

WESTERVILLE YOUTH BASEBALL AND SOFTBALL LEAGUE
2026 WYBSL 13U (Blue Hat) BASEBALL LEAGUE
SUMMARY – PROGRAM AND RULES

This league is composed of 13U and approved 11-year-old players. The league will play baseball with modifications. The league is organized and supervised by the 13U General Manager, under direction of the Baseball 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 AND CONDITIONS

- A. Games are six (6) innings in length and will generally be played on Tuesdays, Thursdays, and Saturdays. 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 Sundays, Mondays and during the week following the end of the regular scheduled season and will be scheduled as necessary, 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.
- B. No team may score more than seven (7) runs in an inning. There will be no "Run Rule." If the home team is ahead in the bottom of the sixth (6th) inning, the game is over. Games may also be complete if All League Rules 1E applies.
- C. Games less than six 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 thirty (30) 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.

2. COACHING

- A. Normal defensive alignment consists of nine (9) players – three (3) outfielders and six (6) infielders. All three (3) outfielders must be positioned in the outfield grass before each pitch.
- B. Every player will play a minimum of three (3) defensive innings per game. No player may sit out for a second (2nd) inning until all players have sat out one (1) inning unless the only player that has not sat one inning is the current Pitcher or Catcher. No player may sit out for a third (3rd) inning until all players have sat out two (2) innings unless the only player that has not sat two innings is the current Pitcher or Catcher.
- C. At the end of each half inning, the first pitch must be pitched within two (2) minutes, unless the catcher is the final out, when the time limit will extend to three (3) minutes. If the

defensive team is not ready to pitch at the listed time limit, a ball will be called at 30 second intervals, until the first (1st) pitch to a batter is delivered.

1. If the catcher or pitcher are on base with two (2) outs, the last player on the bench (the most recent batter not on base, typically the last out) may substitute as a runner for the catcher to expedite putting on the catcher's gear or the pitcher.
- D. 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.
- E. If 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 fourth (4th) 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. One (1) additional conference is awarded for each extra inning played.

3. EQUIPMENT

- A. Base distance will be 80 feet and the pitching distance will be 54 feet. The baseball used will be an official League baseball selected by the league.
- B. The National Federation rule for bats shall be enforced with the following modification:
 1. All Non-wood bats 30" and longer with a 2 $\frac{3}{8}$ Inch barrel diameter must have one of the following appropriate markings to be legal.
 2. BBCOR Drop 3 or USABaseball Drop 5



3. The BBCOR bats shall not weigh numerically more than three (3) ounces less than the length of the bat (for example, a 31" long bat cannot be less than 28 ounces in weight).
 4. The USABaseball bats shall not weigh numerically more than five (5) ounces less than the length of the bat (for example, a 30" long bat cannot be less than 25 ounces in weight). **Note:** No BBCOR or USABaseball 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.
 5. Wood bats shall be 2 $\frac{3}{4}$ " or less in diameter and 36" or less in length.
- C. Metal spike cleats may not be worn while pitching.
 - D. For the safety of all participants, players may not wear watches, smartwatches, fitness trackers, or any other smart devices worn on the wrist during practices, scrimmages, or games.

Players also may not wear any exposed metal jewelry, with the exception of small stud earrings. Metal necklaces may be worn only if they are completely tucked inside the player's shirt before play begins and remain tucked in at all times while participating. Any exposed metal necklace or other prohibited jewelry discovered during play must be corrected before the player may continue participating.

PENALTY: The first violation will result in a team jewelry warning. A second and each subsequent jewelry violation will result in the offending player being declared out.

4. OFFENSE

- A. There will be only one (1) batter in the batter's box and one (1) player in the warm-up circle, which must be inside the designated bench area. 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.
- B. The “delay by batter” rule will be enforced; but, one (1) warning will be given per team.
- C. A coach or player shall not carelessly throw the bat which would include the bat hitting the catcher, umpire, or the fence surrounding the field. 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.

5. DEFENSE

- 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 75 pitches a game with a max of 140 a week. Pitcher can finish pitching to the batter he/she is pitching to once the 75 and 140 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 75 max pitch count per game or the 140 max pitch count for the week.
- E. A pitching week runs from Monday through Sunday.
- F. The balk rule will be enforced. Before enforcing the balk rule, the umpire shall give one (1) warning to each team upon its first balk.
- G. 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.
- H. Warm-up pitches between innings will be limited to three (3). When a pitching change occurs:
 - 1) the first time that a pitcher enters a game as pitcher, the warm-up limit is five (5) pitches;
 - 2) when a pitcher reenters a game as pitcher, the warm-up limit is three (3) pitches.
- I. Pitching rules apply to all games whether completed or not.