



# WEST AKRON BASEBALL LEAGUE RULES FOR BASEBALL

*THESE RULES ARE IN ADDITION TO THE  
NFHS BASEBALL RULES*

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*INCLUDES*

## COMMUNITY BASED LEAGUE RULES AND PROCEDURES

MARCH 2019

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# WEST AKRON BASEBALL LEAGUE (WABL)

## LEAGUE OBJECTIVES

West Akron Baseball League (WABL) has been organized to provide all West Akron boys ages five through eighteen the opportunity to play organized baseball. Our objectives are to teach youths the fundamentals of the game, to encourage them to always strive to improve their abilities, to show them the values of fair play, and to help them to work and play together as a team. In so doing we will help youths become better adults.

## ELIGIBILITY RULES

The following classes are strictly based on age and are used for the boys in the West Akron Baseball League:

<u>AGE GROUP</u>	<u>BOYS</u>	<u>EXPLANATION</u>
13-14	F	Players whose 13 <sup>th</sup> birthday is on or before May 1, or is currently enrolled in 7 <sup>th</sup> grade
11-12	G	Players whose 11 <sup>th</sup> birthday is on or before May 1, or is currently enrolled in 5 <sup>th</sup> grade
9-10	H	Players whose 9 <sup>th</sup> birthday is on or before May 1, or is currently enrolled in 3 <sup>rd</sup> grade
6-8	I	Players whose 6 <sup>th</sup> birthday is on or before May 1, or is currently enrolled in 1 <sup>st</sup> grade
5-7	T-Ball	Players whose 5 <sup>th</sup> birthday is on or before May 1

1. A player in the West Akron Baseball League cannot play on any other baseball team until after the Day of Champions, either in or outside of the league. (Exceptions: Scholastic programs when eligible and tournament teams selected to represent WABL in various tournaments and non-league games are permitted.)
2. No player is eligible who has not been assigned to a team by the Vice President of Personnel (Baseball). Names of non-assigned but otherwise eligible players who wish to play must be turned over to the Vice President of Personnel (Baseball) for assignment to a team.
3. The son of a manager in the boys' league may be pre-assigned to that manager's team prior to assignment of the remaining players in the players' pool. No other players may be pre-assigned to a boys' team except by the Vice President of Personnel (Baseball).
4. A player assigned to a team by the Vice President of Personnel (Baseball) through the regular player pool may not be transferred from that team to another team without the consent of both managers and each such player's parents and subject to the final approval by the Vice President of Personnel (Baseball). (See the "Trading Rule.")
5. Assigned players may be traded from one team to another with consent of both managers and each such player's parents and subject to final

approval by the Vice President of Personnel (Baseball). This approval shall not, however, be unreasonably withheld. All trading of returning players must be completed prior to the draft. No returning player shall be traded for a draft choice. There will be NO trades on draft day.

6. A player proven to have been ineligible will be expelled for the season and may, at the discretion of the Vice President of Personnel (Baseball), be declared ineligible from future participation in WABL. All games in which an ineligible player has participated may be declared forfeited by the Protest Committee after a proper hearing.
7. All matters relating to player personnel, birth date verification, player rating, conduct of the tryouts, player draft, and placement of players signing up after tryouts or after completion of the draft, and not specifically covered in this section, shall be within the sole discretion and authority of the Personnel Committee.
8. Age Exceptions. An exception may be made to allow a player who is eight years old on or before May 1, and has played at least one season in the WABL I League, to be assigned to H League. An exception may also be made to allow a player to move up early to G League or F League. All requests for age exceptions must be submitted in writing, and will be considered and granted on a case-by-case basis at the discretion of the Vice President of Personnel (Baseball), based on established Board policy.
9. Playing Up. League Commissioners will establish a list of players available to play "up". Players on the list may be "called up" to fill out a team roster when players on that team are unavailable due to illness, injury, vacations, etc., and the team will not have a full lineup at the start of the game (ten players in H League; nine players in G League; nine players in F League). Playing up is subject to the following guidelines:
  - a. The coaches from each league will receive the list from their assigned Commissioner of eligible players and their contact information. The coach needing a player will be responsible for contacting the family, explaining the rules, and checking the player's availability/interest.
  - b. The player may only play if his assigned team does not have a scheduled game that day.
  - c. The player must be a second year player in the younger league. Players in the I League must be eight years old to play up.
  - d. A player from the assigned team cannot sit on the bench while a "called up" player plays in the field. A "called up" player may bat, except when all assigned players on the roster are present and available. The called up players must bat at the end of the batting order.
  - e. Players called up to F-League must wear a helmet with a facemask when batting.
  - f. The player being called up cannot play pitcher or catcher positions.
  - g. Coaches must report to the umpire and opposing coach that a "called-up" player is being used during the pregame conference.

## **GENERAL RULES**

1. The National Federation of State High School Associations Baseball Rules (published by NFHS) shall govern baseball unless noted otherwise in these WABL Rules.
2. Two adults may be allowed to coach from the coaching boxes. The second coach may be a uniformed player from the roster. Any person under the age of 18 must wear a helmet when coaching from the coaches' box. Only the manager, registered players, coaches, and the scorekeeper shall be allowed in the immediate area of the bench. Players not in the field should remain in the bench area.
3. Molded rubber cleated shoes may be worn in all classes or leagues. Metal cleated shoes shall be prohibited, except in boys E League.
4. Catchers must wear a catcher's mask (with throat protection), helmet, chest protector, and shin guards. Catchers must wear a protective cup. A protective cup is strongly recommended for all male players, and infielders should consider wearing a mouthpiece.
5. Any non-adult catching a pitcher at any time must wear a catcher's facemask with throat guard.
6. A regular-season game rained out or not completed due to rain or other unforeseen developments (including darkness), shall be a suspended game and play shall be resumed from the point where play was suspended. Insofar as is possible, the same players who were in the lineup at the time play was suspended shall resume play. In the event such players are unavailable due to illness, absence, or pitching rules, substitutions shall be permitted, with the substitutes inserted at the end of the batting order. All games are to be rescheduled by the League Commissioner of each league in their respective programs. It is the League Commissioner's responsibility to work with the Umpire in Chief. Managers should not call the Umpire in Chief to reschedule games. Any make-up games are to be rescheduled on the "first" available date for both teams following a rain-out or cancellation, based on field and umpire availability and in order of postponement. If make-up games cannot be rescheduled on the "first" available day because of field or umpire availability, they must be rescheduled within two weeks or they will not be made up. \*Note - games may be made up as late as the final day of the season, but it must be placed on the schedule within two weeks of the original scheduled date.
7. A playoff game not completed shall be a suspended game and play shall be resumed from the point where play was suspended. Insofar as is possible, the same players who were in the lineup at the time play was suspended shall resume play. In the event such players are unavailable due to illness, absence, or pitching rules, substitutions shall be permitted, with substitutes to assume the position of the player they replace in the batting order.
8. All leagues shall have a 15-minute grace starting period, and no game shall be started after 7:00 p.m. without the consent of both managers.
9. For purposes of eligibility, an inning is defined as any appearance on the mound. If a pitcher makes one or more appearances on the mound in any one inning, it shall constitute one inning of eligibility.

10. For purposes of pitching eligibility, innings or part innings pitched in incomplete or suspended games SHALL count against a pitcher's allotted number of innings for that game. Innings and pitches per game apply since a suspended game is one game played in two parts.
11. Any non-starter present at the start of the game (except for Boys E league) is required to start the next league game for which he is present at the start of the game. This rule does not supersede any disciplinary rules.
12. Each manager, when exchanging the lineups prior to the start of the game, will include the number of innings pitched for that week by each player and the names of any players on the bench at the start of the previous game. Violation of any pitching or substitution rules will result in forfeiture of the game.
13. A courtesy runner may be used in two-out situations for a catcher-base runner. The courtesy runner must be the player that was the last out.
14. No appeal is necessary for the umpire to call out a batter-runner who either fails to touch a base (advancing or returning) or fails to tag up properly after a fly ball.
15. Disciplinary action by a Manager: Any player arriving after the start of play of a regularly scheduled WABL game for the second time in a season may be withheld from playing in that game at the discretion of his manager, provided notice and reason is given to the opposing manager.
16. If a player misses two or more regularly scheduled practices or one or more regular season games without excuse or prior notification to the manager or coaches, the manager may suspend the player from the next regular-season game, provided prior notice and explanation is given to the player's parent or guardian. Such suspension must be communicated to the Vice President of Personnel (Baseball) and the Class or League Commissioner at least 24 hours prior to the next scheduled game and to the opposing manager prior to the start of such game. After such suspension, in the event that such unexcused absence continues, the manager must apply to the Vice President of Personnel (Baseball) for consent to permanently suspend the player and such consent shall not be unreasonably withheld.
17. Each team must field seven (7) players at the start of a game or a forfeit shall be declared. However, a game may be completed with a lesser number of players. In case of illness during the game, injury, or ejection of a player, a player from the team roster to be chosen by his own manager must be reinserted into the game if available. If a player must leave a game and no substitute is available, his/her team will not be penalized for a vacant batting slot upon proper notice to the opposing team manager. If this player, for whom no substitute is available, is unable to continue while a batter, the next player in the batting order becomes the batter and starts with a new ball and strike count. If a base runner, for whom no substitute is available, is injured or unable to continue as a base runner, the player that was the last out must be used as a courtesy runner.
18. The home team shall supply two new baseballs for each game. The baseballs that must be supplied for each class are:
  - a. Class H: New Rawlings ROLB1 or approved equivalent.

- b. Class G: New Rawlings ROLB1 or approved equivalent.
- c. Class F: New Rawlings RO1 or R100 or approved equivalent.
- d. Class E: New Rawlings RO1 or R100 or approved equivalent.

Any backup ball shall be the same quality or better. The umpire approves the game balls and all backup balls.

19. In an attempt to dislodge the ball, a runner shall not deliberately crash into a defensive player who has clear possession of the ball and is waiting to make a tag. Penalty: The runner shall be called out and also ejected from the game for unsportsmanlike conduct.
20. A defensive player shall not fake a tag on a runner when that player does not have the ball in his possession or when a play is not imminent. Penalty: Obstruction will be called and the runner will be awarded one base.
21. A defensive player shall not block a base without having possession of the ball. Penalty: Obstruction will be called and the runner will be awarded one base.
22. A manager may talk to a pitcher three times per pitcher, per inning, per game in the Boys H League. In G and F League, two times per inning per pitcher. Pitcher must be taken out on the third visit in H League and the second visit in G League.
23. The managers and coaches are responsible for the equipment issued by WABL and should give it the best care possible and are subject to whatever rules and regulations promulgated by the Board.
24. All batters, on-deck batters and base runners must be wearing protective headgear as approved by WABL when the ball is in play. The batter will be declared out if not wearing such headgear when both feet enter the batter's box, and runners may be called out for deliberately discarding of the headgear while running. A batter or base runner leaving the field shall not remove the headgear until he reaches the bench. Umpires are to enforce this rule. Batters and base runners must wear face guards in H League and G League.
25. There shall be no headfirst sliding unless returning to a base. The penalty is that the runner shall be declared out by the umpire.

## **CONDUCT RULES**

1. The managers and coaches have full responsibility for their team's action on the field. Managers will do their utmost to control spectators and shall be responsible for the conduct of spectators from their own team. Failure to control may allow the umpire to suspend or forfeit the game. To handle misconduct situations, the umpire's procedure shall be as follows:
  - a. The umpire shall instruct the appropriate manager to control the unruly person(s).
  - b. If the disruption continues, the umpire halts the game and directly advises the offender to stop all disruptions.

- c. The umpire has the option to forfeit the game in favor of the other team if the disruptions of the advised person(s) continue.
  - d. The WABL Board will review the game situation and determine if a game suspension for the offending manager or spectator.
2. If a manager or coach is ejected from a game by the umpire, that manager or coach is suspended for his or her team's next two games. If a manager or coach is ejected for the second time that season, he is suspended for the remainder of the season. A manager or coach ejected from the game by the umpire must return to his or her automobile in the parking lot normally used for the particular field for the duration of the game.
  3. Habitual arguing or fighting with umpires, team personnel, or spectators will be prohibited and may lead to a forfeit.
  4. Any unruly display of temper or foul language or conduct detrimental to WABL's objectives by a manager, coach, or player may result in disciplinary action by the Protest Committee.
  5. No player, spectator, or coach shall be permitted (less than 15 feet) behind the backstop during the progress of a game.
  6. Chatter Rule. Players may "chatter" but their chatter must only be directed in a way to encourage their own teammates. Chatter may not be excessive to the point of being disruptive to the game. "Hey batter, hey batter . . ." and "2, 2, 2 . . ." are NOT allowed. The umpire has sole discretion on allowing/disallowing chatter, and their decision may not be the subject of a protest.  
  
There shall be no chatter or chanting by either team once the pitcher steps on the rubber.
  7. Throwing of equipment may result in ejection of the offender from the game by the umpire. A batter who throws the bat may be called out.
  8. The home team shall occupy the first base bench.
  9. No coaches or umpires should be permitted to use tobacco products while a game is being played. There shall be one warning per team and any other coach seen using tobacco products shall be ejected from the playing area. Umpires using tobacco products while a game is being played will not be paid for that game.

## **SCORING RULES**

1. The visiting team scorekeeper shall verify the score and pitching eligibility at the end of each half inning with the home team scorekeeper. In the event that the visiting team fails to do so, the home team score book shall be deemed to be official. If, however, a disagreement in the score or pitching eligibility exists, play shall be halted before the start of the next inning, and every reasonable effort shall be made by the scorekeepers and managers to resolve the discrepancy. In the event they are unable to resolve the problem, the umpire shall then make the final determination by a play-by-play recap of the half inning, and his decision shall be final and shall not be the subject of a protest.



2. The home team shall note in its scorebook the number of innings pitched by each pitcher for both teams, inning by inning, at the bottom of the scorebook.
3. The home team shall note in its scorebook the number of pitches thrown by each pitcher for both teams, inning by inning, at the bottom of the scorebook.
4. The umpire shall sign the home team's scorebook at the end of the game.

## **PROTESTS**

1. Makeup of the Protest Committee
  - a. The Protest Committee shall consist of: (1) the league President, (2) the Vice President of Administration, (3) all members of the Rules Committee, and (4) the Class or League Commissioner, except the one in which the protest is filed.
  - b. Any member of the Protest Committee, including the Commissioner, having a child or relative playing, managing, coaching, or who is otherwise associated with the team(s) and the class or league involved in the protest shall not be present during the discussion and voting of the protest.
2. Protests Involving Playing Rules and Player Eligibility
  - a. Protests shall be considered only when based on the violation of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment.
  - b. When the protest involves the violation or application of a rule of the game of baseball, the protest must be made at the time of the infraction and before the start of the next play by notification of the umpire and opposing manager and by notation in the appropriate place in the home team's score book, initialed by the umpire and protesting manager. If not so made, the protest will be regarded as having been waived. When the basis of the protest is the use of an ineligible player or the violation of a pitching or participation rule, the protest must be made under the two-day time limit set forth below.
  - c. Detailed information supporting the protest must be filed in writing by the manager or acting manager with a member of the Protest Committee, accompanied by a protest fee of \$100.00, not later than two days following (but not including) the day on which the game was played. All protest fees shall be retained unless the protest is upheld.
3. The Protest Committee will meet after the filing of a protest, and both managers and the umpire, if involved, must be given notification of the time and place of the protest hearing at least 48 hours in advance and must be given an opportunity to state their positions, either in person or in writing.
4. Disciplinary Action
  - a. Upon receiving written notice of any player, coach, or manager's conduct being such as to be brought to the attention of the

Protest Committee, the President of the League and/or the Vice President of Administration shall call the meeting and shall not vote except to break a tie. He shall be responsible for bringing evidence to the Committee. The Committee, upon hearing both, sides shall render a decision. A majority vote shall prevail. The Committee may suspend any player, coach, or manager for one to three games and such decision is final. The Committee may suspend any player, coach or manager until the next regularly scheduled board meeting and the Vice President of Administration, or his designee, may move at such a meeting that such suspension be made permanent. The manager shall represent himself or his coach or player at the protest meeting.

- b. No disciplinary action shall be taken against a manager, coach, or player without prior notice given to him of such action intended to be taken against him. Disciplinary meetings shall be heard separately from protest meetings.

### **PLAYOFF RULES**

1. Playoff format will be determined before the beginning of the regular season.
2. All teams finishing the season shall be eligible for the playoffs in the Boys H, G, and F classes. NOTE: The mercy rule for the playoffs is the same as the regular season mercy rule.
3. For a double elimination playoff, the home team in the winners' bracket is the higher seeded team (the team with the better regular season record, or based on the tie breakers below). The home team in the losers' bracket is the team coming out of the winners' bracket.
4. Playoff seeding is based upon regular season record. Tiebreakers for teams with like records are the following:
  - a. Better record in head to head competition if the two teams have identical regular season league records.
  - b. Coin flip
5. All regular season rules shall apply to playoff games except that no time limit will apply.
6. The championship game will always be at the field designated by the WABL Board of Directors.

### **BOYS CLASS I RULES**

1. A game will consist of two to three full innings up to a limit of one hour during regular school nights; or 1½ hours if there is no second game scheduled on that field, on that night. On non-school days/nights, the time limit is 1½ hours. Coaches should have their teams off the field and bench area within ten minutes prior to any game scheduled to follow their game.
2. An inning consists of all players on each team batting once. A continuous batting order of all players will be used. Each half of an inning will be determined by three outs or seven runs, whichever occurs first. After three outs, base runners must return to the bench and no

runs will count. The exception to the seven run rule is the third inning where there would be a ten run limit. Once a batter/runner is put out, they must return to the bench area.

3. All players present will play the field. Once all of the infield positions are filled, the rest of the players must spread out across the outfield. Coaches must rotate players between infield and outfield each inning so that all players get to learn all positions.
4. Pitcher position should be played behind and to the right or left of the pitching coach. It is recommended that the catcher position be the last one filled, depending on number of players present, and that a coach assist behind the plate to speed up the game.
5. Coaches will pitch the ball, either overhand or underhand, at the batter's request. A coach will pitch to his or her own team batting. If a batter has difficulty hitting the pitcher, please try pitching from the kneeling position or while sitting on a chair, bucket, etc., in an attempt to lower the angle of trajectory of the ball.
  - a. There shall be NO walks issued and NO called strikes. The batter gets three swings or seven pitches in the first inning; three swings or five pitches in subsequent innings.
  - b. If the player fouls the last pitch, the batter bats until a pitch is not fouled.
  - c. No bunting is allowed.
6. Coaches will function as umpires. The first base coach will make calls at first base; third base coach will make calls at third base; and the coach/pitcher will make calls at second base, and home plate.
7. Runners are not permitted to lead off or steal.
8. On balls hit to the infield, runners may advance one base.
9. On balls hit to the outfield, runners may advance until the ball is returned to the infield.

The baseball diamond dimensions in I League are (roughly):

- a. Pitching distance 35 feet
  - b. Base paths 55 feet
  - c. Home to second base 75 feet
10. The home team is responsible to set up the bases prior to the game and to bring the game ball. In addition, the home team must return bases to storage box at the end of each game.
  11. Although score will be kept, it will not be reported and no standings will be kept for I League.

### **Boys Class H Rules**

1. These games shall ordinarily consist of six innings unless a tie score exists at the end of six innings, in which case the game shall be continued until completed. The game shall be called, however, at the end of two hours with full innings to be completed; or,

- a. The game shall be called when a twelve run differential exists at the end of four full innings ( $3\frac{1}{2}$  if the home team leads); or,
  - b. The game shall be called when a ten run differential exists at the end of five full innings ( $4\frac{1}{2}$  if the home team leads).
2. There shall be a two-hour time limit from the time of first pitch. Any inning begun before the two-hour limit has been reached shall be completed except if the game is ended due to rain, darkness, or other unforeseen developments. Games in which four innings have been completed ( $3\frac{1}{2}$  if the home team leads) shall be considered a complete game. If a game is called due to the time limit, or due to rain, darkness, or other unforeseen developments after the fifth inning, then it is considered a complete game, and the winner is decided based on the score at the end of the last completed inning. If the score is tied at the two hour time limit, then it shall be a suspended game.
3. A continuous batting order, consisting of all players present, will be used in all games. A player that arrives after the start of the game with a valid excuse shall be put at the end of the batting order.
4. No team shall score more than five runs in any one inning except for the final inning which run count is not restricted. This rule is inclusive with and shall not supersede the mercy rule.
5. Players will sit out (from fielding) only one inning at a time. No player may sit out a second inning in a game until all other players have sat out one inning in that game. Every player must play at least one full inning in an infield position (1B, 2B, 3B, SS, P, C) in each game. If a parent/guardian of a player wishes to exempt their player from playing the infield, they must put their request in writing to the Vice President of Baseball. It is the responsibility of that player's manager to inform the opposing team manager, and the umpire, of the exemption at the pre-game conference. Violation of this rule will result in a two game suspension for the coach.
6. No pitcher may pitch more than three innings per game, or more than 70 pitches in one game, except that they may finish pitching to the current batter. One pitch is considered one inning, regardless of whether a batter is retired. Both teams shall keep pitch counts for both teams and verify counts between innings. Pitchers must be provided a rest period between outings equal to one hour for each pitch thrown, e.g., a pitcher throws 72 pitches in a game, he must be allowed to rest 72 hours before he pitches again. This rule will be in effect during the regular season, during the playoffs, and on the Day of Champs.

Pitchers may only re-enter the game one time. Any pitcher taking the mound for the second time is entitled to no more than eight warm-up pitches.
7. The batter is out on a dropped third strike.
8. The runner may not leave a base until the ball crosses the plane of the plate. The penalty for this violation is that the runner is out and there is no pitch.
9. A runner can only score from third on a batted ball.

10. The ball is dead and play is stopped when the pitcher is holding the ball while in contact with the **in the vicinity of the pitching rubber and his only intent is to become a pitcher and not a fielder**. A runner advancing to the next base at that point in time shall be permitted to advance at his own risk. The umpire's decision as to when the play has stopped shall not be the subject of a protest.
  11. There shall be no continuous walk. The only base that may be stolen on a walk is third base.
- 12. There shall be no intentional walks.**
13. A tenth player shall be played if ten or more players are available at the start of the game. Four players must be at least ten feet beyond the base line if ten players are available.
  14. The baseball diamond dimensions in Class H are:
    - a. Pitching distance 46 feet
    - b. Base paths 60 feet
    - c. Home to second 85 feet
  15. Only Little League approved bats  **$2\frac{1}{4}$  2-5/8** inches in diameter or less shall be permitted in H League. Attempts to use an illegal bat will result in the batter being called out.

### **Boys Class G Rules**

No pitcher may pitch more than four innings per game, or more than 80 pitches, except that they may finish pitching to the current batter. One pitch is considered one inning, regardless of whether a batter is retired. Both teams shall keep pitch counts for both teams and verify counts between innings. Pitchers must be provided a rest period between outings equal to one hour for each pitch thrown, e.g., a pitcher throws 72 pitches in a game, he must be allowed to rest 72 hours before he pitches again. This rule will be in effect during the regular season, during the playoffs, and on the Day of Champs.

### **INCLEMENT WEATHER POLICY**

All players are to report to the playing field for each game unless specifically notified by their manager, or notice on wabl.org, (4:30 on weekdays) that the game has been canceled. In case of adverse field conditions, the Chief of Umpires, Vice President of the Boys League, or Vice President of Fields, shall check the field and determine whether the game can start. If the field can be made playable within a reasonable amount of time, even if the start of the game is delayed, an attempt to start and complete the game should be made. In such a case, both teams should make an effort to make the field playable. This same procedure should apply to all Saturday games. Remember, just because a Saturday morning game may have been canceled, that does not mean following games cannot be played.

Once a game has started, the only individual who can stop the game is the umpire assigned to the game. Exception: If both teams are present and the managers are unable to agree if the game should be started, the umpire assigned to the game will make the final decision if requested by both

managers. The home team manager should follow the following procedure, if possible, when canceling a game that, without doubt, cannot start.

1. Notify the VP of Umpires and then the League Commissioner so the assigned umpire can be canceled. This will save WABL a half-game umpire fee. The notice should be no later than one-half hour before the scheduled start of the game.
2. Notify the opposing team manager as early as possible so they have time to call their players.
3. Notify the League Commissioner of the cancellation.

During inclement weather, where lightning has been spotted, a 30 minute wait will be used. The Umpire in charge will use their best judgment in calling off a game before the 30 minute time frame.

### **WABL DRAFT DAY OVERVIEW**

Draft Day is the most hectic and stressful day of the year for WABL. Baseball and Softball players that are “moving up”, or are playing for the first time, must participate in the tryouts and be drafted onto a team. Coaches from each team, in each league are on hand to evaluate the players and participate in the actual drafting of the players. All Board members are on hand and involved in duties that range from gym activities, to registration, to administration, to draft day support. Due to the number of young players involved and the varying levels of play, things move at a rather quick pace.

There is a great deal of activity that goes on behind the scenes before, during, and after the draft. It is important that our coaches understand these processes and how they result in an efficient and effective draft.

#### ***Before the Draft***

Registration forms are received at various walk-up registration events and through the mail. Player information is entered into league management software, and rosters are updated.

Eligible player (draft) lists of players moving up, or playing for the first time, are generated for each league based on registration information. Coaches are given a copy of this list prior to the tryout session for their league. Where available, the coach’s rating for that player is provided on the list. WABL accepts registrations on draft day, so coaches need to be aware that there will be additions to the list that day.

The number of teams at each level of play is determined by the League. While in some cases this is known in advance, more often the final decision on the number of teams is made on draft day.

#### ***Tryout Sessions***

On draft day, coaches will receive the eligible list prior to the tryout session for their league. These lists will be made available shortly before the session, and additions are announced before the session begins.

The actual activities and time necessary for the sessions are dependent upon the facility. In general, players will throw and catch five to six times and sprint. There is no hitting due to facility limitations.

After all players have gone through the tryout session, coaches retire to the draft room.

### **Draft Room**

When coaches arrive in the draft room, they are given a draft grid and have the opportunity to review their tryout ratings. Team rating sheets from the previous year are usually available for review as well. Once all coaches are present and WABL administrative personnel are ready, the draft will begin.

Coaches select players in draft order until all players have been selected. Rosters are limited to a set number of players as determined by the league. Draft rules, order (discussed below), and roster limitations are announced before selection begins. Any questions must be addressed at that time.

### **Draft Order Determination, Expansion Teams, and Assistant Coaches**

Draft order is based on team player ratings. The cumulative player ratings from offense *and* defense for returning players determine draft order. For example, Team One has three players returning rated 3&3, 4&2, and 2&2 – Team rating = 16. Team Two has four players returning rated 3&2, 2&1, 1&2, and 1&1 – Team rating = 13. Team Two will pick before Team One. Ties are broken based on number of returning players, with teams with fewer players selecting first. The second tie breaker is by “hat pick”. The Team ratings will generate a grid in draft order, with returning players slotted based on player rating.

Expansion teams will receive a sandwich pick between the first and second round and between the second and third rounds of the draft. From that point on, the draft will proceed in draft order.

Any Head Coach who does not have a child on the team will receive one sandwich pick between the second and third rounds.

Coaches are welcome to have one Assistant Coach present during the draft. When an Assistant’s son is moving up or is a new player, he must be drafted just as any other player.

It may be necessary to eliminate a team, or teams based on the number of players registered. In this case, the two teams with the fewest returning players will be folded into one team. If this is not possible due to the number of players returning on the teams involved, then the Vice President of Baseball shall decide whether to split the players from the team with the fewest returning players and distribute them between the two teams with the next fewest returning players, or to make the players on the team with fewest returning available for the draft based on their ratings, or to make them ‘hat picks’. If it is necessary to eliminate two teams, the two teams with the fewest players shall be folded into other teams, using similar methodology, and at the discretion of the Vice President of Baseball.

### **Selection of Players and Hat Picks**

Coaches will select one player at a time, in draft order, until all players that participated in the tryout session have been selected. Once all players that participated in the tryout session have been selected, the remaining players on the eligible list that did not participate in the tryout session will become hat picks. The names of the players that did not participate in the tryout session will be placed in a hat, and the draft will continue with coaches pulling names from the hat, in draft order, until all players have been selected.

Where siblings, or players that are otherwise attached to another by the Vice President of Baseball, enter the draft together, the first sibling is entered on the draft grid at the point he is selected. The sibling, or other attached player, is entered on the grid in the latest open round for that team.

A player that re-enters the draft in the same league that he played in the previous season shall be a hat pick, but may not be placed on the same team as the previous season. If that player's name is pulled by his previous team, his name will go back into the hat and the coach shall pick another name. If the player is the last hat pick of the draft, and his name is pulled by his team from the previous season, he shall be placed on the team that picked preceding his team from the previous season in the draft order, and the final pick from the preceding team shall be placed on the player's team from last season.

### **After the Draft**

All rosters are reviewed and signed off by the Vice President of Baseball/Softball within two days of the draft. (In most cases this will occur by the end of the day on draft day). The Vice Presidents will notify the League Commissioners that rosters have been set and signed off, and forward a copy of all rosters for each league to each League Commissioner respectively. Commissioners in turn will notify coaches that the rosters are official. Once the coaches have been notified, they should make every effort to call all of their players as soon as possible to notify them of their team assignment and introduce themselves.

### **Trades**

There are no trades on Draft Day.

### **Special Issues and Late Registrations**

From time to time there have been player personnel changes after the draft. These occur due to sponsorship issues or other unforeseen circumstances. These moves can only be made by the Vice Presidents of Baseball/Softball and will take place prior to roster sign off whenever possible.

WABL is a recreational league and does everything possible to provide opportunities to as many children as possible. Each year we receive late player registrations. In each case, the player is placed on a team by the WABL Administration and notifies the affected coach, player, and commissioner. Placement is based on the number of players on each team, in order to keep all rosters as even as possible.

Any suggestions for WABL Rule changes for next year please mail to:

West Akron Baseball Rules Committee  
P.O. Box 5751  
Akron, OH 44372-5751



# COMMUNITY BASED LEAGUE (CBL)

## League Objectives

The Community Baseball League (CBL) has been organized to provide all Community boys and girls ages eleven (11) through fourteen (14) the opportunity to play organized baseball. Our objectives are to teach youths the fundamentals of the game, to encourage them to always strive to improve their abilities, to show them the values of fair play, and to help them work and play together as a team. In so doing we will help youths become better adults.

## Eligibility Rules

CBL shall consist of a group of teams from Copley-Fairlawn Athletic Association, Revere Baseball, Highland Youth Baseball, Norton Baseball Association, WABL, Chippewa Baseball Association and other communities wishing to enter and abide by these CBL rules. The following classes are based on age for the participants in CBL. ALL players must play in their age group:

<u>Age Group</u>	<u>Boys Class</u>	<u>Eligibility</u>
13-14	F	Players whose 13 <sup>th</sup> or 14 <sup>th</sup> birthday is before May 1, of the year of play.
11-12	G	Players whose 11 <sup>th</sup> or 12 <sup>th</sup> birthday is before May 1, of the year of play.

1. A player in the Community Baseball League cannot play on any travel baseball team until after the Playoffs. Players will be eligible to play on tournament or community all-star teams during the season.
2. F League players whose 15th birthday is in the months of February, March, or April of the year of play may play down.
3. Any player proven to be ineligible will be expelled for the season, at the discretion of the CBL Committee. All games in which an ineligible player has participated are subject to forfeit by the Protest Committee after a proper hearing. The first test and heaviest weight shall be placed upon the parent league permitting him to play.
4. Any matters relating to player personnel, special requests for player eligibility, birth date verification, player rating, conduct of the tryouts, player draft, placement of players signing up after tryouts or after completion of the draft, and not specifically covered in this section, shall be within the sole discretion and authority of the CBL.

## Draft Rules

Drafts will be held separately by each community. All efforts will be made to balance all teams. The goal of the skill evaluation and draft process is to provide each manager an equal opportunity to assess and draft players. The purpose of drafting players every year is to provide parity between all teams. The goal and focus of the manager should not be on winning, but rather on teaching the players the fundamentals of the game of baseball. Cooperation

of the managers is an essential part of this process if the baseball program is to succeed in achieving this goal. A fair and equitable draft process is the beginning of this cooperation.

The following guidelines will be used when conducting the draft:

- As much as possible players will be rated prior to the draft. The ratings must meet league approval.
- All players will be redrafted each year. There will be no frozen players from year to year.
- The child of the manager and one (1) assistant manager will be pre-assigned to that manager's team by the Community's league Commissioner after being rated and slotted in the appropriate round of the draft.

The order of the draft for each age will be determined by a separate draw and continue in a "S" pattern, so that the last team to draft in the first round will have the first pick in the second round and the first team to pick in the first round will have the last pick in the second round. Once the draft completes one age group, the next age group draft shall be the reverse of the prior round. If this creates an imbalance of numbers of players, the manager(s) leading off this age group shall be omitted from the final round. If a manager has a player pre-slotted they will skip their turn in that player's round. Siblings requested in writing by the parents to be on the same team will be drafted as a package. Both players should be slotted in their appropriate age group for the draft. When the first sibling is chosen the other will be automatically placed on the same team in the round of the draft previously determined for that age group. The team will then skip that round.

The draft should take place as soon as possible after the skill evaluations. It is suggested that each draft occur immediately after the skill evaluation of that age group, allowing the manager time to assess the player's skills.

Assigned players may be traded subject to approval by the League Commissioner or Director of the Community Program. This approval shall not be unreasonably withheld. There will be a 30-minute time period immediately following the draft when trades can be made. After this time all rosters will be determined to be final.

### **Conduct**

The managers and coaches have full responsibility for their team's action on the field. Managers will do their utmost to control spectators and shall be responsible for the conduct of spectators from their own team. Failure to so control may allow the umpire to suspend or forfeit the game. To handle misconduct situations, the umpire's procedure shall be as follows:

1. The umpire shall instruct the appropriate manager to control the unruly person(s).
2. If the disruption continues, the umpire halts the game and directly advises the offender to stop all disruptions.
3. The umpire has the option to forfeit the game in favor of the other team if the disruptions of the advised person(s) continues.
4. If a manager, coach or player is ejected from a game, that manager, coach or player is suspended for the team's next game. If a manager,

coach or player is ejected for the second time that season, he or she is suspended for the remainder of the season. A manager or coach ejected from the game must return to his or her automobile in the parking lot normally used for the particular field for the duration of the game. Further contact with the umpire after the game will result and additional game's suspension. A player must remain on the bench, with the coach being responsible for the player's behavior. Further action by the player may result in the player's team forfeiting the game. This decision shall be a judgment call by the umpire.

5. Arguing or fighting with umpires, team personnel, or spectators will be prohibited and may lead to an ejection or team forfeit.
6. Any unruly display of temper or foul language or conduct detrimental to CBL's objectives by a manager, coach, or player may result in disciplinary action by the Protest sub-committee.
7. No manager, coach, player or spectator shall be permitted (less than 15 ft.) behind the backstop during the progress of a game.
8. Players, managers and coaches are prohibited from calling out by name to players on opposing teams. There shall be NO negative cheering, taunting or disruptive behavior from the bench, stands, or the field. After the first warning, by the umpire, the offending team may forfeit the game. Throwing of equipment will result in a team warning for the offender and the team. Subsequent offenses will result in that player being ejected.
9. No coaches or umpires shall be permitted to use tobacco products while a game is being played. There shall be one warning per team and any other coach seen using tobacco products shall be ejected from the playing area. Umpires using tobacco products while a game is being played will not be paid for that game.
10. The use or presence of alcohol in the playing area is strictly prohibited.

### **Disciplinary Actions**

1. All disciplinary actions for violation in the CBL rules will be at the discretion of the CBL. In the event of a violation, the CBL shall form a committee with at least one representative from each league participating within the CBL. This committee shall then review the occurrence and agree to the appropriate disciplinary action deemed appropriate for the action. The violator will then be notified of the action against him and will have a chance to have a hearing to protest the action, if the violator disagrees with the action.
2. No disciplinary action shall be taken against a manager, coach, or player without prior notice given to him of such action intended to be taken against him. Disciplinary meetings shall be heard separately from protest meetings and include the involvement of no less than 1/2 the committee members.
3. Disciplinary action can range from probation to suspension for a game or the season.

### **Protests**

1. There will be no protests allowed during regular season play.

2. Protests will be allowed in all playoff games.
3. Protests shall be considered only when based on the misapplication of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment.
  - a. When the protest involves the violation or application of a rule of the game of baseball, the protest must be made at the time of the infraction and before the start of the next play, by notification to the umpire and opposing manager and by notation in the appropriate place in the home team's score book, initialed by the umpire and protesting manager. If not so made, the protest will be regarded as having been waived.
  - b. When the basis of the protest is the use of an ineligible player or the violation of a pitching or participation rule, the protest must be made under a two-day time limit.
  - c. If a coach protests it shall be his sole responsibility to immediately notify his league commissioner who will instruct that coach on procedures that follow.

### **Scoring**

1. The home team will have the official score book. The visiting team scorekeeper shall verify the score and pitching eligibility at the end of each half inning with the home team scorekeeper. In the event that the visiting team fails to do so, the home team score book shall be deemed to be official. If, however, a disagreement in the score or pitching eligibility exists, play shall be halted before the start of the next inning; and every reasonable effort shall be made by the scorekeepers and managers to resolve the discrepancy. In the event they are unable to resolve the problem, the umpire shall then make the final determination by a play-by-play recap of the half inning; and his decision shall be final and shall not be the subject of a protest.
2. The home team shall note in its score book the number of innings pitched by each pitcher for both teams, inning by inning, at the bottom of the score book. Both managers and the umpire shall sign the home team's score book at the end of the game.

### **Playoffs**

1. All teams finishing the season shall be eligible for the playoffs in the Boys G and F Leagues.
2. Each community determines a "Community Champion" via any elimination process they choose and send that champion to the CBL playoffs. Byes, if necessary for the championship, will be determined by lot at the spring meeting.
3. Games will have no time limit.
4. All regular season rules shall apply to playoff games unless otherwise indicated in these rules.
5. The championship game will be played at alternating community fields or as designated by the CBL Committee.

6. Trophies and umpire cost shall rotate along with the community hosting the championship games.

### **Incllement Weather**

1. If the field conditions are considered playable via posted signs, web sites or so indicated on any "field hot-line" the game is to be considered as on.
2. In case of adverse field conditions occurring later in the day after such announcements, both coaches are to reach agreement before canceling any game. If the field can be made playable within a reasonable amount of time, even if the start of the game is delayed, an attempt to start and complete the game should be made.
3. Notify the Umpire in Chief and then the League Commissioner, after the opposing coach concurs, so the assigned umpire can be canceled. Notify the Commissioner of the cancellation.
4. Lightning Rule: A game will immediately stop at the first sign lightning, whether an umpire, coach, player or other observer sees the lightning. Safety first! All participants should seek immediate shelter. A game may resume (decision of the umpire) if lightning has not been seen for 15 minutes.

### **Rescheduling / Rain-Out Makeups**

As the league is currently organized, except for the playoffs, there will be no make-up games or completion of suspended games. A suspended game will not be counted in the standings. For the playoffs, should the need arise the procedure below will be followed for suspended and or make-up games:

- (A) Any make-up games are to be rescheduled on the "first available date for both teams following a rain-out or cancellation based on field and umpire availability and in order of postponement.

### **Baseball Rules**

1. OHSAA rules will be followed except where in conflict with these rules.
2. If a game follows, no new inning after 2 hours, 2.5 hours max. If no game follows, no new inning after 2:15 and finish the inning.
3. Metal cleat shoes shall be prohibited.
4. Catchers must wear a catcher's mask, throat guard, helmet, chest protector, and shin guards. Male catchers must wear a protective cup.
5. A complete game is 5 innings or 4 1/2 if the home team is ahead.
6. A 15-minute grace period will be allowed.
7. A week is defined as 12:01 am Sunday and ending at midnight the following Saturday.
8. For purposes of pitching eligibility, an inning is defined as any appearance on the mound. If a pitcher makes an appearance on the mound in any one inning, it shall constitute one inning of eligibility.

9. For purposes of pitching eligibility, innings or part innings pitched in incomplete games SHALL count against a pitcher's allotted number of innings during the week, 72-hour period, or 12-hour period that they are pitched. If a suspended game is completed after the week it was started, those innings are charged to the current week. Innings per game apply since a suspended game is one game played in two parts.
10. Each manager, when exchanging the lineups prior to the start of the game, will include the number of innings pitched for that week by each player. Violation of any pitching rules will result in forfeiture of the game. Both score books must indicate the number of innings pitched by each player and both books must be signed by the umpire.
11. A courtesy runner may be used by the manager in two out situations for a catcher. The courtesy runner will be the last out.
12. Each team must field at least eight (8) players at the start of a game or a forfeit shall be declared. However, a game may be completed with as few as seven (7) players.
13. If a player must leave a game and no substitute is available, his/her team will not be penalized for a vacant batting slot upon proper notice to the opposing team manager. If this player, for whom no substitute is available, is unable to continue while a batter, the next player in the batting order becomes the batter and starts with a new ball and strike count. If a base runner, for which no substitute is available, is injured or unable to continue as a base runner, the last available batter must be used as a courtesy runner.
14. The home team shall supply two baseballs for each game.
  1. G-League: New Rawlings LLb1 or ASYL-1 All-star, or better
  2. F-League: New Rawlings NFHS approved or better.
15. No malicious contact rule shall be in effect.
16. A defensive player shall not fake a tag on a runner when that player does not have the ball in his possession or when a play is not imminent. Penalty: Obstruction will be called and followed by subsequent awarding of bases.
17. Pitchers cannot take the mound for a second time in a game.
18. A continuous batting order will be used. All players will be in the batting order, regardless if they are in the field in the inning they come up to bat. Players may not sit more than 1 consecutive inning.
19. Protective headgear is to be worn by all batters, on-deck batters and base runners.
20. No intentional base on balls may be given; pitcher must deliver (pitch) ball to catcher to award an intentional walk.
21. There shall be no head first sliding unless returning to a base or to any base in a run-down situation. Penalty is an out.
22. Any non-adult catching a pitcher at any time must wear a catcher's face mask and throat protector.

23. Players may NOT wear jewelry of any type: i.e. earrings, rings, necklaces, bracelets, watches, etc.
24. Slug or slap bunting is permitted but only if the batter remains in the butting position. A batter cannot show bunt and then get back into the hitting position and take a full swing.
25. Call ups may only occur in less than 9 players. This includes regular season and playoffs.

### **G – League Specific Modifications**

1. These games shall consist of seven innings unless a tie score exists at the end of seven innings, in which case the game shall continue into extra innings until completed. The game shall be called when a 15 run differential exists at the end of five full innings (4 1/2 if the home team leads or 10 runs at any time after six full innings (5 1/2 if the home team leads).
2. To promote full games in G-League, no team shall score more than 6 runs in any one inning except for the final inning which run count is not restricted. This rule is inclusive with and shall not supersede the mercy rule listed in Rule #1.
3. No pitcher may pitch more than 80 pitches per game. No pitcher may pitch more than seven innings in a two-game week or more than nine innings per week. He may not pitch on consecutive days, except in the playoffs. This rule will be in effect during the regular season. No pitcher may pitch more than 80 pitches during any playoff game.
4. Balk Rule - There shall be one balk warning per pitcher before an official balk may be called.
5. The baseball diamond dimensions in Class G are:
  - a. Pitching Distance 50 feet
  - b. Base Paths 70 feet
  - c. Home to Second 99 feet
6. Only approved Little League Baseball bats 2 1/4" with a -12 (maximum) differential or 2 5/8" and 2 3/4" with a -10 (maximum) differential (wood or aluminum) shall be permitted in G League (i.e. a 2 3/4" bat with a differential of -11 or -12 would be illegal, but a -8 or -9 would be acceptable). Attempted use of an illegal bat will result in the batter being called out.

### **F – League Specific Modifications**

1. These games shall ordinarily consist of seven innings unless a tie score exists at the end of seven innings, in which case the game shall continue into extra innings until completed. The game shall be called when a ten run differential exists at the end of five or six full innings (4 1/2 or 5 1/2 if the home team leads).
2. To promote full games in F-League, no team shall score more than 7 runs in any one inning except for the final inning which run count is not restricted. This rule is inclusive with and shall not supersede the mercy rule listed in Rule #1.

3. No pitcher may pitch more than seven innings in any two consecutive games of a week or more than 85 pitches in one game. He may not pitch on consecutive days except in the playoffs. No pitcher may pitch more than nine innings per week. The limit of innings shall not apply to extra inning games provided the pitcher is pitching at the conclusion of the seventh inning. This rule will be in effect during the regular season, playoffs, and Championship game.
4. Balk Rule - There shall be one balk warning per pitcher before an official balk may be called.
5. The baseball diamond dimensions in Class F are:
  - a. Pitching Distance            55 feet
  - a. Base Paths                    80 feet
  - b. Home to Second            113 feet
6. Only approved hardball (baseball) bats in F-League will be bats with a maximum  $2\frac{3}{4}$  barrel and maximum 10 oz. drop differential between the weight and the length. Attempted use of an illegal bat will result in the batter being called out.