

1 - THE LEAGUE

- The primary objective of the Western Reserve Baseball League (WRBL) shall be to implant firmly in the youth of the communities the ideals of good sportsmanship, honesty, courage, and reverence. The objective will be achieved by providing a supervised baseball program(s). The attainment of exceptional skill or the winning of games shall be secondary to the prime goal of molding ethical adults.
- The WRBL is a non-discriminatory organization, which prohibits actions against an individual or community on the basis of race, sex, creed, religion, or national origin.
- The league shall be composed of any number of communities.
- Each city will be required to submit in writing to the WRBL board of directors a listing of leagues they would like to participate in.
- All new communities seeking to participate in the league would need to submit a request of admission to the WRBL board of directors.
- Current members are as follows:

	Mitey-Mites	Minors	Majors	Pony
Eastlake		X	X	X
Euclid	X	X	X	X
Highland Heights				X
Mentor-McMinn		X	X	X
Wickliffe	X	X	X	X
Willoughby Hills	X	X	X	X
Willowick	X	X	X	X

- The league will comprise of the following age divisions - BIRTHDATE AS OF May 1st:
 - **Mitey-Mites:** Players of league age 6, 7 and 8.
 - **Minors:** Players of league age 9 and 10.
 - **Majors:** Players of league age 11 and 12.
 - **Pony:** Players of league age 13 and 14.

2 - PLAYERS

Selection of Players:

- Selection of players shall be in accord with provisions set forth by each community. The participating city shall designate a representative who would be responsibility for determining player eligibility as to age.
- The participating city shall maintain documentation of each player's recorded age.
- All special circumstances as to player's eligibility; i.e. allowing older or younger players playing either up or down, shall be brought to the attention of the WRBL board of directors.

Player's Participation Requirements:

- Tardy players do not have to be played. Players are considered tardy after the first pitch is thrown. When a tardy player is inserted in the lineup, then RULE 2-B must be applied.
- RULE 2-B:
 - Tardy players cannot enter the game once the fourth inning has been completed.
- The intent of the call up rule is to eliminate forfeitures by any team for the lack of players, due to injury, illness, or prior commitment. It is the manager's responsibility to know when he will need a call up.
- If a team has the maximum number of defensive players at the game, no call up will be allowed unless the call-up has already arrived.
- If call-ups are used, regular players must play an equal or greater number of innings than the call up players.
- There will be a maximum of three (3) call-ups per team.
- No call up will be used as a pitcher.
- All call-ups must be from the division below.
- Before the game starts; the opposing manager must be notified of the call-ups.

- Mitey-Mites:
 - All players who show up at game time in full and clean uniform will be inserted in the batting order, and will remain in that spot for the entire game.
 - There will be ten (10) maximum defensive players, four (4) outfielders, six (6) infielders including a pitcher and catcher. A catcher need not be provided if less than nine (9) players, then a coach will catch.
 - A minimum of eight (8) players is required to start a game.
 - A player who begins an inning at one position will play that position throughout the inning unless an injury occurs. Exception to this rule would be pitcher change. The pitcher will move to the position of the new pitcher being used.
 - Players must rotate to a different position every two (2) innings. A player must play three (3) different positions, which will include an outfield position, during the course of a game.
 - Each player will sit on the bench for no more than two (2) consecutive innings.
- Minors:
 - All players who show up at game time in full and clean uniform must play two (2) defensive innings and bat at least one (1) time.
 - There will be nine (9) maximum defensive players, no player can sit for no more than two (2) consecutive defensive half innings.
 - A minimum of eight (8) players is required to start a game.
- Majors:
 - All players who show up at game time in full and clean uniform must play two (2) defensive innings and bat at least one (1) time.
 - There will be nine (9) maximum defensive players, no player can sit for no more than two (2) consecutive defensive half innings.
 - A minimum of eight (8) players is required to start a game.
- Pony:
 - All players who show up at game time in full and clean uniform must play three (3) defensive innings and bat at least one (1) time.
 - A minimum of eight (8) players is required to start a game.

3 - PLAYING FIELDS

- The participating community will submit a listing of field locations for each division and directions to the fields.
- Home plate, the pitcher’s plate and the bases shall be official size as used in regulation baseball.
- Home plate and pitcher’s plate should be secured in the ground.
- The bases are not required to be tied down.
- The fields should be properly lined down both base paths prior to start of game.
- The participating city should submit each of their field’s ground rules to the WRBL board of directors for distribution to the league.
- The fitness of the field for the beginning of a game will be decided by both head coaches (managers) and the umpire. Once the game has started, the plate umpire shall judge the fitness of the field for continued play.

- Distances between bases:

Mitey-Mite	60 feet (15.24 m) with a halfway line on the 3 rd base-path
Minors	65 feet (19.81 m) -or- 60 feet (15.24 m) depending on field constraints
Majors	70 feet (21.34 m)
Pony	80 feet (24.38 m)

- Pitching Distance:

Mitey-Mite	40 feet (12.2 m) with an optional 16 feet (4.60 m) diameter pitching circle
Minors	46 feet (14.02 m)
Majors	50 feet (15.24 m)
Pony	54 feet (16.46 m)

4 - EQUIPMENT

General Equipment Specifications:

- A regulation uniform is required to participate. This includes a team shirt, and team hat. The shirt must be tucked in at all times. Baseball pants are recommended but not required.
- The batter, players in the on-deck batting area, base-runners and players coaching in the baseline shall be required to wear protective headgear which gives protection to the top of the head, temples, ears and base of skull. These items shall be NOCSAE approved.
- Use of face-masks and properly fastened chin straps on protective headgear is recommended, but not required.
- It is recommended that all players wear a protective cup.
- To be eligible for post-season play, a player must participate in 50% of the team's regular season games. Missed games due to a VERIFIED injury or illness will not count against a player.
- Baseballs:
 - Each team is required to supply one new baseball per game.
 - The type of baseball used should be a standard 9in. 5oz. regulation leather baseball.
 - Mitey-Mites:
 - No RIF, soft-, or bouncy type baseballs allowed.
 - Minors:
 - No RIF, soft-, or bouncy type baseballs allowed.
 - Majors:
 - No RIF, soft-, or bouncy type baseballs allowed.
 - Pony:
 - No RIF, soft-, or bouncy type baseballs allowed.
- Catchers:
 - Are required to wear proper protective equipment including mask with throat guard, chest protector, shin guards and NOCSAE approved headgear, which gives protection to the top of the head and both ears when catching behind the plate.
 - Any player serving as a catcher to warm up a pitcher shall wear a mask, whether the pitcher is warming up from the mound, in the bullpen or elsewhere.
 - Mitey-Mites:
 - Catchers are not required to use a catcher's glove however it is strongly recommended.
 - Minors:
 - Catchers are required to use a catcher's glove
 - Catchers are required to use a protective cup except females
 - Majors:
 - Catchers are required to use a catcher's glove
 - Catchers are required to use a protective cup except females
 - Pony:
 - Catchers are required to use a catcher's glove
 - Catchers are required to use a protective cup except females

Bat Specifications:

- Mitey-Mites:
 - No bat shall be sized greater than 2 ¼ inches
- Minors:
 - No Bat Restrictions
- Majors:
 - No Bat Restrictions

- Pony:
 - No Bat Restrictions

Shoe Restrictions:

- Mitey-Mites:
 - Rubber cleats or tennis shoes are permitted.
- Minors:
 - Rubber cleats or tennis shoes are permitted.
- Majors:
 - Rubber cleats or tennis shoes are permitted.
- Pony:
 - Metal or rubber cleats are permitted; but any alteration, such as sharpening, which might make them dangerous to participants, is specifically prohibited.

5 - GAME PROCEDURES

- All attempts will be made to schedule games Monday through Friday; with the possibility of games being played on the weekends due to field availability or to make up games that were unable to be played at their regular scheduled time.
- Game starting time is 6:30pm.
- Time Limit:
 - No new inning shall begin after 2 hrs. and 15 min. of when the game has been started.
 - The umpire’s time is the official time.
- An official game varies based on the division of play and is qualified as such through run rule or cancellation where the official home team or visiting team winning criteria are met.

Division	Game Length	Run Rule	Home Team Winning	Visiting Team Winning
Mitey-Mites	6 innings	No run rule	-	-
Minors	6 innings	12 runs	3-1/2 innings	4 innings
Majors	6 innings	12 runs	3-1/2 innings	4 innings
Pony	7 innings	10 runs	4-1/2 innings	5 innings

- Any games not started at game time due to lack of players (less than eight (8)) will be forfeited 15 minutes past the scheduled game time. Umpires will keep official time.
- Any game forfeited will be considered a no show forfeit. The forfeiting team’s league will be responsible for paying umpire and field preparation fees.
- Scheduling conflicts (school or city sponsored functions) shall be presented to the WRBL board of directors soon as they are known. All efforts will be made to accommodate the requests for dates where teams cannot play.
- Managers cannot cancel or reschedule games because of lack of players or coaches; forfeits will be given to any team without the minimum number of players.
- Once the game has started, ONLY the head coach (manager) is permitted to talk to the umpires. When not coaching, all coaches must remain in the dugout area.
- Catcher Courtesy Runner:
 - A team may replace the catcher with a courtesy runner when the catcher has reached base with two outs in an inning. The runner is a player in the line-up who was the last recorded out.

6 MISCELLANEOUS

- There are three (4) possible end results of a game:
 - 1) The Official Game
 - 2) A Suspended Game
 - 3) The Cancelled Game
 - 4) Tie game that has reached Official Game length. There are no ties for playoff games
- An OFFICIAL GAME is a game that goes the official number innings.

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- A **SUSPENDED GAME** is one that is called due to unplayable conditions (i.e. darkness, weather lightning, etc.) after the required number of innings has been played, with the score tied. If the game is stopped in an incomplete inning it will revert back to the last completed inning. When this happens, the umpire declares the game suspended and the score book is rolled back to the last inning completed. If the score is tied, the game will be completed from the exact point of suspension, inning, count, and outs. If not tied, then the score speaks for itself. Any suspended game should be played on the next available day of both teams. Additionally, this game must be completed prior to starting a new game with the same opposing team.
- A **CANCELLED GAME** is one that has not been played to its required length, the game will be considered cancelled and restarted from the first inning upon rescheduling.
- **Lightning:**
 - During severe weather conditions such as high winds, heavy rain, etc., if the umpire does not call the game both managers agree it should be called, then both managers should confer with the umpire and request it be called.
 - The league director for that particular league may also step-in to halt the game.
 - When lightning is seen in the area, by an umpire, a manager, the assistant manager or any trustee the game must be suspended immediately. Game may only be re-started, after 30 minutes of time has passed from sight of the last lightning bolt. Upon the second occurrence of lightning, the game will be cancelled for the evening.

7 - PLAYING RULES

- The official playing rules, with the exception and variation contained in this book, shall be:
 - The “National Federation of High Schools” official baseball rules. The following divisions that will follow these are: Pony, Major, Minor, Mitey-Mite

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- Mitey-Mites

- Defensive Positioning:

- Infield shifts are not allowed. Infielders must play in the standard zone of each infield position.
- A maximum of six (6) infielders, including the pitcher and catcher will be allowed.
- Position of infielders: SS/2b behind baseline. 1b and 3b may be one foot inside the base line or behind, not in the baseline.
- The player/pitcher must stay within a 5 foot radius of the pitching rubber at the point when the ball is released by the manager to the batter. This applies when the coach is pitching (keeping one foot within the circle if applicable).
- A maximum of four (4) outfielders will play in the outfield grass.

- Batting:

- The league will use a continuous batting order. See RULE 2-B, regarding tardy players.
- Mitey-Mites will bat until either three (3) outs have occurred or a maximum of 5 runs are scored except the final inning which is unlimited.
- A complete line-up will be given to the opposing manager before the game. The line-up will include the player's name, number and position. The line-up given to the opposing manager should also contain the names and numbers of eligible substitutes. All substitutes MUST be reported prior to entering the game.
- Injured players do NOT take an automatic out if no other substitute players are available.
- Re-entry of players:
 - There is re-entry in all divisions; as long as, RULE 2-B is not violated.
- Throwing of the bat procedures are as follows:
 - A warning will be issued by the umpire to the team of the player that has thrown the bat (first violation). The next player to violate the rule after warning will be called out.
 - A thrown bat will result in the batter being given a warning. Upon a second warning during the game, the batter will be called out but allowed to remain in the game. Upon the batter being called out, the ball is considered a dead ball. Runners can not advance. A third thrown bat offense (by a single player) during the game will result in that player's dismissal from that game, and considered an out for each subsequent at bat.
- Batting Out of Order:
 - In such case, the improper batter will be replaced with the correct batter without penalty and he assumes the count of the improper batter. The improper batter will bat next in his proper turn. He will begin the next inning if making the last out of the previous inning.
- No bunting. Balls hit within 6 feet of home plate will be considered a bunt and ruled dead ball. It is the umpire's consistent discretionary call when determining the ruling of a bunt.
- A foul ball must rise above the batters head to be considered an out when caught by the catcher.

- Base-running:

- Lead-offs and steals are not permitted.
- All over-thrown balls are in play. In play is decided by field's ground rules, runners may advance at their own risk. If a defensive throw is attempted on a runner, the ball is ruled dead after the first throw, and no runners may advance any further than one base regardless of where the ball is thrown on any continuation throws .
- No half-way lines between 1st 2nd 2nd-3rd Runners advance at own risk. This is to

encourage defensive players to try and make a play on runners trying to advance. A base runner between these bases is considered live on carryover from a play even if “timeout” has been called by the umpire. If a defensive throw is attempted on a runner, the ball is ruled dead after the first throw, and no runners may advance any further than one base regardless of where the ball is thrown.

- Example A:
A ball at first base is overthrown. The runner can advance to second base at his own risk. REGARDLESS of how many defensive throws are made the runner must stay at second base
- Example B:
If a runner is on first when the ball is hit and an errant throw is made to either first or second base, the lead baserunner may advance to 3rd base only. S/He does not get home.
- Sliding:
 - The league recommends that all base-runners slide to avoid violent contact; except for the initial play at first, when an imminent play is to occur at the base.
 - SLIDE OR GIVE UP: All runners must slide or give-up if a play at the plate is attempted.
 - Ultimately it will be the opinion of the umpire to judge the severity of the contact and choose to call the runner out and the possibility of an ejection.
- Infield Fly Rule:
 - The infield fly rule is not applied in this division.
- General Pitching:
 - Pitcher's Inning Restrictions:
 - The pitching week starts at 12:01am Monday morning and runs through Sunday at 12:00am.
 - A delivery of a single pitch constitutes an inning pitched. This will not be waived for any subsequent innings pitched violation; i.e. it is discovered that a pitcher has already met his/her innings pitched in a game and that pitcher returns to the mound and pitches to a batter prior to discovery; this will count against innings pitched for the week.
 - Tournament innings DO NOT count toward innings totals for the week.
 - A pitcher must have 22 hours rest after he pitches.
 - Balls and strikes will be called by the umpire behind the plate for the entire game (Includes Player and Coach pitch).
- Player Pitch:
 - **Players will pitch the first 4 innings of every game from the start of the season.** Any applicable pitching rules as stated previously will apply. There will be a no walk rule unless a batter is hit by the pitch; see below:
 - A player shall not pitch more than 1 inning per game and 2 innings per week.
 - A player cannot pitch in consecutive calendar days
 - 2 hit batters by the same player constitutes a pitching change
 - NO WALK RULE:
 - At any point, the count reaches 3 balls, the batter's coach (usually the 3rd or 1st base coach) will pitch (NOT LOB) the ball to the batter.
 - The PLAYER PITCHER MUST STAND WITHIN FIVE FEET on either side of the coach as the coach pitches. As soon as that batter is done the coach runs back to his position and the normal player pitcher then begins pitching to the next batter.
 - When coaches come in to pitch there will be a five (5) PITCH MAXIMUM (including foul balls).
 - Pitching coaches must pitch overhand NOT underhand.
 - If the pitching coach throws a pitch that is not a strike it is simply called a no pitch and the count remains at three balls and the coach pitches again, there is no ball four and no walk. If the count is three balls and two strikes and the pitching coach throws a strike (swinging or called by the umpire) then the batter is out. If, after the 5th coach pitch, the batter has not hit the ball or has not been called out with 3 strikes the batter is automatically out.

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- One foot of the pitching coach must be in the circle if applicable or within 5 feet of the pitching rubber.
- Coach Pitch:
 - Maximum of seven (7) pitches per batter.
 - Four (4) strikes will determine a strike-out.
 - There are no bases on balls.
 - If last pitch is fouled off the batter will receive another pitch
 - All pitching is overhand and will approximate a player's pitch. NO lobs allowed.

Minors:

- Batting:
 - The league will use a continuous batting order. See , regarding tardy players.
 - A complete line-up will be given to the opposing manager before the game. The line-up will include the player's name, number and position. The line-up given to the opposing manager should also contain the names and numbers of eligible substitutes. All substitutes MUST be reported prior to entering the game.
 - Injured players do NOT take an automatic out if no other substitute players are available.
 - Re-entry of players; there is re-entry in all divisions; as long as, RULE 2-B is not violated.
 - Throwing of the bat procedures are as follows:
 - A warning will be issued by the umpire to the team of the player that has thrown the bat (first violation).
 - The next player to violate the rule after warning will be called out.
 - Dropped Third Strike is NOT in effect in Minors
- Base-running:
 - Lead-offs are not permitted.
 - Stealing is allowed after the ball has crossed home plate.
 - Stealing of home is permitted until the offensive team has an eight (8) run lead. A runner on third base can advance home after an eight (8) run lead as long as a defensive play is being attempted either to his base or another base.
 - Sliding:
 - The league recommends that all base-runners slide to avoid violent contact; except for the initial play at first, when an imminent play is to occur at the base.
 - SLIDE OR GIVE UP: All runners must slide or give-up if a play at the plate is attempted.
 - Ultimately it will be the opinion of the umpire to judge the severity of the contact and choose to call the runner out and the possibility of an ejection.
- Infield Fly Rule
 - Definition: An infield fly is a fair fly (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort, (rule does not preclude outfielders from being allowed to make the catch) and provided the hit is made before two are out and at a time when first and second or all bases are occupied.
 - The infield fly rule is not applied in the Minors division; but if in the umpire's judgment the ball is dropped intentionally, the play is dead and the batter will be considered out.
- Pitching:
 - Pitcher's Inning Restrictions:
 - The pitching week starts at 12:01am Monday morning and runs through Sunday at 12:00am.
 - A delivery of a single pitch constitutes an inning pitched. This will not be waived for any subsequent innings pitched violation; i.e. it is discovered that a pitcher has already met his/her innings pitched in a game and that pitcher returns to the mound and pitches to a batter prior to discovery; this will count against innings pitched for the week.

- Tournament innings DO NOT count toward innings totals for the week.
- A pitcher must have 22 hours rest after he pitches.
- The starting pitcher may re-enter the game as a pitcher as long as the pitcher's innings restrictions have not been violated.
- A pitcher may pitch in a maximum of three (3) innings per game and eight (8) innings per week.
- A pitcher will be removed and not able to pitch for the remainder of the game if the pitcher hits two (2) batters in one (1) inning or a total of three (3) in any game. He can be placed in any other defensive position.
- A pitcher will be removed from the game for a malicious act of hit batsman. This determination will be the sole discretion of an umpire.
- When the pitcher is in contact with the pitching rubber, the ball is dead. If no attempt to steal is made before the pitcher makes contact with the rubber, all base-runners must return to their base.
- With runners in stealing position (1st or 2nd base), the pitcher will pitch from the stretch. A warning will be issued by the umpire in case of an infraction; no other penalties will be given.
- No quick pitches are allowed; the pitcher must go to the proper progression and come to a set position, before delivering the pitch.
- Defensive Conferences:
 - Managers or coaches may visit the mound once per inning. The second trip to the mound in the same inning will constitute the removal of the pitcher for that half inning.
- Balk Violations:
 - The balk rule is not in effect.
- Majors:

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- Batting:
 - The league will use a continuous batting order. See RULE 2-B, regarding tardy players.
 - A complete line-up will be given to the opposing manager before the game. The line-up will include the player's name, number and position. The line-up given to the opposing manager should also contain the names and numbers of eligible substitutes. All substitutes MUST be reported prior to entering the game.
 - Injured players do NOT take an automatic out if no other substitute players are available.
 - Re-entry of players; there is re-entry in all divisions; as long as, RULE 2-B is not violated.
 - Throwing of the bat procedures are as follows:
 - A warning will be issued by the umpire to the team of the player that has thrown the bat (first violation).
 - The next player to violate the rule after warning will be called out.
 - Dropped Third Strike:
 - Definition: A drop third strike is a ball called a strike not caught cleanly by the catcher (a ball that has touched the ground upon delivery from the pitcher and swung at is a dropped third strike).
 - The batter is out on a dropped third strike provided a runner occupies first base and there are less than two outs; If there are two outs or if no runners occupies first base, the batter is not out unless the third strike is caught, He is entitled to try to reach first base before being tagged out or thrown out.
 - The batter-runner is out if he gives up by entering the bench or dugout area; or, does not attempt to reach first base prior to the ball returning to the pitcher.
 - Dropped third strike is in effect in Majors.
 - Base-running:
 - Lead-offs are permitted, without restriction
 - Stealing of home is permitted
 - Sliding:
 - The league recommends that all base-runners slide to avoid violent contact; except for the initial play at first, when an imminent play is to occur at the base.
 - SLIDE OR GIVE UP: All runners must slide or give-up if a play at the plate is attempted.
 - Ultimately it will be the opinion of the umpire to judge the severity of the contact and choose to call the runner out and the possibility of an ejection.
- Infield Fly Rule:
 - Definition: An infield fly is a fair fly (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort, (rule does not preclude outfielders from being allowed to make the catch) and provided the hit is made before two are out and at a time when first and second or all bases are occupied.
 - In the Major division the infield fly will be in effect, according to definition.
- Pitching:
 - Pitcher's Inning Restrictions:
 - The pitching week starts at 12:01am Monday morning and runs through Sunday at 12:00am.
 - A delivery of a single pitch constitutes an inning pitched. This will not be waived for any subsequent innings pitched violation; i.e. it is discovered that a pitcher has already met his/her innings pitched in a game and that pitcher returns to the mound and pitches to a batter prior to discovery; this will count against innings pitched for the week.
 - Tournament innings DO NOT count toward innings totals for the week.
 - A pitcher must have 22 hours rest after he pitches.
 - The starting pitcher may re-enter the game as a pitcher as long as the pitcher's innings restrictions have not been violated.
 - A pitcher may pitch in a maximum of three (3) innings per game and eight (8) innings per week.

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- A pitcher will be removed and not able to pitch for the remainder of the game if the pitcher hits two (2) batters in one inning or a total of three (3) in any game. He can be placed in any other defensive position.
- A pitcher will be removed from the game for a malicious act of hit batsman. This determination will be the soled discretion of an umpire.
- Defensive Conferences:
 - Managers or coaches may visit the mound once per inning. The second trip to the mound in the same inning will constitute the removal of the pitcher for that half inning.
- Balk Violations:
 - The balk rule is in effect. There will be two (2) warnings per pitcher per game.
 - Once a balk is called, the ball is dead even for a warning.
 - No quick pitches are allowed, the pitcher must go to the proper progression and come to a set position, before delivering the pitch.
- Pony:
 - Batting:
 - See RULE 2-B, regarding tardy players.
 - A complete line-up will be given to the opposing manager before the game. The line-up will include the player's name, number and position. The line-up given to the opposing manager should also contain the names and numbers of eligible substitutes. All substitutes MUST be reported prior to entering the game.
 - Injured players do NOT take an automatic out if no other substitute players are available.
 - Re-entry of players; there is re-entry in all divisions; as long as, RULE 2-B is not

- violated.
- Throwing of the bat procedures are as follows:
 - A warning will be issued by the umpire to the team of the player that has thrown the bat (first violation).
 - The next player to violate the rule after warning will be called out.
- Dropped Third Strike:
 - Definition: A drop third strike is a ball called a strike not caught cleanly by the catcher (a ball that has touched the ground upon delivery from the pitcher and swung at is a dropped third strike).
 - The batter is out on a dropped third strike provided a runner occupies first base and there are less than two outs; If there are two outs or if no runners occupies first base, the batter is not out unless the third strike is caught, He is entitled to try to reach first base before being tagged out or thrown out.
 - The batter-runner is out if he gives up by entering the bench or dugout area; or, does not attempt to reach first base prior to the ball returning to the pitcher.
 - Dropped third strike is in effect in Pony.
- Base-running:
 - Per NFHS rules.
- Infield Fly Rule:
 - Definition: An infield fly is a fair fly (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort, (rule does not preclude outfielders from being allowed to make the catch) and provided the hit is made before two are out and at a time when first and second or all bases are occupied.
 - In the Pony division the infield fly will be in effect, according to definition.
- Pitching:
 - Pitcher's Inning Restrictions:
 - The pitching week starts at 12:01am Monday morning and runs through Sunday at 12:00am.
 - A delivery of a single pitch constitutes an inning pitched. This will not be waived for any subsequent innings pitched violation; i.e. it is discovered that a pitcher has already met his/her innings pitched in a game and that pitcher returns to the mound and pitches to a batter prior to discovery; this will count against innings pitched for the week.
 - Tournament innings DO NOT count toward innings totals for the week.
 - A pitcher must have 22 hours rest after he pitches.
 - A pitcher may pitch in a maximum of five (5) innings per game and ten (10) innings per week.
 - There will be NO pitcher removal for hit batters unless the act is considered malicious.
 - A pitcher will be removed from the game for a malicious act of hit batsman. This determination will be the sole discretion of an umpire.
 - The starting pitcher may re-enter the game as a pitcher as long as the pitcher's innings restrictions have not been violated.
 - Defensive Conferences:
 - Managers or coaches may be granted not more than three charged conferences during a seven inning game, without penalty. After three charged conferences in a seven inning game the pitcher shall be removed as pitcher for duration of the game; and all subsequent trips after the pitcher is removed.
 - Balk Violations:
 - The balk rule is in effect.
 - No quick pitches are allowed, the pitcher must go to the proper progression and come to a set position, before delivering the pitch.

8 – GAME SCORES AND MAKE-UPS

- The league director of the home team will schedule make-ups due to weather. Time slots will be on a first come-first serve basis. Games will generally be made up on Friday, Saturday or Sunday.
- The manager of each team will report scores within 24 hours of the game being completed.
- If game is not made-up within the week after giving reasonable effort, both teams can be given a loss.
- Make-up games are scheduled by the home city commissioner or designee.

9 – PLAYOFFS

- Single Elimination Playoffs occur for all divisions
- No minimum number of games are required to qualify for the playoffs
- Qualifying teams for Minor, Major, & Pony Divisions will be determined by WRBL Commissioners.
- All Mitey-Mite teams will be included in playoff bracketing. Seeding will be done by blind draw.
- Champion will be determined from a best of 3 World Series
- Minor, Major, & Pony Division Seeding will be determined by:
 - 1) Total Points
 - 2) Tie Breakers
 - A. Head to Head Record
 - B. Least Runs Surrendered for Head to Head match-up
 - C. Run Differential
 - D. Coin Toss
- Playoff Point System:
 - 1) Win 2
 - 2) Tie 1
 - 3) Loss 0.5
 - 4) No Game 0

10 - MANAGERS AND COACHES

- The manager or acting manager is responsible for the behavior of his bench. This includes coaches, players, and parents.
- The following is not permitted by anyone:
 - Profane language
 - Poor sportsmanship
 - Heckling
 - Abuse of equipment
 - Any use of tobacco in the dugout or near the field of play
 - Carrying Firearms
- Injured/Ill Player:
 - If a player is removed from the game due to injury or illness, they may return at any time.
 - If a substitute player is available, they must enter the game to fill the open roster spot.
 - With no substitute available and the injured/ill player is attempting to re-enter the game but is unable to bat during his designated spot/time of the line-up, his spot will be considered an automatic “Out” until he is able to return to the game.
 - If the injured/ill player cannot return to the game, and there are no substitutes available, the coach/manager must notify the umpire and opposing coach immediately and the spot in the batting order will be passed over without penalty; however the player may not return to the game in any capacity.
- Parents are not allowed on the playing field at any time during game to dispute a call by an umpire or any decision by the manager. These infractions by parents could result in their child being removed from the game.
- Managers should report any improper action by an umpire to the WRBL board of directors.

11 - PROTESTS

- A manager filing the protest must notify the umpire and the opposing manager at the point in the game in which the infraction occurred, including game ending plays and should sign the scorebook. The

protesting manager must notify his/ her commissioner the same evening of the protest.

12 - GENERAL CONDUCT

THE WESTERN RESERVE BASEBALL LEAGUE HAS ENDORSED A "ZERO TOLERANCE" FOR VIOLENCE BY OFFICIALS, MANAGERS, COACHES, PLAYERS AND SPECTATORS

- All Members of Western Reserve Baseball Leagues shall be guided by this Constitution, Bylaws, and most importantly, common sense in conducting themselves in such a manner as to bring credit upon them as well as to the program. Emotional conduct, which praises good play or demonstrates positive attitudes is encouraged whereas conduct, which stresses negative attitudes, is unacceptable and should be corrected immediately.
- Any manager, coach, or player who gets ejected will be subject on the following:
 - First Offense - That game plus the next game.
 - Second Offense - That game plus the next two games.
 - Third Offense - Out for the remainder of the season and playoffs.
- The ejected manager, coach, must leave the playing area, or the game will not resume.
- An ejected player must remain on the bench. If this is not done within a reasonable time, the game will be forfeited.
- The suspended manger, or coach attending the next game must sit outside the bench area.

- The suspended player coach attending the next game must remain on the bench.

13 – GENERAL INFORMATION

Thank You

- Thank you for volunteering so much of your time to give the youth of our community the benefit of your knowledge, leadership, and enthusiasm. The quality of life for our children is largely determined by the effort we parents are willing to provide. Your contribution is greatly appreciated by everyone in this organization. We are not here to produce major league ballplayers, or to win championships. This program is geared towards developing kids both physically and emotionally into healthy, responsible adults. The program's objectives and the conduct required to reach these objectives as described in the first section of these rules.

Umpires

- As participants they deserve the same respect and support you give your players. Many of them are holding their first job, and like players and managers, they will make mistakes. Poor performance and/or attitude by umpires will be addressed. If you have a problem with an umpire, notify your commissioner and/or the Director of Umpires. If you or one of your coaches is ejected from a game you are automatically suspended for one game. You may appeal, but are suspended until the Board considers your appeal.