

2024 9U WCBA Rules

Tie Game Procedures

If the game is tied after regulation innings has expired, a Tie-Breaker shall be put into effect. The game shall be played until a winner is determined.

Tie-breaker Rule:

The last player to have an official at bat in the previous inning begins at second base to start the new inning with no outs, balls or strikes. Once an inning begins, it will be completed.

Mercy rules

10 runs after four innings, or three-and-one-half innings (if the home team is ahead). 8 runs after five innings, or four-and-one-half innings (if the home team is ahead). *If the home team has run-ruled the visiting team, the game is declared complete, and the winner is named.*

Speed Up Rules

A defensive team may intentionally walk a batter by requesting the umpire to award the batter 1st base. Teams must hustle on and off the field between each inning.

Pitchers get 6 warm up pitches between innings or 1 minute whichever comes first.

Courtesy Runners for Pitchers and Catchers

Courtesy Runners for pitchers and catchers is highly recommended but is not mandatory. Subs will be used first as courtesy runners. In the event a team doesn't have a sub then the batter who recorded the last out must be used as a courtesy runner. If a player is removed from the lineup he can be used as a courtesy runner. A player may be used as a courtesy runner only one time per inning.

If a player is ejected from a game for malicious contact or any other unsportsmanlike act, the following penalties will apply:

If roster batting, the ejected player's position in the lineup shall be declared an out. If roster matching, the ejected player may be replaced by an eligible substitute. If there are no eligible substitutes available, the position in the order shall be declared out.

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Forfeiture of Game Rules

Forfeiture of game is when a team cannot field enough players to satisfy the minimum required players as defined in these rules (Rule 10). During the regular season, there will be a 15-minute grace period to begin the game (or an extended time frame as agreed upon by *both* coaches). After the grace period the game will be considered a forfeit, the winning team will be awarded a 6-0 victory. During league tournament play, no grace period will be allowed.

Unsportsmanlike Conduct

A. Once the teams are on the field, the umpire is in charge until the game is over. The umpire is responsible for keeping the game moving and beginning and ending on time. We expect umpires to use their best judgment and to be reasonable in this, but we also expect the cooperation of coaches, parents, and players.

B. Restrain yourself, your players, and your spectators. Umpires have authority from the league director to enforce rules and to eject any coach, player, or spectator from that game for objecting to a decision or for unsportsmanlike language or behavior. One warning will be given; the next incident that occurs by a player, spectator, or coach, **the head coach will be ejected**. Any further incidents will result in immediate forfeit and the game will be scored a 7-0 win for the opposing team. Once ejected you must leave the facility and the game will not proceed until the spectator, coach or player has exited. The ejected parties will not be allowed to participate in any further games that day but may return the following day. Two ejections will result in a ban from the remainder of the season including tournament play.

No umpire wants to cause a "scene" by exercising this ultimate authority. Don't put an umpire's back to the wall.

Coaches are responsible for their team's conduct, and their fans observance of rules, and respect for the umpire's authority.

C. Judgment calls by an umpire are not grounds for a protest. Only the interpretation of the rules may be protested. The manager must inform the umpire before the next play begins that the game is being played under protest and the umpire shall so inform the opposing coach. Once the protest has been made the umpire will summon the league commissioner to the field (or contacted via cell phone) and the protest will be ruled on immediately by the tournament director.

E. Only the head coach may confer with umpires.

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Player Eligibility Guidelines (Travel Ball Player)

Travel Ball Player - is defined as a player who plays outside his home school community team on a traveling baseball team composed of players from several different communities and plays in a league and or tournaments. For our purposes, the term travel ball player term is also extended to any player who plays in a league outside the WCBA, for example, a player registered in the WCBA and plays in the Wooster baseball league or in SSBL....this player would be considered a travel ball player as well.

WCBA ENCOURAGES Travel Ball Players to play in our league and are welcomed to play. Any travel ball player who plays less than 50% of the regular season scheduled games **IS NOT** eligible for postseason play in the WCBA end of season tournament. That player or players **MUST** play at least 50% of the regular season games for postseason play eligibility. If a coach is challenged on a players eligibility, **CLEAR** proof of that player(s) eligibility must be presented to the league commissioner.

- A player eligibility form will be sent to each community commissioner.
- Forms will then be forwarded to each team with a travel ball player, the head coach will then fill out during the season.
- Once the season is over, and before the start of tournament play, forward the completed form to your community commissioner.

Post Season (tournament) Eligibility Guidelines

See above concerning any travel ball players, if that player meets the guidelines, they are eligible for postseason play. The remaining spots on your post season roster **MUST** be filled with your original regular season roster. The only additions can **ONLY** come from a lower league..... **Example:** Minor teams need a player, they must only take a coach pitch player.... They **CANNOT** pull a kid from a Minor roster who was knocked out of the tournament, nor can they take an age appropriate player who has played all season up, in the Majors for example. A Major team **CANNOT** pull a kid from another Major team, or an age appropriate player from the Hot Stove league...**YOU MUST PULL PLAYERS FROM BELOW, NOT ABOVE!** If a player is "playing up"....**Example:** Minor age appropriate player decides to roster on a Majors team, Silver or Gold, that player **CANNOT** play down in the Minor tournament at the end of the season, they are however available for use as needed during the regular season **ONLY** (must be the 9th player to be used). The only time a Hot Stove player who is age appropriate, can play down in a Majors (or Minors) game (regular season

only, must be the 9th player), is for the **Major Gold** team ONLY!!!. They are **NOT** eligible for the end of season tournament.

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Player Team/Community Guidelines

All players are encouraged to play for the community that they attend school in. There are some exceptions where a player could choose to play for another community. There are no rules that prohibit this. However, a player **CANNOT** sign up in one community, for one league and play for another community in another division or the same, in the WCBA. **Example:** an age appropriate player signs up in his own community for Coach Pitch, and then signs up in another community for Minor or Majors. This player will be found to be **INELIGIBLE** for **BOTH!!**, and both teams will forfeit all games played to that point, **NO EXCEPTIONS!!!!**

General Rules

1. The umpire is in charge at all times. Refer to the Unsportsmanlike section in the above rules.
2. No coaches or players are permitted behind the backstop at any time during a game. The umpire may clear this area if necessary. **Parents**, NO setting up chairs directly behind backstop, failure to move upon coaches or umpires request, game will be ruled

a forfeit, losing team will be decided by parents refusing to comply. Seating must be placed at a reasonable distance behind the backstop. Bleachers or permanent seating is exempt from this rule, although the umpire reserves the right to clear any bleacher/seating directly behind home plate per the umpire's discretion.

3. Players acting in an unsportsmanlike manner may be ejected from the game at the umpire's discretion. Ejection from the game will carry a TWO game suspension, two games will be the games immediately following ejection (including tournament).

4. Players, coaches or spectators removed from the game by ejection shall not remain in the area of the playing field. Ejection from the game will carry a TWO game suspension, two games will be the games immediately following ejection (including tournament).

5. Big barrel bats are allowed (2 5/8" & 2 3/4"), 2 1/4" barrel bats and wood bats are also allowed. All bats must have either USSA, ASA, USA certification. (Does not **NEED** to be USA certification)

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6. Players and parents may encourage their teammates and cheer in a positive way but NO chatter is allowed. Chatter is the organized chant or cheer that directly addresses the opposing team, pitcher or batter specifically, with malicious intent on disrupting the play of the opponent. This rule MUST be extended to the parents as well. Once umpires warn a team about chatter, the warning is automatically extended to the parents. Failure to comply will be automatic forfeiture.

7. Players shall not attain the age of 11 prior to May 1st of the current year.

8. 9u teams can roster up to 5 eligible 10 year old players. Teams will be deemed a 10u team if 6 or more 10 year olds are on the roster.

9. Metal cleats are not permitted.

10. Teams must roster bat to the equal of the team with the fewest number of players. Every other player on the roster must play a minimum of 2 innings in the field and bat at least once per game. Penalty-Forfeit of game. You can roster bat your entire team if you choose. Coaches: keep in mind the mercy rule, all players must get the minimal playing time regardless of the amount of innings the game goes. Rosters are locked once season begins. If players are required to fill in for regular season or tournament games, they must be pulled up from an active Coach Pitch roster, and the player must be on the team (coach pitch) roster before the season begins.

11. Teams shall field a maximum of 10 players and a minimum of 7 players. If more than players are available; all must play as defined in rule 9.

12. If a player is ejected from a game and only 6 players remain, the game is forfeited. If a player is injured and only 6 remain, the game continues. A team may start a game

with a minimum of 7 players and add players later if they show up. An out will not be taken for the missing players in this case.

Pitchers

13A. Only the starting pitcher may pitch a maximum of 9 outs in a game.

13B. All other pitcher only have 6 outs a game.

14. Only the starting pitcher may re-enter in the same game.

15. **A player will start pitching every inning and at the start of each new at bat. If the pitcher draws a four ball count on the batter, the batter will not walk. Instead, the offensive team coach will come in and finish the at bat. When the coach comes in, the strike count on the batter remains the same and the umpire will still call strikes on the batter if they fail to swing at a pitch in the strike zone. Coach's pitch must be a flat (no more than 4' arc) pitch. Penalty is a repitch. Coach must pitch with one foot in contact with the pitching rubber (legal pitch). Batters will not foul out. NO bunting off of a coach pitcher and no stealing while a coach is pitching.**

16. Only 2 visits by a coach to a pitcher will be allowed per inning. Upon the second visit the pitcher must be removed.

17. A pitcher who hits 2 batters in an inning must be removed for the remainder of the inning. The pitcher may be re-entered in the subsequent inning only if he was the starting pitcher.

18. There will be no balks.

19. Any pitcher who hits a total of 3 batters must be pulled for the remainder of the game and cannot re-enter.

20. Fastball and change ups only are allowed (No Curve balls). It will be the umpire's discretion to determine if a pitcher is in violation of the rule. Once the umpire issues a warning, any subsequent illegal pitches from that pitcher will result in an ejection for that game only.

21. 19. In the case no outs are recorded by a pitcher 2 runs given up equals 1 out.

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Base Running

21. No leading off. A base runner can only advance to the next base once the ball has crossed home plate. Stealing home is not permitted on a past ball or other catcher/pitcher exchange error. Runners can steal 2nd and 3rd bases. Runners can only cross home plate on a hit from the batter or HBP.
22. The base runner will be called out if he leaves the base before the ball crosses home plate. There are no restrictions on base stealing (can steal on any count, any base). On a clean exchange from catcher to pitcher, the runner may not advance, on any base (delayed steal), if there is not a clean exchange, or an overthrow, the runner may advance. One warning will be given per team and thereafter runners will be called out.
23. A runner is out when.... The runner does not slide, or attempt to get around a fielder, who has the ball and is waiting to make a tag. There is no "Must Slide Rule". Depending on the severity or intent of the contact the player may be ejected, this is at the umpire's discretion.

Game Play

24. Games will consist of 6 innings. There will be a time limit of 1 hour and 50 minutes for minors, all regular season games only(does not apply to tournament games). Game time limit can be dismissed if both coaches agree prior to the start of the game. If there is a game following a Minor's game (8:00 for example), the game MUST have the time limit of 1 Hour and 50 Minutes. Game time is announced by the umpire and time should be kept by both the home plate umpire and home team head coach. Time limit will begin when the home team takes the field. Start time will be announced by the umpire and kept by the umpire and agreed upon by both team managers before the start of the game. No full inning will begin after the time limit is up, if the home team is winning, the bottom half of the inning does not need to be played. If the game is tied, regardless of the inning, the tie breaker rules will be followed until games completion, with no time limit.
25. A team may score no more than 5 runs in any given inning. When the 5 run total is reached, the inning will end and the opposing team will resume batting.

The 5 run rule will be suspended in the 6thinning. A team will not be limited to a run limit in either the top or bottom of the 6th inning, or any extra innings. This rule will be disregarded in a game that is over the time limit as described in Rule 23, including games that result in a tie.

26. The game is considered official after 5 innings or the home team is ahead after 4 1/2 innings have been played.
27. Infield fly Rule ***will not*** be applied.
28. No SLAP bunts are allowed, Slap bunts will result in a game ejection (slap bunt is a swinging motion of the bat in a bunt position). Fake bunts are allowed. If a batter shows bunt, he is prohibited from pulling back and swinging during that pitch. Taking a full swing after showing bunt will result in an ejection for that game only.
29. Batter cannot advance on a dropped third strike.
30. There will be a 15-minute grace period on all WCBA games. If a team cannot play after the grace period, the game will be ruled a forfeit, including tournament games. Games must start at scheduled times, unless mutually agreed upon by both coaches.

Let's not lose focus of why we are here. We are here for the children and let's set the example accordingly. Sportsmanship is a must for all players, coaches and parents.