

West El Paso Summer Baseball 2012

Midgets (Minors) Division Playing Rules

West El Paso Baseball (WEB), Inc. Is a nonprofit organization dedicated to promoting good sportsmanship, and opportunity to continue to play organized, good fundamental baseball during the summer. We provide the best playing experience possible for every player. We are a AA (minors) level baseball league with a small mixture of AAA (majors) level players. We have players from all levels, from beginner to experience. It is the league's intent to keep players with their school, neighborhood or current baseball team whenever possible. Although it is not guaranteed this will be possible in every case, we will work it out the best for all involved. All kids age 6-15 are welcome.

*This is a recreational and instructional summer league. Teams will consist of non-select players of all skill levels.

Official Player

*Only players that are officially registered and paid can participate. The league has received payment; registration and waiver forms have been completely filled out and turned into league officials. Coaches that use illegal players will result in forfeit/s of games, in which an illegal player has participate in.

*What is "Officially Registered"

- Registration has been paid in full prior to the first game.
- Registration form completed
- Parent Code of Conduct, Amateur Athletic Minor Waiver and Release of Liability, and Consent to Treat, Waiver form completed
- Copy of Birth Certificate turned into the league, unless league has one from previous year.

*Age limit will be determined as of April 30, 2012. Younger age players can play up with league approval; contact Jorge Lacayo @ 719-648-5171 or email the league at westelpasobaseball@comcast.net, Subject: Approval Needed to Play Up. Please submit information why your son/daughter should play up.

Game Length/Locations/Times

*Games will consist of six (6) innings or one (1) hour 30 minutes time limit. No new inning will begin after one (1) hour and 30 minutes of play. Teams will complete the inning in progress unless the home team is at bat and already leading.

*Games that complete two (2) ½ or three (3) full innings or exceeded 45 minutes in playing time will be considered "official" and will not be rescheduled.

*Game time will start per scheduled time.

- It will be up to the coaches to get the games started on time.
- Tied games will not be extended to determine a winner.

*Games will be played at El Pomar Youth Sports Complex, 2212 Executive Drive, Colorado Springs, Colorado 80906. One game during the week and one during the weekend on Saturday, weather permitting. Some weeks, teams might have to play more than two game. Rainouts will be made up on Sunday morning or early afternoon.

• Weekday games will start at 5:45PM. Weekend games for Midgets can start at either 8:30AM, 10:30AM or 12:30PM.

***THERE IS NO MERCY RULE IN THE LEAGUE. ALSO IF A TEAM IS SHORT OF PLAYERS THEY CAN BORROW PLAYERS FROM THE OTHER TEAM WITHOUT TAKING AN OUT.**

*Teams are unable to finish last inning; the score from the previous inning will stand as the final score.

Short on Players

* The league will try to avoid forfeits when possible. If a team has 6 (six) players or less it will result in forfeit. Game will not be rescheduled.

*Teams will borrow players from another team in the league (player must be on an official roster) in order to play. Umpires have been scheduled. Games must be played. Borrowed players may not pitch and must play the outfield.

*If a team is going to be short of players, it will be the responsibility of the coach to notify the league. Please email league 48 hours prior to the game to westelpasobaseball@comcast.net with the following information: Short Players, Team name, division, game date and time, and coach's best contact information.

Pre-Game

*Players may warm up in the outfield part of field. Stretching and Long Toss.

*No soft toss or live batting practice with hard baseballs will be allowed against the fences, infield or outfield prior to or after games.

*Wiffle or lite-flite baseballs are allowed for batting practice in the outfield.

*During weekend games, pre-game warm ups can be done in the open areas around the baseball fields. Coaches are responsible for all games to start on time.

*Over Throw: During the pre-game conference between the coaches, an agreement must be reached regarding on what to do on an over throws. In the past coaches have agreed on one base per over throw.

Home Team

*Home team will keep the official scorebook and occupy the first base dugout. Home team will notify league of the game results within 24 hours: who won, the score. Email results to westelpasobaseball@comcast.net Subject: Division, team name and score: Midget Bats 13 vs Fish 3).

Dugout

*Only uniformed players, the manager, one coach and one scorekeeper are permitted on the bench. The manager should require all others to leave the dugout. Players must stay in the playing area or on the bench during the game unless the manager permits them to leave. During a game, the only individuals allowed outside of the dugout are the defense team, the batter, base runners, manager and

base coaches. **Each team must clean up their respective dugout and area after a game or practice**

Batting Line-Up Rules

- *The batting order will consist of all players (officially registered) present for the game. This order will not change throughout the contest. If a player leaves the game for any reason (ie; is injured or leaves early), the order will move up and team will not be charged with an out when that spot comes to bat.
- *Players arriving late may only be added to the bottom of the batting order.
- *Batting helmets must be worn at all times by the batter/base runners until they are back in the dugout.
- *No metal cleats are allowed. *No undeck batter allowed.
- ***No BIG BARREL** bats allowed in the league. Barrel size must 2 ¼ inches in diameter. Bats with a diameter of 2 ½ or 2 5/8 are considered Big Barrel, which are illegal.

NO BPF (Bat Performance Factor) or BBCOR bats required in the league

Base Path

- *Midgets 60 feet

Base Runner/Running Rules

- *Pinch" base runners needed due to injury, will be the last player that recorded an out.
- *It is the responsibility of the base runner to avoid a collision. The runner must slide, give up, or attempt to return if the infielder is in position and has possession of the ball or is simultaneously receiving the ball. Runners may not attempt to dislodge the ball. *Players may not lead off. They must wait until the ball is hit. *No head first slides. *No Stealing.
- *Coaches are reminded this sport is not a track meet, and to be sportsmen when leading comfortably.

Offense: Five Run Rule per Inning/Mercy Rule

*Each team is limited to five runs scored per inning for each inning through the first five. Unlimited runs are permitted to be scored by each team in the final inning. Important Information: Not all games will go the six innings; some games will only go four or five innings. If the game is coming to the **One hour 30 minutes mark**, it is the coaches' responsibility to meet and agree that the upcoming inning will be the unlimited run inning for both teams due to time restrictions. This should be done around the 1 hour mark of the game depending on the flow of the game.

*When a batted ball hits the pitching machine the ball is dead, the batter is awarded first (1st) base and all runners advance one (1) base.

***THERE IS NO MERCY RULE IN THE LEAGUE. ALSO IF A TEAM IS SHORT OF PLAYERS THEY CAN BORROW PLAYERS UP TO THREE FROM THE OTHER TEAM WITHOUT TAKING AN OUT.**

Pitching Machine Rules

*The pitching machine and extension cord will be stored in a dumpster between fields 1 and 3 at El Pomar Youth Sports Complex. The coach of each midget team will have the key to the dumpster.

*In the event of rain please bring the pitching machine in the dugout, do not leave on the field.

*Pitching Machine: The **home team** is responsible for setting up and putting away the pitching machine, locking up the dumpster. When putting away the pitching machine please make sure the motor is facing up and the machine is resting in its wheel. The extension cord is rolled up and set around the machines stance.

*Distance between home plate and pitching machine: The front edge of the pitching machine will be set at forty-two feet (42'), usually the first rubber to the back point of home plate.

*Recommended pitching speed is **35 M.P.H – 37 M.P.H.**

*Players have a maximum of seven pitches through the pitching machine for the first two weeks of the season from June 13th to July 3rd. The league will allow players to swing and try to hit the ball fair using no more than seven pitches up to seven pitches. After the seventh pitch without putting the ball in fair play the batter will be out. The first two weeks will be a time for players to acclimate to hitting off a pitching machine. Beginning July 5th any combination of three strikes (swings attempted) will result in an out or failing to hit the ball fair by the seventh pitch without striking out will result in an out. An example would be: batter looks at the two pitches, next pitch he swings and misses, the next two pitches he fouls off. Batter has a count of two strikes with only two pitches left to make contact. On the very next pitch batter swings and misses...batter is out. There are no walks.

*When a batted ball hits the pitching machine the ball is dead, the batter is awarded first (1st) base and all runners advance one (1) base.

*Fair Ball Arc – There will be a twenty-foot (20') arc drawn from 1st baseline to 3rd baseline in front of home plate. A batted ball must go past this line to be fair.

*In the event of light rain or a pitching machine that malfunctions, the game must continue. The game will become a coach pitch game, same rules apply.

Defense

* Ten (10) defensive players will play in the field with four (4) outfielders. The fourth outfielder may not be allowed to assume an infield position. All outfielders must stay behind the baseline, and on the grass. *Two defensive coaches allowed on the field.

***FREE SUBSTITUTION OF PLAYERS ON DEFENSE:** Any team player can substitute for another player on defense at any time.

*Player participation will be at a minimum, 6 of the first 12 defensive outs. It will be up to the coach to determine the defense.

*Players and Positions: Safety is first. Coaches will not be putting players in defensive positions that will increase chances of injury. The player's abilities and the head coach, not the parents, will determine defensive positions.

*Every player present for the game must play 2 of the first 4 innings. Players that will not receive their minimum playing time (due to injury, illness, or discipline) must be identified to the opposing coach prior to the start of the game. Free substitution for all defensive players.

Catchers

*Must wear proper equipment: Catchers Helmet, Chest Protector, Shinn Guards and Athletic Cup.

*Coaches please have your catcher ready to catch prior to the offensive inning ending. This will help the flow of the game.

Keeping the Flow of the Game

*Arrive 45 minutes before your game. *Get the kids ready by pregame drills and exercises.

*Home team has the pitching machine ready to go 15 minutes prior to game time.

*Have your offensive lineup ready; get extra help in the dugout. *Have your next defense set and ready before your last offensive out.

When Pitching Machine is not Working

*If there is a malfunction with a pitching machine during your game, we will revert to coach pitch. Each player will receive up seven (7) pitches (June 13th to July 3rd) or any combination of three (3) strikes (after July 4th) to complete the game.

Rain Outs

*The league will make every attempt to reschedule rainouts. The makeup game will be rescheduled 6-7 days after the rainout, unless both coaches agree on an earlier date. If coaches don't agree on a makeup date given by the league, it will be a forfeit. Make up dates are Sunday of the following week after a rainout - no exceptions. ***No rainouts will be rescheduled after July 24th.**

Rain Delays

*Weekday games are allowed a 30-45 minute window for rain delays. Weekend games: It will be game by game decision by league officials. There is a good chance that an early game could be cancel but not the later game, and vice versa.

Weather Cancellations

*Cancellations will be posted on the website at www.westelpasobaseball.com or you can call the league line 719-648-5171. League has no control over the playing conditions of the fields. El Pomar Youth Sports Complex grounds crew will have the final decision over fields' readiness for games.

Field Rentals

*El Pomar Youth Sports Complex fields are available for rent. Price is \$18.00 per hour. There is a minimum field rental time of 1 hour for Midgets Division and 1½ hours for Rookies (9-10 y/o) Majors (11-12 y/o) and Juniors Division (13-15 y/o). Please contact Vicki at 630-0168 for reservations and availability.