

****ZERO TOLERANCE****

**WEST SENECA YOUTH BASEBALL ASSOCIATION
RULES AND REGULATIONS**

Updated 2010

A. INTRODUCTION

1. The West Seneca Youth Baseball program is made possible through the West Seneca Recreation Department with the cooperation of the Town Board, School Board, West Seneca Buildings and Grounds Department, and the volunteer managers and coaches of the West Seneca Youth Baseball Association.
2. The basic aims of the West Seneca Youth Baseball program is to stimulate interest, competition, and to provide an opportunity for every child who wants to play baseball.
3. The program is not interested in developing championship teams as such. The concern is with the development of a large number of teams, with each team competing with another of relatively equal playing ability while obtaining the maximum health and citizenship values from the game.
4. The rights of every player will always be protected and exploitation of any child will be prevented.
5. The purpose of the program does not include "pirating" of star players or the "loading" of teams. It is primarily to promote baseball for the benefit and enjoyment of everyone. To this end, the West Seneca Recreation Department and the West Seneca Youth Baseball association welcome whole heartedly all managers with the same aim in mind.

B. RULES AND REGULATIONS

1. All the rules and regulations contained herein are approved and enforced by the West Seneca Recreation Department. They are subject to change at any time by the Recreation Department, if such change is determined in the best interest of the baseball program.
2. With the exception of the above, changes in the rules and regulations can only be made annually. The Board of Directors will assume responsibility for maintaining, updating and interpreting the rules, with final approval by the Recreation Department.
3. Suggestions for possible rule changes during the course of the season will be referred to the Board of Directors for further study, evaluation and recommendations.
4. Rule changes suggested by any Team Manager will be submitted to the Board of Directors for approval. The rules and regulations for the upcoming season will be distributed to league managers at either the player draft or the coaches meeting.
5. **No coaches' agreements will be tolerated.** All coaches shall abide by the rules set forth by the Association. Any coaches in violation will be subject to a hearing with the BOD.
6. Game play shall be governed by the Official National League rules that are in effect, except as specifically provided for by this Association's Rules and Regulations.

C. TERMS & DEFINITIONS

1. **West Seneca Youth Baseball Association** - The Association governed by these Rules and Regulations organized and dedicated to promote youth baseball in the Town of West Seneca.

2. **Recreation Director** - An appointed Town Official who oversees all recreational activities in the Town of West Seneca, including the West Seneca Youth Baseball Program.
3. **Board of Directors** – The BOD investigates, hears complaints and charges against managers or players concerning conduct within the league and recommends an appropriate course of action.
4. **Rules Committee** - A committee of three Board of Directors whose purpose is to review the rules and get feedback from coaches and parents during the course of the year. The Rules Committee will interpret rules during the year for the association, but under no circumstance will the Rules Committee make the final decision in dispute. This is solely the responsibility of the BOD. Also, the Rules Committee will make suggestions to the association for approval.

D. LEAGUE OFFICERS

1. **Board of Directors** – Governs and provides leadership for the association. The board of Directors shall meet on a monthly basis at such time and place determined by the President. The presence of a number of board members sufficient to constitute a quorum shall be necessary for the transaction of business at any monthly meeting. For purposes of this section, a majority of the board members shall constitute a quorum at the meeting, and a majority of the board members present shall be entitled to (1)vote.

Meetings may be called by the President or Secretary or upon written request of at least Five(5) members of the Board of Directors.

The Board of Directors, by a majority vote of those present at any duly constituted meeting or telephonic/internet communication when appropriate, shall have the authority to suspend, discharge, or otherwise discipline any member, manager, coach, player, league official, umpire or other person whose conduct is considered detrimental to the best interests of the league. Any adult involved shall be informed of the general nature of the charges and given an opportunity to answer such charges.

The duties of the Officers, League Coordinators and Chairpersons of the league are as follows:

2. **President** – The president, as Chief Executive officer of the league, shall be charged with the responsibility of presiding at all meetings of the league membership and at all meetings of the Board of Directors; shall have the authority to engage in or enter into contractual capacity on behalf of the League; shall serve as the Chief Executive Officer of the League; shall supervise the league’s affairs and activities; shall chair the Manager Selection Committee; shall make an annual report thereon to the members; shall transmit all records to any person elected to succeed him or her in that office; and shall perform such other duties as are normally associated with the office of President.
3. **Vice President** – The Vice President shall be charged with the responsibility of assisting the President in the performance of the President’s duties; shall preside at the meetings in the absence of the President; shall have the authority to engage in or enter into contractual capacity on behalf of the league in the absence of the president; shall transmit all records to any person elected to succeed him or her in that office; shall perform such other duties as may be assigned by the president.
4. **Secretary** – The secretary shall be charged with the responsibility of custody of the rules, and all other official records and/or documents of the league; shall keep an accurate and permanent record of the meetings and other activities of the league and of the board of Directors; shall give notice of all regular and special meetings of the Board of Directors; shall be responsible for correspondence on behalf of the league; shall transmit all records to any person elected to succeed him or her in that office; and shall perform such other duties as may be assigned by the President.
5. **Treasurer** – The Treasurer shall be charged with the responsibility of all finances of the League; shall keep an accurate account of all funds received and disbursed for the league; shall submit a financial report at all regular meetings and at such other times as may be requested by the President; shall compile an annual report of League Finances; shall provide the books of the league and such other documentation as requested to the BOD for annual financial examination; shall administer the League’s

insurance needs; shall transmit all financial records to any person elected to succeed him or her in that office; and shall perform such other duties as may be assigned by the President.

D. MANAGERS

1. Any adult person (male or female) over 21 years of age, with unquestionable character is eligible for selection by the **Board of Directors** to serve as a manager in the program.
2. Any prospective manager under the age of 21 must be recommended by the Association's **Board of Directors** and approved by the **Recreation Director**.
3. Any manager removed from a game by an umpire shall be reported to the **Umpire Coordinator** or **League President** and suspended from the team's next game. A second offense will result in expulsion from the league.
4. Any manager or assistant whose conduct has been deemed detrimental to the best interest of good sportsmanship and fair play among the players of his team or other teams, may upon written complaint stating reason, date, and any other pertinent information, be subject to a closed hearing by the **Board of Directors** and, upon sufficient evidence, be subject to disciplinary action. Any manager, umpire, parent or other concerned party, may make a complaint
5. Any disciplinary action decided upon by the **Board of Directors** against a manager or a player may be appealed to the **Recreation Director** in writing within 72 hours. However, the Board's decision will stand and the disciplinary action will be in effect until the appeal is heard.
6. It is the obligation of each and every manager to know and uphold the league **Rules & Regulations** as well as those in the **Official Baseball Rulebook**.
7. Only the team **Manager/Coach** shall be allowed to discuss an umpire's decision with the umpire. If a team's **Manager/Coach** is not present at any games then one of the team's assistant coaches will be designated as the coach who may approach the umpire. This designation will be announced to the umpire during the ground rules or prior to the first pitch.
8. Managers are responsible for the proper use, maintenance and return of equipment owned by the league, as directed by the **Board of Directors**.
9. Managers are responsible for the conduct of their players, coaches and teams spectators during games. Managers may discipline a player for misconduct, provided the manager has informed the player of the misconduct and warned them of possible discipline. Managers must notify the **Board of Directors** of such disciplinary action verbally or in writing immediately. (Abuse of authority by any manager or assistant will result in suspension). The **Board of Directors** may suspend a player following an investigation of the situation/issue.

E. MANAGERS CODE OF ETHICS

1. Conduct yourself as a gentleman. Children often pattern themselves after the adults they are associated with. Set a good example.
2. Develop control over your emotions and speech. Show good sportsmanship and teach it to your players. Remember these are only young children.
3. Substitute managers should be responsible adults. The conduct of your team is a direct reflection upon you and your ability as a manager.
4. No player is expected to give more than they have. No player should be unfairly criticized as long as he or she tries his or her best.

5. Every **Manager** is expected to give each child on his team an opportunity to play in all games provided the player has been faithful in team practice and attention. (Note: If an individual player has not played in two consecutive games, an investigation by the **Board of Directors** may be requested by any concerned party.

F. AGE REQUIREMENTS AND DIVISIONS

1. December 1st of the preceding year shall be the deciding date for all House Divisions, except Tee-Ball & Senior division. In the Tee-Ball division, participants must be (5)five years of age by the start of the season. Senior division players cannot turn (19)nineteen years of age before June 1st of that years season.
2. A younger player may play in a division at his request, but an older player may never play in a younger division.
3. Each division will have a **Rainout/Division Coordinator**, appointed annually by the **Board of Directors**, who assists the organization and the running of the division. The **Rainout/Division Coordinator** serves as intermediary between the division and the **Board of Directors & Town Recreation Department**.
4. Divisions shall be comprised of teams meeting the following:

Tee-Ball	Must be 5 Years of Age before the start of the season & Cannot be 8 before Dec. 1 previous year
Grasshopper C	Cannot be 9 before Dec. 1 previous year
Grasshopper B	Cannot be 10 before Dec. 1 previous year
Grasshopper A	Cannot be 11 before Dec. 1 previous year
Midget	Cannot be 13 before Dec. 1 previous year
Juniors	Cannot be 16 before Dec. 1 previous year
Seniors	Cannot turn 19 before June 1 st of that season
5. An under aged player must have played in the division immediately below the division he wants to play in this year last year in order to play in that division. This rule may be waived by the **Board of Directors** at the request of a coach in said division. The coach must then take this player on his team.
6. Players may play in more than one division if age eligible. All fees apply for every registration form a player submits.

G. REGISTRATION

1. All players must be registered with the Association and the Town Recreation Department at the start of the season on one of the designed Baseball Registration Days. All players registering on these three days of open registration are guaranteed a place on a team.
2. At least three (3) registration dates will be held each year in January or February and in no event later than March 1st.
3. The League Draft will be held annually no later than March 31st.
4. Baseball Registration will be open for anyone willing to play in the West Seneca Youth Baseball Association according to league rules.
5. **Late registrants** will be accepted after the three-day open registration at the discretion of the Association and the Recreation Director. Late registrants are not guaranteed that they will be placed on a team. Also, late registrants will not be accepted after the league draft without first being considered by the **Board of directors**.

6. Anyone found playing who has not been registered will be declared ineligible and the team will forfeit all games in which the player participated. The player, manager, and/or the team may be subject to additional disciplinary action as adjudicated by the **Board of Directors** and the **Recreation Department**.
7. The following will be required at the time of registration:
 - a. Completed application
 - b. Proof of age
 - c. Proof of residency
 - d. West Seneca Town I.D. card
 - e. Payment of all fees
8. **Refunds** – If a player withdraws from the league prior to the draft and the formation of teams, then the player shall receive a full refund. If a player withdraws from the league prior to the start of the season, but after the draft and the teams have been formed, the player shall receive a 50% refund. **Once the season begins, there will be no refunds.**
9. **Late Registration Fee** – An assessment of \$10 per player registered will be collected at the time of late registration. Late registration will be defined as the sign-up having occurred after any scheduled and publicized registration date(s).
10. **Out-Of-Town** – There are no requirements for out of town registrants. Plus there are no restrictions when drafting out of town players. However, the Board of Directors does have the right to intervene if in their opinion a coach may try to load a team.
11. Any player added to a roster after that year's player draft for any reason, may not be frozen by that team the following year.
12. The selection of players for teams shall be governed by the schedule titled **Rules Governing Player Draft** attached to the end of these Rules and Regulations.

H. REGULATION GAME

1. All regulation league games with the exception of Grasshopper C division will be seven innings in duration. A regulation Grasshopper C game shall be 6 innings.

****Exceptions to this Rule will be for the following:**

 - a. WSYBA Umpire calls game. **(WNY Umpires see Juniors & Seniors rules for definition).**
 - b. A 15-run rule will be invoked after four (4) full innings, or if the home team is up by 15 runs in 3-1/2 innings.
 - c. The home team has scored more runs in six innings than the opposing team has scored in seven innings. **Five innings for Grasshopper C.**
 - d. The home team scores the winning run in the seventh inning before the inning is completed. **Sixth inning for Grasshopper C.**
 - e. The score is tied after the seventh inning. **Sixth inning for Grasshopper C.**
2. If a game is called by the umpire due to rain, darkness or other causes which in the umpire's discretion interferes with further play, it is a regulation game if:
 - a. At least four (4) full innings have completed or the home team has scored more runs in three (3) innings than the opposing team has scored in four (4) innings.
3. Games started but not meeting the above criteria for a regulation game must be replayed from the beginning. The **Board of Directors** may waive this rule if it affects the start of the league playoffs.
4. When the score is tied at the end of seven (7) innings, (6)six for Grasshopper C the game shall go into extra innings until a verdict is reached or the game is called by the umpire due to time limit.

5. If a tie remains after the game time limit has passed then each team will receive 1(one) point in the standings and the game will not have to be completed. (2pts is awarded to a winning team).
6. For the safety of the Players, no new inning for Monday – Friday with start times of 5:45 or 6:15pm, excluding Grass C, will start after 8:00 or 8:30pm. No new inning for Grass C will start after 8:15pm. The team that is leading will be declared the winner of the game. If tied see rule 5.
 - **The Umpire and not the Coaches will keep the Official Game Time****
 - **A new Inning Starts when the Third Out of a inning has been made****
7. To be consistent with Section H (6) above, for day games no full inning will start after two (2) hours and 15 minutes after the scheduled start of the game in all divisions except for Tee-Ball and Grass C, where the time limit shall be two (2) hours.

I. CANCELED GAMES

1. The **Recreation Department** has the authority to cancel games due to weather up to 4:00pm the day of games. Games canceled by the Recreation Department will be reported on a tape-recorded message. Rainout info can also be found on the homepage of the league website after 4:00pm.
2. In the event there is no tape-recorded message or info on the league website homepage by 4:00pm then the game coaches shall meet at their scheduled diamond and determine if the condition of the playing field will allow teams to play. Coaches will if games are canceled early enough notify the **Umpire Coordinator** or the game umpire of any cancellations.
 - No Grounds Keeping of Any WSYBA Field is Allowed. Exceptions WEEKENDS**
3. No team or baseball player is permitted on any diamond that is unsafe, wet, dangerous or otherwise detrimental to play on.
4. **Schedules must be followed. Postponements** may be granted to managers 48 hours prior to the scheduled start of the game and agreed to by all of the following:
 - a. The opposing Manager
 - b. The Division Rainout Coordinator
 - c. League President
5. The **Division/Rainout Coordinator** in conjunction with the **Recreation Department** shall reschedule all canceled and postponed games. No coaches are permitted to call the **Recreation Department** unless directed by the **League President**.

J. LEAGUE RULES

1. The Board of Directors will determine all rules applicable to determining regular season standings and any playoff arrangements and announce these prior to the start of the regular season.
2. Playing in violation of **League Rules** shall result in forfeiture of all games involved.
3. All divisions will use regulation-sized baseballs with the exception of Instructional Tee-Ball and Grasshopper C.
4. All league games shall be played under the guidance and jurisdiction of the West Seneca Recreation Department represented by the Recreation Director and the Association's Board of Directors.
5. A **Regularly Scheduled WSYBA** game between two (2) organized teams has priority use of the diamonds.
6. Only registered players & coaches shall be permitted on the playing field while the game is in progress.
7. Smoking will not be permitted on the playing field by any person during a regular game.

8. The use of/or possession of Alcoholic Beverage or Illegal Drugs on public property is **Extremely Forbidden**.
9. Both Teams shall forfeit all league games played on a diamond where bases or pitching distance has been changed by mutual agreement of managers.
10. Pitchers pitching to a minimum of one batter constitutes a full inning, however, if said pitcher is taken out and then returns to pitch to another batter in the same inning, he can only be credited with one full inning of pitching. A pitcher who is taken out from the pitcher's position at any time during the game may only return to pitch one additional time. If he is removed from the pitcher's position again, he cannot pitch again even if he has not pitched the full amount of innings permitted by these Rules and Regulations.
11. **Player's full (first and last)** name must appear in the scorebook.
12. Any player removed from a game by an umpire shall be reported to the **League President & Director of Umpires** immediately following the game. Players removed shall be suspended from that team's next game. Including post season play. A second removal will be reviewed by the **Board of Directors** and may result in expulsion from the league. **Player suspensions shall carry over to the following season if registered, and players current season has been completed.**

Any Disciplinary action may be appealed as per rule D (5)

13. When an ejected player's turn comes up in the batting order an automatic out shall be called. The opposing team cannot intentionally walk the batter preceding the ejected player's position in the batting order.
14. The winning team manager shall be responsible for sending the results to the Web site (www.wsybaseball.org) within 24 hours.
15. Games played with ineligible players will be subject to a forfeit.
16. Failure to meet the age requirements will result in forfeiture of all games the player participated in.
17. A team may start and finish a game with only eight players. If additional players arrive after the game starts, they may be added at the end of the order.
18. A team in a higher division may use a player(s) registered with the Association and currently playing in a lower division in order to avoid a forfeit or field 9(nine) players. Such a team must inform the opposing team and umpire before the start of the game. Such player must bat last in the lineup and is not eligible to pitch in the game. No Call-Up players can be added to avoid a forfeit once the game has started.
19. Plastic or rubber spikes and sneakers will be allowed in all divisions. **Under no circumstances will metal spikes be allowed.**
20. Roster sizes will range from 11-14 players. Players from a lower division may be brought up as a substitute player to avoid a forfeit. See Rule J (18) for details.
21. Each and every player on the team must play at least two (2) complete innings in the field as a defensive player at a game for which he/she is present in all divisions in the West Seneca Youth Baseball Association. All players will be represented in the batting order for the entire length of the game.
22. All equipment purchased by a team using team moneys, given by the Recreation Department or by the Association must be returned at the end of the season.
23. No head first slides will be allowed in the Midget division on down. Any player attempting a head first slide will be out.

24. All players in Grasshopper B and higher that are playing the catcher position must wear a catcher's glove as per the Official Baseball rules. A violation of this rule will constitute a forfeit by the team in violation.
25. A player who has left the batting order due to injury or illness (not ejected) shall not be declared out when his/her turn in the batting order comes up. Injured players may re-enter the game in their original position and batting order if the player is okay to do so.
26. The game umpire shall give one warning to a team when there is an intentionally thrown bat or piece of equipment. Any batter from the team that was warned will be out and ejected from the game the next time a bat or piece of equipment is thrown. The ball is dead, and there will be no advancement of the runners. ****Instructional Tee-Ball is exempt from this rule.***

27. No fake tags will be permitted. **A fake tag is considered Obstruction.**

28. **Collision Avoidance Rule** – This rule is in force for any runner at any base when the ball is in the glove (in possession) of the fielder and he is attempting to make a tag. In this instance, THE RUNNER MUST ATTEMPT TO AVOID A COLLISION WITH A FIELDER. If not, the runner is declared out!

If a deliberate attempt to injure is determined by the umpire, the runner is out and ejected from the game and a report must be made to the Board of Directors for further disciplinary action consistent with these rules

It should be noted that a fielder while NOT in possession of the ball and not attempting to field the ball, might be guilty of obstruction if that fielder impedes the progress of a runner.

It is entirely up to the judgment of the Umpire as to whether a fielder is in the act of obstructing a runner.

29. **Obstruction Rule** – Obstruction is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner.

If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball he may be considered "**In The Act Of Fielding A Ball.**" It is entirely up to the judgment of the umpire as to whether a fielder is in the "Act Of Fielding" the ball. After a fielder has made an attempt to field a ball and missed he can no longer be in the "**Act Of Fielding**" the ball.

Example – An infielder dives at a ground ball and the ball passes him and he continues to lie on the ground and delays the progress of the runner, he very likely has obstructed the runner.

****Interference and obstruction are tough judgment calls so the decisions solely up to the umpire.**

SPECIAL DIVISION RULES

K. INSTRUCTIONAL TEE-BALL

1. **Players** - All players from the defensive team shall at one time play the field.
2. **Late Participants** – Upon arrival shall be inserted at the end of the batting order. They must also play in the field per rule #1.
3. **Game Length** – 3 Innings.
4. **Batters** - Both teams will bat the entire bench with equal number of batters from both teams. The team with the larger roster will determine the number of batters in the game.
5. **Strikeouts & Stealing** - There are no strikeouts and stealing.
6. **Runners** - Runners cannot leave the base until the ball is hit.
7. **Infield Fly Rule** - does not apply.
8. **Standings** - There will be no standings for this division, as it is to be used as an **Instructional Division**.
9. **Hitting** - A ball hit off the tee must travel nine (9) feet onto the infield. The coaches will determine a dead ball if the bat only makes contact with the Tee.
10. **Overthrows** – Runners may advance to any base in the field o play. Runners **CANNOT** advance on overthrows out of play from the infield or outfield. Base runners receive the base they are heading to and then stop.
11. **Baseballs** – Baseballs Marked **TEE BALL** will be the only ball used for Games & Practices. No hardballs.
12. **Bats** - Players may only use metal or wood bats marked TEE BALL. The bat handle must be gripped or tapped for the bat to be considered legal.
13. **Diamonds** - Teams will play on 60-foot diamonds.
14. **The Ball is Dead and Runners Cannot Advance When**
 - a. The Ball is hit in the infield and the initial pay is over.
 - b. The Ball is Hit to the outfield, the lead runner cannot advance past the base he/she is running to once the ball is in the infield surface.
 - c. Once the manager or coach determines possession, runners may not advance. Runners must return to the last base they touched. (**No Halfway Rule Please**).
15. **Pitching** - During the second half of the season, coaches may throw 5 underhand pitches to each batter. After 5 pitches, the child must hit off the tee.

L. GRASSHOPPER C

1. **Players** - Ten players will be allowed to play the field, 6 infielders and 4 outfielders. All players must play at least two innings in the infield if more than 3 ½ innings is played.
2. **Late Participants** – Upon arrival shall be inserted at the end of the batting order. They will also play the field. This includes any and all suspended games that are completed.
3. **Substitution** – Free substitution of players will be allowed. The batting order will not be affected because of rule 5, which requires teams to bat the bench.
4. **Baseballs** – Level 5 baseballs will be the only acceptable game ball. Any team using another ball during games will be in violation and shall be subject to forfeiture.
5. **Batters** – Teams will bat the entire bench.
6. **Foul Ball Arc** – A (5)five foot foul ball arc will be drawn from the 1st base foul line to the 3rd base foul line. Distance is measured from home plate. A ball is considered a hit if it travels outside the arc area. A ball is foul if it comes to rest inside the arc. Official baseball rules apply to a ball that stops on the line, i.e, foul ball rule.
7. **Bats** – Players may not use a bat with a diameter larger than 2 ¼". The bat handle must be gripped or tapped for a bat to be considered legal. There is no restriction on the weight-size differential for 2 ¼" bats.
8. **Bunting, Strikeouts & Stealing** – Are not allowed. Runners cannot leave the base until the ball is hit.
9. **Innings & Outs** – An inning will consist of 3 outs or 9 runs scored, whichever comes first.
10. **Infield Fly Rule** – does not apply in this division.
11. **Diamonds** – Teams play on 60-Foot diamonds, with 46 feet pitching distance.
12. **Runners – Cannot Advance**
 - i. On a ball hit in the infield after the initial play is over and the ball is in the possession of the infielder on the infield surface.
 - ii. On a ball hit to the outfield, the lead runner cannot advance past the base he is running to once the ball is in the possession of an infielder on the infield surface.

The infield surface shall be defined as the area inside the base paths.
13. **Lead-Offs** – There are no Lead-Offs
14. **Overthrows** – Runners **CANNOT ADVANCE ON OVERTHROWS OUT OF PLAY** from the infield or outfield.
15. **Pitching** – An adult coach will pitch to all batters until the batter hits the ball or **(10)Ten Pitches** has been thrown to a batter. If the batter has not hit the ball in fair territory at this point then he/she will sit down and lose there at bat. No out will be charged against the team.
16. **Pitchers Position** – Players playing the pitchers position must stand next to or within (5)Five feet but never in front of the pitching rubber regardless of where the coach is pitching. He must remain in this position until the batter hits the ball.
17. **Back-Up Catcher** – An adult or youth non-player may be used to act as a back-up catcher. This person may not coach or direct any players involved in the game while acting in this capacity.

M. GRASSHOPPER B/A

1. **Players** – Only nine players at one time will play the field.
2. **Late Participants** – Upon arrival shall be inserted at the end of the batting order. They will also play the field. This includes any and all suspended games that are completed.
3. **Substitution** – Free substitution of players will be allowed. The batting order will not be affected because of Rule 4, which requires teams to bat the bench.
4. **Batters** – Teams will bat the entire bench.
5. **Bats** – Players may not use a bat with a diameter larger than 2 ¼". The bat handle must be gripped or tapped for a bat to be considered legal. There is no restriction on the "weight-size differential" for 2 ¼" bats.
6. **Bunting** – Bunting is strictly prohibitive in the "**PUJOLS & CABRERA**" divisions.
Bunting is allowed in the "**SIZEMORE**" division.
7. **Stealing** – Stealing is prohibited in the "**PUJOLS & CABRERA**" divisions. However a runner may advance when the ball is thrown to a base for the purpose of playing on a runner.
Stealing is allowed in the "Sizemore" division. A base runner may only steal second and third base on a pitched ball. However a base runner may advance at his/her own risk if they or any other base runner is played on. There is no stealing of home base unless a play is made on any of the base runners.
8. **Lead-Offs** – There are no lead offs. The base runner is out when he fails to keep contact with the base to which he is entitled until a pitched ball has crossed home plate.
9. **Drop Third Strike** – Not allowed in the "**PUJOLS & CABRERA**" division.
Drop third Strike will be in effect for the "**SIZEMORE**" division when **50%** of games have been played. (**Coaches Decision**). A runner may attempt to go to first base on a dropped third strike. (**See Official Baseball Rules**).
10. **Infield Fly Rule** – Does not apply for the "**PUJOLS, CABRERA & SIZEMORE**" divisions.
11. **Runners** – A runner may score only on a batted ball walk or if any runner on any base is played on.
12. **Innings** – An inning will consist of three outs or 9 runs scored, whichever comes first.
13. **Diamonds** – Teams will play on 60-foot diamonds, with 46-foot pitching distance.
14. **Outs** – Three strikes are out; this means that a batter may not go to first base on a **dropped, called, or swung third strike**. **See Rule 9 "Drop Third Strike"** for explanation in the "**SIZEMORE**" division.
15. **Pitching** – No pitcher may pitch more than (4)Four innings per game. A pitcher that pitches one pitch is considered to have pitched a full inning. A pitcher that was taken out and brought back in the same inning is considered to have pitched one full inning, not two. Also the second pitcher is considered to have pitched one full inning. **See Rule Section J (10)** regulating the number of times a pitcher may return as a pitcher after being removed.
16. **Balks** – There is no balk penalty.

N. MIDGET

1. **Players** – Only (9) nine players at one time will play the field.
2. **Late Participants** – Upon arrival shall be inserted at the end of the batting order. They will also play the field. This includes any and all suspended games that are completed.
3. **Substitution** – Free substitution of players will be allowed. The batting order will not be affected because of Rule 4, which requires teams to bat the bench.
4. **Batters** – Teams will bat the entire bench.
5. **Bats** – Players may not use a bat with a diameter larger than 2 ¼". The bat handle must be gripped or tapped for a bat to be considered legal. There is no restriction on the "weight-size differential" for 2 ¼" bats.
6. **Bunting** – Bunting will be allowed.
7. **Innings** – An inning will consist of three outs or 9 runs scored, whichever comes first.
8. **Diamonds** – Teams will play on 75-foot diamonds, with 52-foot pitching distance.
9. **Pitched Innings** - No pitcher may pitch more than (5) five innings per game. A pitcher that pitches one pitch is considered to have pitched a full inning. A pitcher that was taken out and brought back in the same inning is considered to have pitched one full inning not two. Also the second pitcher is considered to have pitched one full inning. **See Rule Section J (10)** regulating the number of times a pitcher may return as a pitcher after being removed.
10. **Pitchers** – Pitchers should pitch from the stretch position with runners on base as defined in Official Baseball Rules.
11. **Balks** – Balks are in affect and will be called. Coaches may elect in the pre-game meeting to use a warning the first time in the game that the pitcher makes a balk move. This election may be used only in the first round of games in the season. The warning is for the pitcher only. Each pitcher is allowed one warning. If elected at the start of the game, the warning must continue for the entire game. The umpire should be notified of this election at the start of the game. There will be no Official Protests allowed on this rule.
12. **Dropped Third Strike** – A runner may attempt to go to first base on a dropped third strike. (See Official Baseball Rules).
13. **Stealing** – At all bases. A base runner may only steal home on a passed ball, wild pitch or when the catcher throws the ball back to the pitcher. The base runner may never try to steal home on a pitched ball. If the base runner does he shall be declared out.
14. **Lead Offs** – Runners may take a normal Two Side-Step leadoff from any base.
If the pitcher delivers the ball from the Wind Up Position the runner may:
 1. Steal any base except home as soon as the pitcher starts from this position per Official Baseball Rules.If the pitcher delivers the baseball from the Stretch Position the runner may:
 2. Start to advance to the next base from his lead-off position after the pitcher releases the ball. A runner who starts to advance to the next base from his lead-off position before the pitcher releases the ball shall be declared out. This will be considered a dead ball situation and the pitch made will not count regardless of the outcome. **Coaches may elect to give a warning for the first offense. The umpire must be made aware of this agreement during ground rules**

O. JUNIORS & SENIORS

1. **Players** – Only **(9) nine** players at one time will play the field.
2. **Late Participants** – Upon arrival shall be inserted at the end of the batting order. They will also play the field. This includes any and all suspended games that are completed.
3. **Pitchers** - No pitcher may pitch more than **(7) seven** innings. A pitcher that pitches one pitch is considered to have pitched one full inning. A pitcher that was taken out and brought back in the same inning is considered to have pitched one full inning not two. Also the second pitcher is considered to have pitched one full inning. **See Rule Section J (10)** regulating the number of times a pitcher may return as a pitcher after being removed.
4. **Diamonds** - Teams will play on 90-foot diamonds, with 60 feet 6 inches pitching distance.
5. **Substitution** – Teams will utilize the free substitution rule that is in effect in all the other divisions. There is no designated hitter or extra player rule in effect.
6. **Batters** - Teams will bat the entire roster.
7. **Inning** - An inning will consist of three outs or the team at bat scoring 9 runs, whichever comes first. The 9 run rule does not apply in the 7th inning or any extra innings beyond the 7th.
8. **WNY Umpires** - A 10-run rule will be invoked after **(5) Five** full innings, or if the home team is up by 10 runs in 4 -1/2 innings. This is a WNY Umpire rule that W.S. Youth Baseball cannot deviated from.
9. **Bats** - There is no restriction on the "weight-size differential" for bats having a diameter no larger than 2-1/4". If a "big barrel" bat is used, the weight-size differential can be no greater than -5.

P. SAFETY RULES

1. All batters and base runners are required to wear a batting helmet at all times, during games and at practice.
2. Catchers at all levels of play are required to wear full catchers equipment including helmet, throat guard, and protective cup.
3. Managers are to insist that all boys wear athletic supporters in all levels of play.
4. All accidents are to be reported by the manager to the League President and Recreation Department within 24 hours. Please include all the facts.
5. In all divisions from Midget and below it will be necessary for the pitcher to wear a batting helmet while he is warming up between innings on the field as long as the infielders are throwing a baseball around the infield to warm up at the same time.
6. The use of a heart protector is strongly recommended.

Q. UMPIRES

1. Each official WSYBA umpire is the accredited representative of the West Seneca Recreation Department, and as such, is entitled to, and shall have the authority, to require the full and complete cooperation of all persons directly or indirectly connected with the playing of the game.
2. The umpire shall report to the Recreation Department and the West Seneca Youth Baseball Association, all violations of these rules.
3. It is the responsibility of the umpire to immediately dismiss from the game and area, any person who uses profanity or otherwise vulgar language.
4. In all divisions the umpire is to stop the game unless all safety rules and smoking rules are complied with.
5. The umpire must notify the Association and Director of Umpires within 24 hours of the completion of the game when he has removed a manager or a ballplayer from the game.
6. It shall be declared a legal game if both managers agree prior to the start of the game, for a parent, spectator, or other person who is not an official West Seneca Umpire, to officiate a game. Should the scheduled West Seneca Umpire show up after the start of the game, he shall immediately officiate the game from that spot and the game shall continue.

R. PROTEST AND APPEALS

1. Decisions involving an umpire's judgment may not be appealed. If a protest is based upon interpretation of the rules, the protesting manager must notify the umpire at the time the play occurs, and before the next pitch, that the game is being played under protest, in which case the umpire must notify the opposing manager.
2. If the procedure in S (1) has been followed then a protest will be considered only if placed in writing and submitted to the League President within 48 hours after the completion of the game by the protesting Team Manager.

West Seneca Youth Baseball Association
Rules Governing Player Draft
(Supplement to Rules and Regulations)

The drafting of players by teams is governed by the following Rules and Procedures

1. PROTECTING PLAYERS

- a. Coaches returning to the same division or moving up to the next division must protect 5 players from their previous year's roster if 5 or more players are returning.
- b. If a coach has less than 5 players returning he must protect all such remaining players.
- c. Coaches unable to protect 5 players will, with new coaches shall select their remaining protected players in accordance with **Rule B** below.

2. DRAFTING & ANNOUNCING PROTECTED PLAYERS:

- a. **Coaches Moving Up** – Will **Draft & Announce** their protected players in reverse order of finish based on last season's final regular season standings. In case of ties, the tiebreaker rules from last season are used, but if the results cannot be determined a coin flip will be used.
- b. **Coaches Returning** – To the same division will **Draft & Announce** their protected players in reverse order of finish based on last season's final regular season standings. In case of ties, the tiebreaker rules from last season are used, but if the results cannot be determined, a coin flip will be used.
- c. **New Coaches** – Will **Draft & Announce** their protected players, but not exceed the lowest number of protected players by teams in (a) and (b) above. For example, if a returning coach could only protect three players, a new coach selects three players at this stage. **The league will determine new Coaches draft order if there is more than one.**
- d. **Less Than Five Protected Players** – After steps (a), (b), and (c) shall then take turns, in the order of (a), (b) and (c) in selecting players (one player at a time) to be protected until all coaches have five protected players.
- e. All **Draft Selections** will be "**Face-Up**".

Per Rule G (11), any player added to the roster after that year's player draft for any reason, may not be frozen by that team the following year.

- f. Where a player has played in two divisions the previous season, should both teams desire to protect that player, the following order shall be used to determine which team the player is drafted to:
 - I. Players or family's desire.
 - II. Team on which the player has played the longest.
 - III. The team protecting first.

B. REMAINING PLAYER DRAFT

1. Coaches shall draft the remainder of their roster by a face up draft. One selection per team per round.
2. The order of selection shall be as follows:
 - a. **Coaches Moving Up** – Will draft in reverse order of finish from last season's final regular season standings. In case of ties, the tiebreaker rules from last season are used, but if the results cannot be determined, a coin flip will be used.
 - b. **Coaches Returning** – To the same division will draft in reverse order of finish from last season's final regular season standings. In case of ties, the tiebreaker rules from last season are used, but if the results cannot be determined, a coin flip will be used.
 - c. **New Coaches** – In reverse order from **A (4c)** if more than one.

C. GENERAL RULES

- a. Any situation not covered by these Draft Rules, League Rules and Regulations shall be decided by the President whose decision will be final.
- b. **Per Rule G (5)**, late registrants accepted by the Association will be placed on teams if opening exist and as determined by the **League President**.