

## **Minor League Rules**

All Managers, Assistant Managers, Team Members, Families, and their guests are subject to the Wasco Baseball Codes of Conduct. All players must meet the minimum age requirement of 9 years of age and maximum of 10 years of age as of April 30th of that year for the Spring season. Any players not meeting these minimum age requirements must attend a play-up evaluation conducted by the league and if they meet the league's designated safety and ability standards for play in this league, the league will permit them to move up into this next league level of play and pay all fees associated with this league provided the player is within sixteen (16) months of the higher age league as of April 30th. All Wasco Baseball Rules follow the NFHS Rule Book unless stated differently below.

### **Field Dimensions**

Distance between bases: 60 feet from back of home plate (point) to outfield side of bases at 1st and 3rd, from foul line side of bases at 1st and 3rd to center of 2nd base. All bases are inside the 60-foot square except 2nd base. Pitching rubber distance: 46 feet from the back of home plate (point) to the front of the rubber.

### **Uniforms**

Uniforms are conventional, with long-legged pants (no shorts) and sneakers or compositional baseball shoes (no steel spike shoes permitted), that the player provides. The league provides jerseys, pants, socks, belts, and baseball hats. Each player is responsible for wearing their entire uniform on game-day (with all jerseys "tucked in"). It is expected that hats will be worn to both practices and games (the only exception being for the smallest players where their hat does not fit properly), however, jerseys are to be worn to games only. No jewelry is permitted at games or practices. All players must be properly equipped, with catchers wearing a cup.

### **Regulation Game**

Games shall be played according to National Federation of State High School Associations baseball rules unless otherwise noted. All games will have a two (2) hour time limit from the original scheduled start time. No inning may be started after two (2) hours from the original scheduled start time; the next inning starts when the final out is made in the prior inning. This rule applies whether or not a game is to be played on the field following the game in progress. This rule also applies to restarting an inning after a rain or weather delay; a delayed inning may not be restarted after two (2) hours from the original scheduled start time. Minor league games are 6 inning games. Extra innings may be played in accordance with the league time and other game completion rules. If rain, darkness or weather ends a game prior to 4 complete innings of play the game will be suspended. If the game is called after 4 innings the score will stand as a complete game reverting back to the score at the end of the last fully completed inning, including if such score results in a tie game (3 ½ innings complete with the home team winning).

### **Lineup / Playing Requirements**

Continuous batting order shall be used. Each player shall play a minimum of 4 innings (unless an injury requires less playtime). Players having to leave after the start of a game will be allowed to return to the game. Each manager is responsible to maintain a documented rotation for his own team consistent with

this rule. No player shall play the same position for more than 4 innings per game. All players must play 2 innings in the infield. The inning / position requirement is superseded by time, weather, darkness, or mercy rules of the league.

### **Minimum Team**

A minimum team will consist of 8 players. No out shall be recorded in the ninth batting position if only 8 players are present at a game. If more players arrive after the game begins they will be added to the end of the batting order. Teams without 8 players by 10 minutes past the scheduled start time shall forfeit the game with a score of 7-0. A team may use a player from the league below, but in no case may that player pitch or play catcher. If a team has 9 players, they may call up a player from the league below; if they have 8 players they may call up two players. In no case may a player not registered with Wasco Baseball play as a walk-on. Call up players must wear the team uniform of their full-time team. A team cannot call up a player if that player's full-time team has a game scheduled at the same time. You cannot use a player from the same league or from any travel team. All call up players must bat last.

### **Pitching**

Each pitcher is allowed a maximum of 2 consecutive innings per game. Pitcher may not return to the mound after removed. One pitch in an inning constitutes an inning. (Pitchers shall not wear sunglasses, wrist bands, white / light colored arm sleeves, or white / light colored shirts under uniform shirt, which might hide the baseball.). Maximum innings pitching rules apply to extra innings. There will be no intentional walks. If any pitcher hits 2 batters in any one inning, he must be removed. If a pitcher hits 3 batters in a game, he must be removed. Coaching staffs may visit the defense including the pitcher during the game. Visits should be limited to 1 minute. On the second trip in an inning to confer with the defense with the same pitcher on the mound, that pitcher must be removed. All pitchers must pitch from the pitching rubber. Teams are allowed 2 minutes or 8 warm up pitches in between innings, whichever is less. Any player catching for warm-up in between innings or in the bullpen must wear full catcher's equipment.

### **Offense**

USA and USSA stamped bats are allowed. Bats with a barrel of 2 1/4" and below are allowed. NO big barrel bats. Lead offs are NOT allowed. Stealing may occur to 2<sup>nd</sup> and 3<sup>rd</sup> base after the ball crosses the plate. After a pitch crosses the plate, runners may lead off a base. The dropped third strike rule is NOT in effect. Infield fly rule is NOT in effect. Continuous walks are not allowed. Only one batter is allowed at a time on the on deck-circle, and the on-deck batter must wear a helmet. Substitute base runner shall be used for the catcher with 2 outs. (Substitute runner shall be the last batted out).

When a runner possesses 3<sup>rd</sup> base immediately before the next pitch, the runner may only advance home on a ball put into play by the batter, on a bases-loaded walk, or on a hit-by-pitch when the bases are loaded. That runner may not steal home or advance home from 3<sup>rd</sup> base on a passed ball, wild pitch, or any play not initiated from a batted ball (i.e. catcher overthrow pitcher on throwback, pick-off attempts to any base, catcher throws to 2<sup>nd</sup> on a steal, etc).

### **Runs Scored**

The inning will be over after 5 runs are scored. There is no run limit after declaration of the “last inning” by the managers and umpire. Unless declared by managers and umpire earlier due to sunlight restrictions, an inning started after 1 hour and 45 minutes will be declared by the managers and umpire, as the “last inning”. There is no “Slaughter” rule at the minor level. An inning cannot be started two (2) hours after the scheduled start time. If the home team is winning and at bat at the 2-hour time limit, then the game is over at that point.

### **Minor Additions**

Delayed Steals are allowed at 1<sup>st</sup> and 2<sup>nd</sup> Base. A Delayed Steal for the Minor level happens when a base runner leaves for the next base after the catcher attempts to throw the ball back to the pitcher. The runner must pass the halfway point before the pitcher catches the ball, otherwise they will need to return to the base they started.

Fielders must not intentionally block bases or base paths. This is an act of obstruction. Obstruction is the act of any fielder who, while not in possession of the ball or not in the act of fielding the ball, impedes the progress of any runner. This is a judgment call by the umpire and the play may result in an extra base.

If a play is made on a runner at any base from the infield, and the ball is overthrown prior to the umpire stopping the play, the runners may advance one base only at their own risk.

On any overthrows from the outfield position to all bases (1st, 2nd, 3rd, & home), the base runners will be allowed to continue to advance to the next base until an infielder has possession of the ball. If the ball is in possession of an infielder prior to a runner passing the halfway point, they must return to the previous base. Any base runner behind them will return to their previous base as well.

### **Rule Questions**

Managers, coaches, players, and fans may not argue or complain about an umpire’s call. If a player or manager is ejected from a game, they are required to sit out the next game. If a player or manager is caught at the next game, they are subject to removal from the league. Any rule interpretation or question must be directed to the Vice-President of Wasco Baseball at the e-mail address found on the league website in writing. Interpretations will be made by the Wasco Executive Board and a written response will be given. (This in no way will be considered a protest, as there are no protested games).

### **Field Set-up / Entering Scores**

The home team is responsible for setting up the field. This includes putting down foul lines and batter’s boxes. At the end of the game, the visiting team is responsible for smoothing and filling any holes created during play especially in the pitcher’s mound, batter’s box and bases. Each team is responsible for cleaning all trash from their respective dugout at the end of the game. The managers shall concur in the event a previous game makes the field setup impossible to be completed prior to the scheduled start of the game. The home team will occupy the third base dugout.

The winning team shall be responsible for recording the score in the score reporting section of the Wasco Baseball website within one week of the completion of the game. All scores for the season must be reported by 8pm CST on the final Sunday of the Regular Season to be counted toward the final standings.

Points shall be awarded to teams for standings as per the following: Win = 3 pts, Loss = 1 pt, Tie = 2 pts. 1 point for each team on a game not played, unless forfeited.

### **Rainouts / Suspended Games / Make-Up Games / Rescheduled Games**

The Home team manager is responsible for checking the fields to determine if a game should start due to rain or threatening weather. If the Home team manager determines that the field or conditions are unplayable, they should contact the Visiting Manager and umpire within 2 hours of the start time. If a game is suspended due to weather, the game is recorded by both managers from the point at which it was stopped with all stats, including pitchers, held until the make-up game. Once a date and time is agreed between both managers, the game is restarted from the recorded stoppage point. The game will be completed within a new 2 hour time limit from the rescheduled start time. If teams cannot come to an agreement on a date to re-schedule a rained out or cancelled game within one week, the League Commissioner will offer three (3) make-up dates to choose from; if one team cannot play on any of the three dates, that team will be given a loss, their opponent will be awarded a win. If neither team can play on one of the 3 make-up dates, both teams will be given a loss. The commissioner decision is final on all decisions.

### **FALL SEASON ADDENDUM**

All players must meet the minimum age requirement of 8 and maximum of 9 years of age as of April 30th of that year for the Fall season. In the Fall season any player who has played on an All-Star or Travel team during the previous Spring season is exempt from a play up tryout for this league and is automatically qualified to play in this league's Fall season, provided the All-Star or Travel player is no more than one year removed from the Fall season's minimum age requirement.

### **Rainouts / Make-up Games**

There are no required make ups of rained out or cancelled games in the Fall. One point shall be awarded to each team on a game not played. Rainouts may be rescheduled if both managers agree on a date and confirm with the league commissioner.

### **Recreational Division Rules**

6 outs must be pitched by a player of age 8. A single pitcher giving up the maximum runs allowable in an inning shall be credited with three outs pitched. This rule is superseded by time/weather/darkness/mercy rules of the league.

Teams are formed in the Fall Recreation leagues by the league commissioner and team managers. Team managers can list up to a total of 6 players per roster using the manager's code. The league commissioner will then complete the rosters based on a random draw. Teams can have up to 12 players per roster. Recreation league teams are generally in-house players with beginner to intermediate skills. Managers are to supply their roster to the league commissioner at registration. Players are to list their coach's name in the comments section during registration. If you are not playing on a specific team, please do not list a coach.

When a runner possesses 3rd base immediately before the next pitch, the runner may only advance home on a ball put into play by the batter, on a bases-loaded walk, or on a hit-by-pitch when the bases are loaded. That runner may not steal home or advance home from 3rd base on a passed ball, wild

pitch, or any play not initiated from a batted ball (i.e. catcher overthrow pitcher on throwback, pick-off attempts to any base, catcher throws to 2nd on a steal, etc).

### **Competitive Division Rules**

In the Fall Competitive Division there are no minimum playing time or position requirements. The Competitive Division also has no age requirements for innings/outs pitched per age. The 2 inning pitching limit still applies.

Teams are formed in the Fall Competitive leagues by the team manager. The player will use the manager's registration code to be placed on that given coaches team. Competitive league teams are generally complete travel or all-star teams that have at least 10 players and not more than a 12 player roster. If your team has the minimum 10 players, the league will try and add the 1 or 2 additional players for you. Managers are to supply their roster to the league commissioner at registration. Players are to enter their manager's code during registration.

The mercy rule is in effect when a team is up by 15 runs after the completion of 4 innings, or 3 1/2 if home team is ahead. No maximum runs scored per inning applies for the Fall Competitive Division.

Big Barrel Bats (2-5/8" or 2-3/4") are allowed if one of the following conditions of the bat exists: • Has the new permanent USSSA mark on its taper o USSSA marks and other graphics of the bat must be applied permanently and must be applied by the USSSA licensed manufacturer. No stickers or decals are allowed.

Be a Qualified BBCOR bat o A Big Barrel bat that is made by a USSSA approved bat licensee has a BBCOR mark permanently attached to the bat that is recognized by NHSF as a legal bat for NHSF sanctioned play and has no more than a minus 3 ounces difference from the length of the bat. Minimum bat length is 29.