

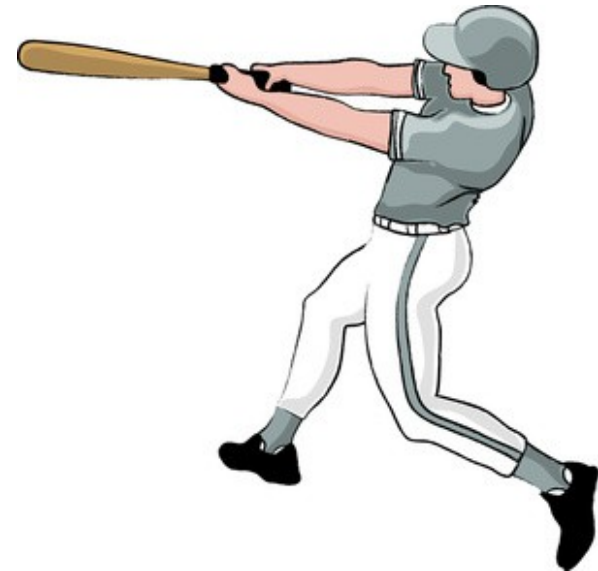
WATERTOWN PARK AND RECREATION



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Watertown Park and Rec Dept.*



YOUTH BASEBALL RULES

WATERTOWN PARK & REC DEPARTMENT YOUTH BASEBALL RULES

All Leagues

1. Except for the listed exceptions, official National Little League Baseball rules will apply.
2. The fielding team shall place **ten** players in the field if at least that many are in attendance. **Exception:** The Major and Minor League will play with **nine** players in the field.
3. A team must have at least nine (9) rostered players present to start the game or the game will be forfeited. A ten-minute grace period will be allowed from the scheduled starting time of the game. No exceptions will be made.
 - a. If during a game, a player becomes injured or ill and is forced to leave the game, a team may continue to play with no less than eight (8) players. The missing player will be considered an OUT when the player's position is up in the batting order.
 - b. If agreed upon by both teams head coaches, it is permitted for another player on the opposing team to assume the missing players position for rest of the duration of the game without penalty. The goal is to keep the game moving with regulation number of players.
4. Regulation game length will be 7 innings or when a specified time limit is reached. No new inning will start after time limit is reached. It is considered a complete game if:
 - a. Four innings have been completed.
 - b. The home team has scored more runs than the visiting team at the completion of the top of the fourth inning.
5. The umpires have the discretion to call the game on account of weather conditions.
6. No inning is to begin after the specified time limit unless the game

BILL OF RIGHTS FOR YOUTH ATHLETES

Right to participate in sports

Right to participate at a level commensurate with
each child's maturity and ability

Right to have qualified adult leadership

Right to play as a child and not as an adult

Right of children to share in the leadership and deci-
sion-making of their sport participation

Right to participate in safe and healthy environments

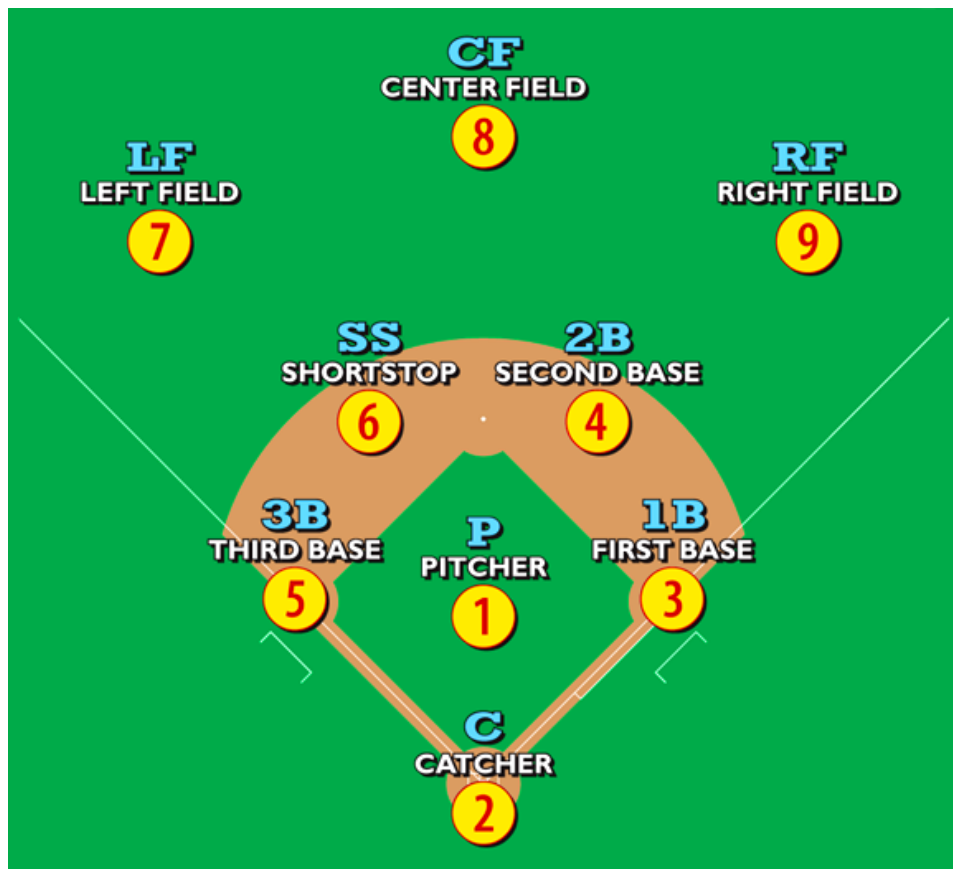
Right to proper preparation for participation in sports

Right to be treated with dignity

Right to have fun in sports



the inning ahead by 5 or more runs, the inning is over after the 8th batter has a hit. Play is dead and no more runs can score when the ball is in control of any infielder or the catcher.



is tied, then it will be played out.

7. Official time is kept by the umpires.
8. All team members are to be put in the batting rotation. This order cannot be changed. There is free substitution on defense and all players must play at least two innings in the field. Players arriving late must be placed at the bottom of the batting order.
9. REQUIRED PLAYER EQUIPMENT—NO METAL SPIKES ALLOWED—All jerseys/team t-shirts must be tucked in—all players must wear a baseball cap.
 - Defense
 - ☞ Athletic supporter and cup—all male players
 - ☞ Catcher's helmet and mask with "dangling" throat guard
 - ☞ NO skull caps—all catchers must wear their gear during pitcher warm-up, infield practice, while batter is in the box
 - ☞ All baseball catchers must use a catchers mitt
 - ☞ All catchers must wear chest protectors and leg protectors while batter is in the box
 - Offense
 - ☞ Helmet meeting NLLB/NOCSAE standards—all batters, base runners, and players in coaches boxes
 - ☞ Regulation-sized ball for the game and division being played.
 - ☞ Regulation-sized bat—(All Batters); must have bat marked with Bat Performance Factor (measures how fast the ball comes off the bat) 1.15 beginning in 2009
 - * Must have barrel diameter of 2 1/4"
 - * Must be no longer than 33"
 - ☞ Non-wood bats must have a grip of cork, tape or composite material and must extend a minimum of 10 inches from the small end. Slippery tape is prohibited.
10. To give all players an equal chance only bats, balls, helmets and catcher's equipment provided by or approved by the Recreation De-

- partment are to be used. Equipment which does not meet specifications must be removed from the game, but will not be grounds for a penalty or protest.
11. A protest will be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player. No protest will be considered on a decision involving an umpire's judgement. Protests can be made as follows:
 - a. Protesting manager shall notify the umpire before the succeeding play begins.
 - b. The protests must then be submitted by the protesting manager to the Park and Recreation Department in writing within 24 hours.
 12. Unsportsmanlike conduct will not be tolerated and may result in expulsion of player or coach from the game. Throwing of equipment will not be tolerated. Teams will be given 1 warning. Subsequent violations will result in ejection.
 13. Coaches are required to remain within the team's bench area or playing field at all times. One warning will be given. Subsequent violations will result in ejection.
 14. Any player who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered. If treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The length of time that is considered reasonable is umpire judgment. A removed player would be allowed to return after proper treatment is administered. If there is blood on a player's clothing, it must be changed before that individual may participate.
 15. Smoking and e-cigarettes (vaping) are not allowed in the field of play or the team bench areas.
 16. Other than the current batter, players are not allowed to be out of the team bench area with a bat in their hands. The on deck batter must remain in the bench area until he is called to bat.
- swings away or slaps at the ball. Penalty-Batter is called out and no runners may advance.
8. **No Advancement on Walks.** On walks, the Batter/Runner (B/R) may not advance to second base if the catcher returns the ball directly to the pitcher and the pitcher is on the rubber. The B/R is only protected, by virtue of the walk, to first base. If the B/R is off the base or running to second while the pitcher has the ball and is on the rubber, the B/R will be called out. If there is a play on another runner or there is a pass ball, then the ball is live and the B/R and all other runners may advance at their own risk.
 9. Stealing: The base runner may not leave his occupied base until the pitched ball has crossed home plate. After it has crossed the plate, he may advance at his own risk. If a runner leaves his occupied base before the ball has crossed the plate, he is out.
 10. OBSTRUCTION: When the fielder has the ball and is waiting to make the tag, the runner has two options:
 - a. Slide feet first
 - b. Attempt to go around the fielderThe runner will be called out for obstruction should be **deliberately and/or maliciously make contact** with the fielder—umpire decision. Head first sliding is not allowed unless the runner is returning to base and there is no "must-slide" rule.
 11. The infield fly rule will be used. Infield Fly Rule: In the judgment of the umpire, a fair fly ball can be caught by an infielder when there are runners on first, second, and third base and less than 2 outs, the batter is immediately called out and the runners may advance at their own risk.
 12. Helmets must be worn by all batters and base runners.
 13. In the event that a team gets ahead by 5 or more runs, there will be a limit to the number of batters (8) that will be allowed to bat in that inning. This will go into effect with the next batter after the run is scored that puts the team ahead by 5. If the batting team goes into

11. The infield fly rule will NOT be used.
12. In the event that a team gets ahead by 5 or more runs, there will be a limit to the number of batters eight (8) that will be allowed to bat in that inning. This will go into effect with the next batter after the run is scored that puts the team ahead by 5. If the batting team goes into the inning ahead by 5 or more runs, the inning is over after the 8th batter has hit. Play is dead and not more runs can score when the ball is in control of any infielder or the catcher.

MAJOR LEAGUE

1. Games will be played under a 2-hour time limit.
2. Pitching:
 - a. A pitcher may pitch no more than 3 innings per game.
 - b. Any appearance in an inning constitutes a full inning pitched.
 - c. Once removed as a pitcher, that player may not return as a pitcher.
 - d. Pitchers will not be allowed to wear any items on their throwing arm, wrist or hand that may hinder the batter's ability to see the ball.
3. Balks will be called, 1 warning **per pitcher**.
4. Conferences: Players may not confer with the pitcher at the mound without a coach being present. Coaches may confer with the pitcher once per inning. The pitcher must be replaced upon the second conference.
5. Drop Third Strike is in Effect: A runner may advance to first base on a dropped third strike by the catcher. If the batter/runner makes it to first base before being thrown out, batter/runner is safe.
6. Batters cannot be granted intentional walks without being pitched to.
7. Bunting is permitted. For safety reasons, slash bunts are prohibited. A slash bunt is when the batter shows a bunt then pulls back and

17. Players must be registered with the Watertown Park & Recreation Department.

GROUND RULES

1. Any ball hitting the screen behind home plate is in play and runners advance at their own risk.
2. On an overthrow, which goes out of the playing area entitles the runner including the batter runner to advance, without penalty or put out, two bases from the last base touched. **Exception:** on an overthrow which goes out of the playing area, the runner (s) shall not be allowed to advance to home. (Playing area boundary is designated by the second line running parallel to the base line).
3. Any ball hit out of the playing area is a dead ball.
4. Any fair hit ball that goes foul beyond 1st or 3rd base and goes out of the playing area limits the runner including the batter runner to two bases.
5. If a ball is caught in the playing area and taken out of the playing area, the batter is out and all base runners advance 1 base.
6. On a fly ball close to the out of play line, a fielder must have both feet in play when catching the ball to constitute a legally caught ball.
7. Any fair hit ball that strikes a tree or other obstruction in the playing area and comes to lie in a spot that hinders the fielder's ability to retrieve it entitles the batter runner and any base runner to 2 bases. Based on umpire's judgement.

TEE BALL

Note to Coaches: The Watertown Park & Recreation Department will not be supplying umpires for the Tee Ball games. Tee Ball is an instructional and developmental level and the department feels that the coaches can adequately supervise the games in this league. The team that is at bat should provide coaches at 1st and 3rd base who will call plays on the field. The bench coach should handle operations with the batter at home plate. Because of these arrangements, it is very important that the coaches know the rules and cooperate with each other.

1. Helmets must be worn by all batters and base runners.
2. Games will be played under a 1 1/4 hour time limit.
3. Game Format—Tee Ball scores will not be kept during games. The team at bat will bat once through its batting order or until three outs are made; whichever comes first. The last batter in the order is out and play is dead as soon as the ball is in control of any of the opposing infielders who are in the infield area.
4. Each player is given 3 swings to hit the ball off the tee into fair territory. A miss or foul ball counts as a strike. On the third strike the batter is out. Hitting the tube or knocking the tee over constitutes a strike. Batters should be encouraged to run out all hits unless the coach-umpire calls a strike.
5. Bunting the ball is not allowed.
6. Runners may not leave a base until the batter hits the ball.
7. Once a batter hits the ball and occupies a base, the ball must be returned to the catcher who in turn puts it on the tee. The coaches should keep the game going.
8. Base runners may not advance beyond the base which they are headed to or have reached when the ball is thrown to the catcher for either a play at home or putting it back on the tee.
9. A circle will be marked around the pitcher's rubber with a 6-foot radius designating the area a pitcher must occupy until the ball is hit.

MINOR LEAGUE

1. Games will be played under a 2-hour time limit.
2. Helmets must be worn by all batters and base runners.
3. Pitching: A pitcher may pitch no more than 2 innings per game. Any appearance in an inning constitutes a full inning pitched. The re-entry rule applies which allows a pitcher to be taken out and reinserted back into the pitching position in the same game, but shall be limited to one appearance per inning and one re-entry per game as a pitcher.
4. Pitchers will not be allowed to wear any items on their throwing arm, wrist, or hand that may hinder the batter's ability to see the ball.
5. Conferences: Players may not confer with the pitcher at the mound without a coach being present. Coaches may confer with the pitcher once per inning. The pitcher must be replaced upon the second conference.
6. No Drop Third Strike: A batter is out regardless if a third strike is caught or not caught by the catcher.
7. Batters cannot be granted intentional walks without being pitched to.
8. Bunting is NOT permitted.
9. Stealing is not permitted; however, a grace step is allowed as follows: A player may step off base after the ball crosses the plate, but must return immediately.
10. OBSTRUCTION: When the fielder has the ball and is waiting to make the tag, the runner has two options:
 - a. Slide feet first
 - b. Attempt to go around the fielder

The runner will be called out for obstruction should he/she **deliberately and/or maliciously make contact** with the fielder—umpire decision. Head first sliding is not allowed unless the runner is returning to base and there is no “must-slide” rule.

12. Base runners may not advance beyond the base they are headed to or have reached when the ball is thrown to and in possession of the player-pitcher.
13. After a hit ball (or at any other time), throwing of the bat is not allowed. Each player will be given one warning with an out resulting in the second offense.
14. OBSTRUCTION: When the fielder has the ball and is waiting to make the tag, the runner has two options:
 - a. Slide feet first
 - b. Attempt to go around the fielderThe runner will be called out for obstruction should he/she **deliberately and/or maliciously make contact** with the fielder—umpire decision. Head first sliding is not allowed unless the runner is returning to base and there is no “must-slide” rule.
15. The infield fly rule will NOT be used.
16. Standings and Awards

- a. Pee Wee: This is intended to be an instructional program, not a competitive league. Standings will not be kept and awards will not be given.
- b. Rookie: This is intended to be an instructional program, not a competitive league. Standings will not be kept and awards will not be given.

10. An arc from the 1st base foul line to the 3rd base foul line with a 6-foot radius will be marked. If a hit ball does not go outside this area, it shall be considered a foul ball.
11. The batter must keep his back foot stationary when preparing to swing or swinging at the ball. A running start is not allowed. Batter’s box restrictions apply.
12. After a hit ball or at any other time, throwing of the bat is not allowed. Each player will be given one warning with an out resulting in the second offense.

PEE WEE AND ROOKIE

Note to Coaches: Pee Wee and Rookie are instructional and developmental levels. The difference between the two is that Pee Wee is Coach Pitch with emphasis on hitting development. Rookie League is Player Pitch with emphasis on hitting and pitcher/catcher development.

1. Helmets must be worn by all batters and base runners.
2. Umpires
 - a. Pee Wee League: Umpires will not be used for these games. The department feels that the coaches can adequately supervise the games in this league. The batting team should not provide coaches at 1st and 3rd base who will call plays on the field. Because of these arrangements, it is very important that the coaches know the rules and cooperate with each other.
 - b. Rookie League: A base umpire will be used for games played in this league. The umpire will make calls at all bases including home. **Strike zones will be generous (shoulder to knee) to encourage hitting—agreed upon by both coaches prior to game.**
3. Games will be played under a 1 1/2 hour time limit.
4. Teams are responsible for keeping their scores. Coaches should

- confirm scores after each inning.
5. In the event that a team gets ahead by 5 or more runs, there will be a limit to the number of batters eight (8) that will be allowed to bat in that inning. This will go into effect with the next batter after the run is scored that puts the team ahead by 5. If the batting team goes into the inning ahead by 5 or more runs, the inning is over after the 8th batter has hit. Play is dead and no more runs can score when the ball is in control of any infielder or the catcher in the infield area.
 6. A batter is out after 3 swinging strikes. *Pee Wee—after the 3rd strike, the batter will then hit off the tee.*
 7. No bunting or base stealing is allowed.
 8. Runners may not leave a base until the batter hits the ball.
 9. Pitcher:
 - a. Pee Wee League: The pitcher shall be a representative of the batting team and must be an adult. He/she should be equipped with a glove for protection. If the ball is hit back to the pitcher in such a fashion that cannot get out of the way, for protection may know the ball down. Play will continue as the ball is live. The pitcher may pitch overhand or underhand to guarantee control and may pitch from the pitching rubber or move closer-but no closer to the batter than 24 feet. The fielding team shall have a player positioned behind the pitching rubber, but within 3 feet of it for the purpose of fielding. A batter will receive 3 pitches from the pitcher then hit off the tee if ball is not in play. A batter is out after three swinging strikes and at a failed attempt to hit off the tee. A circle will be marked around the pitcher's rubber with a 6-foot radius designating the area the player-pitcher must occupy until the ball is hit. The player-pitcher must take a position within this circle and behind the pitching rubber until the ball is hit.
 - b. Rookie League: Pitching will be done by a player of the

- team that is batting. Pitchers in this league must pitch from the rubber and must use overhand delivery. **Exception: Coaches agree to move pitcher up.**
10. Catchers: The fielding team shall have an equipped catcher to handle all catching duties. **Exception: Pee Wee League Only: The fielding team shall have an adult representative positioned behind the catcher to back up missed pitches.**
 11. Rookie League: **Strike zones will be generous to encourage hitting. Emphasis is on hitting. Coaches agree.**
 - a. No Walk Rule: There will be “NO” walks issued to batters. After receiving a fourth ball, the batter will get (3) three pitches (regardless of strike count) to put the ball in play by a representative pitcher of the batting team and must be an adult. Upon receiving third and final representative pitch, the batter must swing or will be called out. If this pitch is hit foul the batter will continue to receive pitches until he/she hits a fair ball. The batter will be out on a swing and a miss, or does not swing.
 - b. Representative Pitcher should be equipped with a glove for protection. If the ball is hit back in such a fashion that they cannot get out of the way, for protection may know the ball down. Play will continue as the ball is live. The representative pitcher may pitch overhand or underhand to guarantee control and may pitch from the pitching rubber or move closer-but no closer to the batter than 24 feet. The fielding team shall have a player positioned behind the pitching rubber, but within 3 feet of it for the purpose of fielding. A batter is out after three swinging strikes. A circle will be marked around the pitcher's rubber with a 6-foot radius designating the area the player-pitcher must occupy until the ball is hit. The player-pitcher must take a position within the circle and behind the pitching rubber until the ball is hit.