



WHITELAND YOUTH BASEBALL 2024

Rules and Regulations

P.O. Box 102

WHITELAND, INDIANA 46184

EMAIL: whitelandyouthbaseball@gmail.com

WEBSITE: <https://www.teamsideline.com/whitelandyouthbaseball>

Social Media:   

2024 Whiteland Youth Baseball, Inc

Last Updated: 4/23/2024 1:25 PM

Contents

- League Rules and Regulations 4
 - BASIC GENERAL RULES: 4
 - Age Specific Rules 5
 - Ages 3-4 (Tee Ball) 5
 - Ages 5-6 (Tee Ball) 5
 - Ages 7-8 (Coaches Pitch) 6
 - Ages 9-10 (Kid Pitch) 7
 - Ages 11-13 (Kid Pitch) 8

League Rules and Regulations

Whiteland Youth Baseball “Local” Rules

Whiteland Youth Baseball has chosen to follow the rules as used in Little League Baseball. Rules described in the official regulations will always apply unless a specific “local” rule described in this document modifies the rule. Please carefully read below for specific details of the modifications agreed upon by the Whiteland Youth Baseball Board.

BASIC GENERAL RULES:

Safety - All Ages

- 1) If lightning is observed, play shall be stopped immediately, and all players removed from field and dugouts until 20 minutes after last sight of lightning. DO NOT FINISH BATTER OR INNING. WYB board member on site and/or plate umpire is responsible for declaring the stoppage of games due to lightning and determining when play can be resumed following a delay.
- 2) Games started and postponed due to weather resumes at point game was interrupted in the event it can be restarted.

Team Responsibilities - All Ages

- 1) Home team is responsible for preparing and marking the field before each game.
- 2) Visiting team is responsible for field maintenance after game (Make sure mound and batter’s boxes are filled and tamped down so they are level and flat.)
- 3) Home team scorebook is official record and visiting team should compare scorebooks after each inning.
- 4) Both teams are responsible for trash pick-up around dugouts and bleachers after every game, but visiting team is ultimately responsible for post-game condition of playing field and all surrounding areas.
- 5) Managers and coaches shall not attempt to influence or intimidate umpires. Any of this activity should be brought to the immediate attention of the WYB board member on site. This behavior will not be tolerated and may result in removal from the game. Repeated offenses may result in expulsion from the league.
- 6) Managers are responsible for conduct of their team’s parent’s behavior toward umpires and opposing team. If inappropriate conduct occurs during a game, play is stopped immediately, and behavior addressed before play is resumed. Only one verbal warning will be given. If a parent is removed, the head coach will also be subject to removal as well. This behavior will not be tolerated and may result in removal from the game. Repeated offenses may result in expulsion from the league.
- 7) If a coach wants to appeal a call, all play must come to a stop and before calling for a timeout to talk with the Umpire. All appeals must be handled in a cordial manner with no rude or irresponsible behavior. Treat the Umpires with Respect even if you disagree with their call.

Age Specific Rules

Ages 3-4 (Tee Ball)

- 1) 2-3 innings per game or 45-minute time limit. Finish the current inning once the 45-minute mark is passed.
- 2) All players bat, no outs are recorded, a catcher is not used, and scores will not be kept.
- 3) You must have a Pitcher and 1st Basemen at a minimum in position.

Ages 5-6 (Tee Ball)

- 1) 3 innings per game or 60 minutes, whichever comes first. Do not start a new inning passed the 50-minute mark.
- 2) All Kids Will Bat Per Inning, players will advance one base per at bat. Final batter, all batters cross home plate once ball is put in play, batter will treat it as a home run.
- 3) There will not be a tournament at this age group.
- 4) All players will play the field at a time.
 - a. Infield Positions must be filled and only played with 6 Players (Catcher, Pitcher's Helper, 1B, 2B, SS, 3B)
 - b. Any extra players will be placed in the outfield and must be in the grass.
- 5) There will not be umpires for this age group. The coaches will teach the basic rules as game is played.
- 6) Each team is to play with only players on their roster.
- 7) Coaches are permitted on field when their team is playing defense. Coaches must not physically assist in any play and are only allowed to give verbal instruction. Coaches must be positioned as to not interfere with play.
- 8) Pitcher's helpers must wear a face mask and heart guard.
- 9) Players may not advance bases on any overthrows.
- 10) Catcher is required prior to any outfield positions.
- 11) All batters will use a tee by default, but Coach pitch will be allowed with the following rules:
 - a. Coach Pitch will be allowed to Players who are Ready for it.
 - i. Catcher only allowed behind plate during swings if in proper Catcher's Gear.
 1. If not in full gear, catcher must be out of harm's way but ready to assume the catcher position when the ball is put in play.
 - ii. Coach will take 5 balls to mound and give 5 straight pitches. After the 5th ball, if ball has not been put in play, the Tee will be required, and Hitting Team Coach is responsible for placing the Tee at home plate in a timely manner. 5 Pitches ONLY, regardless of the quality of those 5 pitches.
 - iii. Coach pitching must be done in a quick and timely manner.
- 12) The batting teams coach must remove the tee from the field of play after a batted ball.
- 13) If a batted ball hits the tee, play is "Dead," and a foul ball will be called.

Ages 7-8 (Coaches Pitch)

- 1) Official Game Length will be 1 hour 30 minutes (90 minutes) or 6 innings, whichever comes first. No new innings may be started after the 90-minute mark, but you can finish the current inning unless Home Team is winning and batting.
- 2) If at the end of four innings, or three and one-half innings if the home team is ahead, one team has a lead of 10 or more runs, the coach of the team with fewer runs will concede the victory to the winning team.
- 3) An inning consists of 3 outs, or 5 runs, whichever comes first. The run limit in the last inning (last inning will be deemed by Umpire prior to the start of the inning) is extend to unlimited runs. An over the fence homerun, which causes the run total to exceed the inning's limit, will result in all runs counting and inning will end.
- 4) 10 players will play the field at a time, 6 on the infield, 4 in the outfield. Outfield can be played with less than 4 if your team is short players. **EVERYONE MUST SIT OUT 1 INNING BEFORE ANYONE SITS OUT TWICE.**
- 5) Each team is to play with only players on their roster. A team with less than 7 players at the start of the game, will officially forfeit the game. The game can still be played as an exhibition game if both teams agree, but the result will not count towards the official standings. Borrowing players is not allowed for an official game. It is a required to bat at least 8 players. Teams playing with 7 players will take an out for every 8th batter. You must play with a catcher.
- 6) This age group will play with umpires. Harassment of umpires will not be tolerated. Please refer to line item 6 under Team Responsibilities.
- 7) Batting Rules – Coach Pitch 7/8
 - a. Each batter will get 3 strikes or 6 pitches, whichever comes first.
 - b. The 6th pitch is an OUT if there is no bat contact with the ball.
 - c. Foul Balls on the 6th pitch or 3rd Strike, will result in another attempt by the batter and will not be an OUT or 3rd Strike. Foul Balls on any other pitch will be considered a strike.
 - d. Base Runners are not allowed to advance on a Foul Ball. If Foul Ball is caught by opposing team's fielders, it will result in an OUT. Play is dead as soon as the Foul Ball is Caught or Hits the Ground.
 - e. A "Dead Ball" will be called if a batted ball hits the coach accidentally and the pitch will be voided and re-thrown.
 - i. An out is called if the coach makes zero attempt to avoid the ball or purposely interferes with the play.
 - f. Bunting is NOT permitted.
- 8) Base Running Rules (Prior to ball being batted in play)
 - a. No lead offs, no stealing, and runners cannot advance on passed balls or wild pitches.
- 9) Batted Balls in Play
 - a. Play is "Dead" once the baseball is possessed by an infield player with hands raised (no play on a runner is being attempted) and all force situations have been completed.
 - b. Once a play is deemed "Dead," no further outs may be attempted, and runners will advance or retreat to base based on if they are more or less than halfway to the base without risk of being called out.
 - c. On a batted ball to the infield, the umpire will call "Dead" once the ball is in possession of an infielder with hands raised (no further play on a runner is being attempted) and all force situations are complete.
 - i. If an infielder fields the ball and attempts to make an out, play continues. The overthrow rule applies on throws to 1st Base. Play is "Dead" once the ball is in possession of an infielder in fair territory with hands raised and no play on a runner is being attempted.
 - d. Overthrow Rule is when a throw is made to 1st Base and the ball gets more than 4 feet beyond the first baseman.
 - i. All runners may advance ONE base only on the overthrow, but at their own risk of being thrown out.
 - ii. Players may not advance beyond the 1 extra base unless an attempt at an out is made AFTER the overthrow happened. If another attempt at an out happens, play will resume as normal until ball is in an infielder's possession with hands raised signaling no further out is being attempted.
- 10) Fielding Rules
 - a. Fielding position changes may only occur after each inning, or in the case of injury.
 - b. Outfielders must always play in the Outfield Grass and are not allowed to tag a runner or tag a base to make an out. They must transfer the ball to the infielder to make any infield out.
 - c. Pitcher's helpers must wear a facemask and heart guard and have one foot in the pitching circle and be behind the pitching coach until the ball is in play. This will be a 12-foot diameter circle from the center of the pitcher's rubber.
- 11) Coach Pitch Rules
 - a. Coaches must have at least 1 foot inside of the pitcher's circle.
- 12) All rules are subject to the Umpires Discretion. Once the next play has begun, all rulings are considered final.
- 13) At the conclusion of the game, both head coaches must sign the Official Umpire Game Card. This signature indicates that score on the score card is official and final.

Ages 9-10 (Kid Pitch)

- 1) Official Game Length will be 1 hour 30 minutes (90 minutes) or 6 innings, whichever comes first. No new innings may be started after the 90-minute mark, but you can finish the current inning unless Home Team is winning and batting.
- 2) If at the end of four innings, (or three and one-half innings if the home team is ahead), one team has a lead of 10 or more runs, the manager of the team with fewer runs will concede the victory to the winning team.
- 3) An inning consists of 3 outs, or 5 runs, whichever comes first. The run limit in the last inning (last inning will be deemed by Umpire, prior to the start of the inning) is extended to unlimited runs. An over the fence homerun, which causes the run total to exceed the inning's limit, will result in all runs counting and inning will end.
- 4) 10 players will play the field at a time, 6 on the infield, 4 in the outfield. Outfield can be played with less than 4 if your team is short players. **EVERYONE MUST SIT ONCE BEFORE ANYONE SITS TWICE**
 - a. **Exception: Starting Pitchers are excluded from this rule when they start the game and are still actively pitching after all other kids have sat 1 inning. However, once that pitcher is removed from pitching, they must sit out according to one of these 2 options:**
 - i. The rest of the current inning IF at least 2/3 of the inning remains (if there is only 1 or 0 outs when pitcher is removed from the pitcher position)
 - ii. The next full inning.
- 5) Each team is to play with only players on their roster. A team with less than 7 players at the start of the game, will officially forfeit the game. The game can still be played as an exhibition game if both teams agree, but the result will not count towards the official standings. Borrowing players is not allowed for an official game. It is a required to bat at least 8 players. Teams playing with 7 players will take an out for every 8th batter and every 9th batter. You must play with a catcher.
- 6) This age group will play with umpires. Harassment of umpires will not be tolerated. See item 6 under Team Responsibilities.
- 7) Batting Rules – Kid Pitch 9/10:
 - a. Bunting is permitted, but absolutely NO slash bunting (fake bunt then full swing) is permitted.
 - b. There is no “dropped third strike” rule.
- 8) Base Running Rules (Prior to ball being batted in play)
 - a. No lead offs. If a player leaves the base early, it will be a team warning. The second offense will result in an out.
 - b. Players may steal bases once the ball passes home plate or on wild pitches and passed balls.
 - c. If a batter swings at a pitch (intentionally or not), it is a STRIKE, even if batter is hit by the pitch. A partial swing is not an official swing until the barrel of the bat crosses through the home plate area.
- 9) Batted Balls in Play
 - a. A play is “Dead” once the ball is possessed by the pitcher in the infield and all force situations have completed.
 - b. Once a play is deemed “Dead,” no further outs may be attempted, and runners will advance or retreat to base based on if they are more or less than halfway to the base without risk of being called out.
- 10) Fielding Rules
 - a. Outfielders must always play in the Outfield Grass and must transfer the ball to infielder to make any infield out.
 - b. Fielding Positions may only be changed after each inning, during a mound visit, or in the case of injury.
- 11) Kid Pitch Rules
 - a. Little League pitching rules will be followed. (See pitch count restrictions table)
 - b. Coaches must ensure pitchers follow the pitching rest requirements as shown.
 - c. When a pitcher is under a rest restriction, they are not permitted to pitch in any games during that rest window.
 - d. A pitcher is permitted to finish an At-Bat if the daily maximum pitch count is reached during an At-Bat.
 - e. Pitchers are not allowed to re-enter as a pitcher once removed during a game. Pitchers are permitted to pitch multiple games in the same day if the combined daily max pitch counts are followed as shown in pitch count table.
 - f. Each team is responsible for tracking their own pitch counts. Pitch counts should be verified after each inning with umpires by each team.
 - g. Coaches are allowed 1 free mound visit per pitcher, per inning. 2nd visit will result in mandatory pitching change.
- 12) All rules are subject to the Umpires Discretion. Once the next play has begun, all rulings are considered final.
- 13) At the conclusion of the game, both head coaches must verify the game score, provide pitch counts, and sign the Official Umpire Game Card. This signature indicates that score and pitch count on the score card is official and final.

| Little League Pitch Count Rules 9/10 | |
|--------------------------------------|---------------------------|
| Max of 75 Pitches Per Day | Distance: 46 Feet |
| # of Pitches | Days Rest Required |
| 1-20 | 0 Days Rest |
| 21-35 | 1 Day Rest |
| 36-50 | 2 Days Rest |
| 51-65 | 3 Days Rest |
| 66-75+ | 4 Days Rest |

Ages 11-13 (Kid Pitch)

- 1) Official Game Length will be 1 hour 30 minutes (90 minutes) or 6 innings, whichever comes first. No new innings may be started after the 90-minute mark, but you can finish the current inning unless Home Team is winning and batting.
- 2) If at the end of four innings, or three and one-half innings if the home team is ahead, one team has a lead of 10 or more runs, the manager of the team with fewer runs will concede the victory to the winning team.
- 3) An inning consists of 3 outs, or 5 runs, whichever comes first. The run limit in the last inning (last inning will be deemed by Umpire, prior to the start of the inning) is extended to unlimited runs. An over the fence homerun, which causes the run total to exceed the inning's limit, will result in all runs counting and inning will end.
- 4) 9 players will play the field at a time, 6 on the infield, 3 in the outfield. Outfield can be played with less than 3 if your team is short players. **EVERYONE MUST SIT ONCE BEFORE ANYONE SITS TWICE**
 - a. **Exception: Starting Pitchers are excluded from this rule when they start the game and are still actively pitching after all other kids have sat 1 inning. However, once that pitcher is removed from pitching, they must sit out according to one of these 2 options:**
 - i. The rest of the current inning IF at least 2/3 of the inning remains (if there is only 1 or 0 outs when pitcher is removed from the pitcher position)
 - ii. The next full inning.
- 5) Each team is to play with only players on their roster. A team with less than 7 players at the start of the game, will officially forfeit the game. The game can still be played as an exhibition game if both teams agree, but the result will not count towards the official standings. Borrowing players is not allowed for an official game. It is a required to bat at least 8 players. Teams playing with 7 players will take an out for every 8th batter. You must play with a catcher.
- 6) This age group will play with umpires. Harassment of umpires will not be tolerated. See item 6 under Team Responsibilities.
- 7) Batting Rules – Kid Pitch 11/13:
 - a. Bunting is permitted, but absolutely NO slash bunting (fake bunt then full swing) is permitted.
 - b. Dropped 3rd Strike Rule: On a dropped or uncaught 3rd strike, the hitter is allowed to attempt to advance to first base at the risk of being thrown out. The rule can only occur when there are two outs OR when there are less than two outs, and first base is unoccupied by a baserunner. When bases are loaded with two outs, a drop 3rd strike becomes a force out at any base, including home plate.
- 8) Base Running Rules (Prior to ball being batted in play)
 - a. No lead offs. If a player leaves the base early, it will be a team warning. The second offense will result in an out.
 - b. Players may steal once the ball passes home plate or on wild pitches and passed balls.
 - c. If a batter swings at a pitch (intentionally or not), it is a STRIKE, even if batter is hit by the pitch. A partial swing is not an official swing until the barrel of the bat crosses through the home plate area.
- 9) Batted Balls in Play
 - a. A play is “Dead” once all play has stopped and umpire calls “Time.” No further outs may be attempted.
- 10) Fielding Rules
 - a. Outfielders must always play in the Outfield Grass.
 - b. Fielding Positions may only be changed after each inning, during a mound visit, or in the case of injury.
 - c. Infield Fly Rule: A fair fly ball with less than 2 outs, runners on 1st and 2nd (OR bases loaded), and ball is catchable with ordinary effort.
- 11) Kid Pitch Rules:
 - a. Little League pitching rules will be followed. (See pitch count restrictions table)
 - b. Coaches must ensure pitchers follow the pitching rest requirements as shown.
 - c. When a pitcher is under a rest restriction, they are not permitted to pitch in any games during that rest window.
 - d. A pitcher is permitted to finish an At-Bat if the maximum pitch count is reached during an At-Bat.
 - e. Pitchers are not allowed to re-enter as a pitcher once removed during a game. Pitchers are permitted to pitch multiple games in the same day if the combined daily max counts are followed as shown.
 - f. Each team is responsible for tracking their own pitch counts. Pitch counts should be verified after each inning with umpires by each team.
 - g. Coaches are allowed 1 free mound visit per pitcher, per inning. 2nd visit will result in mandatory pitching change.
- 12) All rules are subject to the Umpires Discretion. Once the next play has begun, all rulings are considered final.
- 13) At the conclusion of the game, both head coaches must verify the game score, provide pitch counts, and sign the Official Umpire Game Card. This signature indicates that score and pitch count on the score card is official and final.

| Little League Pitch Count Rules 11/12 | |
|---------------------------------------|--------------------|
| Max of 85 Pitches Per Day | Distance: 50 Feet |
| # of Pitches | Days Rest Required |
| 1-20 | 0 Days Rest |
| 21-35 | 1 Day Rest |
| 36-50 | 2 Days Rest |
| 51-65 | 3 Days Rest |
| 66-85+ | 4 Days Rest |