

## Westland Youth Athletic Association 2022 Pinto Baseball Rules

1. The standard procedures for tryouts are as follows: Boys must come to tryouts on their designated day and time. If unable to make the assigned tryout, players must contact the Director and make arrangements for a possible make-up date and time.
  - A. Managers MUST declare their coaches and protections at least 24 hours prior to the beginning of the Tryouts.
  
2. Player Draft:
  - A. Draft order will be determined by the composition of the league. Usually 8 year olds are drafted then 7 year olds but it may be determined that all players are drafted together.
  - B. There will be a rating system designed to assist the coaches in selecting their teams in the draft. This system will have a panel of three (3) members to assign the GCYAA/WYAA Rating. Each player will go through hitting, throwing, and running. The panel will then rate the player from one to Twenty, this will be the GCYAA/WYAA rating for the draft. The first round will be done in an order which will be determined by drawing a playing card, with the ACE drafting first. The second round will start with the team with the lowest GCYAA/WYAA rated players team picking first in that round. Each round is the same thereafter with GCYAA/WYAA rating points accumulating in each round with the lowest total first in each round. If at the end of each round there is a tie, you will proceed in the direction of the arrows. Managers' and coaches' sons must go through tryouts and will be rated along with all other players to determine their rating and position in the draft.
  - C. Brother Act: Unless the parents request otherwise, there will be a brother act. The younger brother will be rated by the League Panel and his rating will be determined before the draft begins. The younger brother's round in the draft will be established. If a manager takes the older brother, he must take the younger brother in the assigned round. (this includes stepbrothers).
  
3. Schedule:
  - A. Schedules will vary based on number of teams. 12 games are guaranteed.
  
4. Fields:
  - A. The base paths will be Fifty (50) feet in length.
  - B. The pitching mound will be thirty-five (35) feet from Homeplate.
  - C. Pitching Machine will be placed at Forty (40) feet from Homeplate.
  - D. Games will be played at Moeller Field unless otherwise notified.
  
5. Length of Games:
  - A. Each game will consist of a maximum of six (6) complete innings or two (2) hours from the scheduled starting time. (No extra innings.)
  - B. Each half inning will conclude with three (3) outs, 5 runs or batting through the line-up, whichever happens first.
  - C. Each team will bat a continuous line-up, no substitutions.

6. Managers and Coaches:
- A. Must be a GCYAA/WYAA member.
  - B. Managers will set a good example of sportsmanship for all coaches, players, spectators, and umpires.
  - C. Managers must call all team members to notify them of the time and place for all practices, make up games, and all other team functions.
  - D. No team member, coach, manager, or spectator may dispute an umpire's call. This rule will be strictly enforced. Any abuse of this rule can lead to the managers or coaches' suspension or dismissal by the League Director or Commissioner.
  - E. The manager and coach for each team will meet with the opposing manager and coach prior to the game to discuss ground rules.
7. Offensive Rules:
- A. All players MUST be placed in the batting rotation, and MUST bat in proper sequence. Batting orders cannot be changed after the game begins, unless a player is unable to complete the rest of the game.
  - B. If a player throws a bat, that batter will be called out after one warning per team. Runners will not advance if the batter is called out for throwing the bat.
  - C. No infield fly rule.
  - D. No stealing bases.
  - E. A player will not advance until the ball is hit.
  - F. No bunting. The batter must take a full swing at the ball. If a batter intentionally bunts the ball, he will be called out and the base runners do not advance.
  - G. With machine pitch, the batter will be allowed five (5) hittable pitches or three (3) strikes, whichever comes first. A batter may go beyond 5 pitches if the 5<sup>th</sup> or greater pitch is fouled off. If the batter swings and misses on the 5<sup>th</sup> pitch or doesn't swing at all, he will be called out. No walks with machine pitching.
  - H. Sliding is allowed.
  - I. A player may overrun a given base without making a turn to advance to another base. If the player makes the turn then he/she may be tagged for an out.
  - J. ***The batting orders are to be a continuous rotation from game to game. This will be strictly enforced.***
  - K. **Players who are considered 6 years old because their birthdate (move ups), may not hit off player pitch. This rule will be strictly enforced.**
8. Defensive Rules:
- A. **Player pitch will be determined by the official schedule. The five pitch rule is waived for player pitch. 3 strikes will equal a strike out. 4 balls, the count is reset and the batter gets up to 3 hittable pitches off the pitching machine to get a hit. No Walks.**
  - B. The adult running the pitching machine will also act as the umpire for the calls on the bases if an official umpire is not present. Be sure to enforce the 5 hittable pitch limit, and the 4-3 count for player pitch. When a player is pitching, the adult may call a strike without the batter swinging if the ball passes through the strike zone.
  - C. The coach whose player is pitching may be the umpire calling balls and strikes. The umpire will stand behind the pitcher's mound.
  - D. The defensive team must field ten (10) players, with the tenth player positioned in the outfield.

- E. No player will sit for more than one more inning than any other player on the team. Clarification: No player may sit for more than one inning while there are players on the team who have not sat for one inning. No player may sit for more than two innings while there are players on the team who have not sat for two innings. No player may sit for more than three innings while there are players on the team who have not sat for three innings.
  - F. When the ball is hit in the outfield, the runner may advance until the ball is in the possession of an infielder within the boundaries of the infield and, in the umpires' judgment, all play on runner(s) has ceased, the umpire shall call "**TIME.**" The ball is dead and shall be returned to the pitching machine or pitcher. The **infield** is defined as the area enclosed within the four base lines.
  - G. The ball is live until the player requests "Time" within the infield boundaries.
  - H. The Defensive team may have two coaches on the field for instruction. Players may not be used for base coaches.
9. Player Conduct:
- A. Players not in the field, batting, or in the on deck circle must stay on the bench at all times.
  - B. There will be absolutely no harassment of opposing players. Penalty is player, managers, and coaches' removal from the game (this includes "HEY BATTER").
10. Pitching Rules:
- A. **Only 8 year olds are eligible to pitch in a game unless permission is given by the league director, assistant commissioner or commissioner for another to pitch.**
  - B. Players will not be allowed to pitch more than two (2) consecutive innings per game. One (1) pitch constitutes an inning.
  - C. Pitchers who hit two (2) batters will be relieved.
11. General Rules:
- A. This league is to provide 7 and 8 year old players with the opportunity to learn and play organized baseball. Emphasis will be on teaching and learning the fundamentals of baseball, following the GCYAA Rules and Regulations. The introduction of pitching is to prepare 8 year olds for the next league and peek the interest of 7 year olds for the next season in Pinto.
  - B. Injured players must be attended to immediately. All play must stop if the injury appears to be in the slightest way serious. The player's parents must be contacted immediately. An accident report must be filled out within twenty-four (24) hours. Base runners shall be awarded bases at the umpire's discretion.
  - C. **NO ALCOHOL OR DRUGS WILL BE ALLOWED ON OR NEAR A PLAYING OR PRACTICE AREA. ANY VIOLATION OF THIS RULE BY A MANAGER, COACH, PLAYER, OR SPECTATOR WILL LEAD TO IMMEDIATE SUSPENSION AND/OR LEGAL ACTION.**
  - D. All rules not covered above will be covered under Pony Baseball Rules.
  - E. There is no smoking on the Playing Field, or in the Dugout.
  - F. Any violation of the before mentioned rules may result in forfeiture of that game.
  - G. The league reserves the right, with the power vested in the board of directors, to amend, nullify, alter, or change any rule or policy it deems, to be in the best interest of the league and its participants.
  - H. **No Hitting Sticks allowed at games. Hitting sticks may be confiscated by the league if a Hitting Stick is at the game.**