or the coach will be held financially responsible for the value of the equipment.
- X. If a team does not have their Head Coach or one of their Assistant Coaches present at a practice – or for both teams, in case of a scrimmage or game – then the practice, scrimmage, or game shall not be played. A team not having their Head Coach or one of their Assistant Coaches present at a game will constitute a forfeit by that team.
- Y. If both paid umpires do not appear for a game, the game shall not be played and will be rescheduled by the Board. If one paid umpire appears for a game, the game shall be played.
- Z. A coach is permitted to use a scorekeeping and/or pitch-counting application on an electronic device. The use of these electronic devices will be limited to the coaches box on the field and dugout, providing the use of such device does not interfere with the progress of the game, as determined by the umpire. Teams however cannot use electronic devices on the field for voice communication, electronic audio, and/or video recording.

2. BATTING AND BASE RUNNING

- A. A continuous batting order will be used. The batting lineup, listing all players present for the game in their batting order, must be given to the opposing coach prior to the start of the game. Any player arriving late must be placed last in the batting order. The opposing coach must be notified of any addition or subtraction.
- B. All non-wood bats must have the appropriate BBCOR markings to be legal. Each non-wood bat shall be 2 $\frac{5}{8}$ " or less and each wood bat shall be 2 $\frac{3}{4}$ " or less in diameter (at the thickest part of the bat) and 36" or less in length. A bat shall not weigh, numerically, more than three ounces less than the length of the bat (for example, a 33" long bat cannot be less than 30 ounces in weight). Note: No BBCOR label, sticker or decal will be permitted on any non-wood bat. The marking will have to be part of the manufacture of the bat.
- C. The following rules regarding batting lineups will apply:
 - 1) If a player who is not in attendance at the start of the game is listed in the official batting lineup, and is not present to take his place at bat for his first appearance, the batter will be declared out for such first appearance. His name will then be eliminated from the official batting lineup with no further penalty. If the player subsequently arrives, he must be placed last in the batting order.

- 2) If a player is in attendance at the start of the game, and subsequently must leave the game (because of school event, work, or other reasonable cause, other than injury), his name shall be eliminated from the official batting lineup with no penalty. A player so removed from the lineup shall not be allowed to play in the game from that point, unless the game is continued on another day. If the game is continued at a later date and the player is in attendance, the player shall be placed in the same place in the lineup as his name first appeared.
 - 3) In a continued game, any player who was in attendance during the first date of play, and is not in attendance at the start of play on the date of continuance, shall be eliminated from the lineup with no penalty. If the player subsequently arrives, he must be placed last in the batting order. If a player was not present at the original game before it was suspended, but is present on the date of continuance, that player is added at the end of the batting order.
 - 4) If a player is injured or becomes ill during a game:
 - a. If a batter begins, but cannot complete an at bat due to injury, illness or other reason, he will be declared out. The player may remain in the game unless disqualified by the Head Coach according to rules provisions below.
 - b. If the head coach disqualifies the player because of injury/illness for the remainder of the game, the player's name shall be eliminated from the lineup with no penalty. The player shall not be eligible in the case that the game is continued on another day.
 - c. If the head coach does not disqualify the player because of injury/illness for the remainder of the game, an out shall be declared at each instance of the player's scheduled batting appearance when the player is unable to take his place at bat.
- D. If a player is injured or becomes ill and must be removed as a base runner after reaching base successfully, the last player on the bench (the most recent batter not on base) will be substituted as a pinch runner.
- 1) Notwithstanding any of the above, if a batting lineup contains only eight (8) players, an out shall be declared each time that a ninth (9th) player would have been eligible to bat. If a batting lineup contains nine players and, for any reason (even if listed above in this Rule), a player is not able or eligible to take his place at bat when scheduled, an out shall be declared when such player was scheduled to bat.
 - 2) There will be only one (1) batter in the batter's box and one (1) player in the warm-up circle, which must be outside of the backstop or bench fence. All other players and coaches – when not directing the base runners from the coach's box – must remain on their bench or behind their bench fence, except when warming up. No spectators are permitted to be positioned closer than six (6) feet behind the backstop, unless they are using bleachers that have been provided.
 - 3) Prior to games and/or scrimmages, batting aides (such as; hit sticks, wiffle balls, hitting nets, and hit-a-way devices), may only be used by players in the outfield grass between the foul lines during the time that the player's team is to have the field for warm-ups (see Rule 1.D. above). Batting aides may not be used during a game or scrimmage. After games or scrimmages, batting aides may only be used in the outfield grass between the foul lines on the field which the game or scrimmage was played, and if there is not another game,

scrimmage, or practice scheduled to use the field. Additionally, no batting practice, such as “soft-toss” or “flip” drills, causing balls to be hit against backstops or fencing, is allowed at any time, including practices, scrimmages and games. Only bats and devices designed to remain part of the bat, such as weighted bats, batting donuts or wind resistant devices are allowable during games.

- 4) The “delay by batter” rule will be enforced; but, one (1) warning will be given per team.
- 5) If the catcher is on base with two (2) outs, the last player on the bench (the most recent batter not on base) may substitute as a runner for the catcher to expedite putting on the catcher's gear.
- 6) A coach, player, substitute, attendant or other bench personnel shall not carelessly throw a bat. Penalty: At the end of playing action, the umpire shall issue a warning to the coach of the team involved and the next offender(s) on the team shall be ejected.

3. PITCHING

- A. Any player on the roster is permitted to pitch.
- B. Pitchers may use any regulation fielding glove, except those containing gray or white, while pitching.
- C. Each player is permitted 85 pitches a game with a max of 150 a week. Pitcher can finish pitching to the batter he/she is pitching to once the 85 and 150 limits have been reached.
- D. Once removed as a pitcher, a player may not return in the same game as a pitcher. Exception: The starting pitcher may be removed and return to the game one (1) time. As long as his/her pitches when removed didn't exceed the 85 max pitch count per game or the 150 max pitch count for the week.
- E. Once removed as a pitcher, a player may not return in the same game as a pitcher. Exception: The starting pitcher may be removed and return to the game one time. His/Her pitch count total before his/her removal and after his/her return shall be added together to determine his/her total number pitches.
- F. A pitching week runs from Monday through Sunday.
- G. The balk rule will be enforced.
- H. An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball and strike count. The ball shall be declared dead before making the award, and no further pitches will be required.
- I. Warm-up pitches between innings will be limited to five (5). When a pitching change occurs, the warm-up limit is eight (8) pitches.
- J. Pitching rules apply to all games whether completed or not.

4. CONCUSSION RULE

- A. Any player who exhibits signs, symptoms or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion or balance problems) must be immediately removed from the game, practice, or scrimmage by the player's coaches, the umpires, or WYBSL

officials and shall not return to play that day. Further, the player shall not return to play until cleared with written authorization by a licensed physician which needs to be provided to the Program Director.

- B. When a player is removed from a game, practice, or scrimmage due to signs, symptoms or behaviors consistent with a concussion, his/her team's Head Coach, or Assistant Coach acting as the Head Coach, will notify the Program Director on the date of the occurrence. Additionally if a player is removed during a game, umpires shall make note of the player removed on the umpire card and notify the Umpire Director on the date of the occurrence.

5. CONDUCT.

- A. Unsportsmanlike conduct will not be tolerated in the league. Team coaches are responsible for their conduct and the conduct of their players and fans. A coach, player or fan can be ejected from a game and/or removed from the playing field area by order of an umpire, the General Manager, the Commissioner, or the Program Director if they violate a league rule of conduct, as follows:
- B. In a game, no coach may utilize any player(s) not currently assigned to his/her team roster by the League. Violation of this rule will result in automatic permanent suspension of the coach(es) involved.
- C. No coach, player or fan shall ever engage in a physical altercation with any player, umpire, coach or fan.
- D. No coach, player or fan shall intentionally violate or refuse to follow any league or game rules.
- E. No coach, player, umpire or fan shall come to the playing field under the influence of alcohol or an illegal drug; and no coach, player or umpire shall use tobacco products at the playing field during a game or practice.
- F. No coach, player or fan shall engage in grossly unsportsmanlike conduct, including, but not limited to, throwing equipment, use of profanity, arguing with an umpire over a call or directing remarks to a player, umpire, coach or fan which are of a degrading or distracting nature.
- G. Only the Head Coach, or his/her designee in the Head Coach's absence, may leave his/her designated area to dispute a judgment call by an umpire. This infraction may be penalized by either restricting to the dugout for the remainder of the game or ejecting the head coach and/or the offending coach.
- H. After each game, in the practice of good sportsmanship, all coaches and players shall form two opposing lines and proceed through a traditional, orderly "handshake line". No coach or player shall avoid participation in this line or exhibit unsportsmanlike conduct in the line.
- I. No Coach, player, parent, or fan, shall at any time, threaten, intimidate, attempt to intimidate, harm or attempt to harm, any umpire, player, coach, WYBSL official, or fan. Any person who violates this rule may immediately be banned from all WYBSL sites and activities for a period of time to be determined by the Program Director including a permanent ban. This rule shall be applied regardless of where and when the offending conduct takes place.
- J. No player may engage in an intentional act(s) which is reasonably likely to result in damage or defect in any equipment or field fixtures. The first infraction shall be a warning for the team, a second infraction from the same team the player shall receive a strike. Any infractions after the strike shall result in the player being out. Any infractions prior to the start of the game shall result

in a warning to the coach, a second infraction prior to the game shall result in the head coach's suspension for that game. Examples of prohibited behavior: a player hitting home plate forcefully with a bat or hitting balls into the field fences. (Does not apply to Pitch, Hit & Run Day)

- K. Chants/intentional distractions/loud noises (natural or artificial) directed at the opponent's pitcher prior to her pitching, or the batter getting ready to hit, or a fielder getting ready to make a play is not good sportsmanship. We should strive to have our young players play to the best of their ability and let their natural talent be the barometer of their success. This is unsportsmanlike behavior and shall not be tolerated in the WYBSL. Umpires, coaches, players and fans need to work together for the benefit of the softball players. The positive values that are learned at the softball diamond will serve the young players long after their season ends.
- L. If a coach, player or fan is ejected from a game and/or removed from the playing field area for conduct as described above (or in the case of G. above, does not participate as described), the person shall provide a written statement describing his/her version of the events and/or other explanation to the General Manager within twenty-four (24) hours of the incident, and may not attend or participate in any practice or game until doing so. The General Manager and Program Director shall review the statement and gather any other information from other parties that they deem necessary to determine if a further penalty should be assessed. Such further penalty, if any, shall be assessed before the team's next scheduled game.
- M. Any coach who violates the above guidelines may be immediately removed from his/her position by the Program Manager. In the event of such an occurrence, each coach would be provided with the opportunity to appear before the Board of Trustees at its next scheduled meeting in order to describe for the Board his/her version of the events which may exist for reinstating the coach.
- N. **WYBSL, JBBL and JGSL staff, managers, coaches and umpires are expected to enforce this policy at all times.**
- O. **Automatic Penalties.** In order to clarify and standardize penalties for violations, the following automatic penalties shall apply:
 - 1) If a coach or player is ejected from a game because of a violation of the Conduct guidelines, or National Federation Rules related to unsportsmanlike acts, malicious contact or similar acts, that coach or player shall be suspended for (and shall not attend) the next game the coach or player would attend, including the next subsequent season.
 - 2) If a coach, player or fan is ejected from a game and/or removed from the playing field area for violation of Conduct guidelines during a game, that coach, player or fan shall be suspended for (and shall not attend) the next game the coach, player, or fan would attend, including the next subsequent season.
 - 3) If a coach, player or fan is ejected or removed as described in 1. or 2. above, and fails to comply with this policy, the applicable game shall be forfeited by the offending team.
 - 4) It shall be the offending team's responsibility to enforce this policy.
 - 5) All other provisions of the Conduct guidelines – including provisions regarding additional penalties – and the procedures described therein, shall be in full effect and shall be followed by all coaches, players and fans.
 - 6) A second (2nd) violation by the same coach, player or fan shall result in further penalty – which may include suspension for the season and/or an extended period of time.

6. RULE VIOLATIONS AND PROTESTS.

- A. No game may be played under protest. However, if rules have been violated, the General Manager and/or the Program Director have the authority to call “no game” or “suspended game” and order the game to be replayed or continued from the point of the rule violation. The complaining coach must notify the umpire and opposing coach of his/her intention to bring a complaint to the General Manager before the next pitch and must notify the General Manager (or Commissioner or Program Director if the General Manager is unavailable) of the disputed rule within two (2) hours after the end of the game hours after the end of the game.