

WEST PEMBROKE PINES OPTIMIST BASEBALL LEAGUE

WEST PINES BASEBALL

FALL 2013
**POLICY AND PROCEDURE
MANUAL**

These rules shall govern West Pembroke Pines Optimist Baseball (the “League”), and all divisions within the League, shall remain in full force and effect until such time as they are modified or amended by the Board of Directors (the “Board”) of the League, and shall not be modified or amended except upon approval of a majority of the members of the Board.

This manual does not contain a complete set of rules. A complete set of rules can be found in the “South Florida Baseball Alliance/USSSA Rules and Regulations” and “The Official Baseball Rules” Sporting News edition. This manual contains exceptions and amendments to those rules adopted by our local league, as well as our league regulations governing league organization and administration.

1 - THE LEAGUE

WPPO Baseball is a youth sports league sponsored by the West Pembroke Pines Optimist Club. The WPPO Baseball Board of Directors and Baseball Commissioner are approved by and report to the WPPO Board of Directors. WPPO Baseball is a member league of the South Florida Baseball Alliance.

The WPPO Baseball Board of Directors is charged with governing the league. Members of the Board of Directors may be described as but not limited to: Commissioner, Secretary, Treasurer, Internal VP, Travel VP, Equipment and Uniforms Manager, Divisional VP for each division (4U, 6U, 8U, 10U, 12U, 14U, and 16U) and Committee members. The duties of each member are agreed upon within the Board.

All league decisions are voted on by the voting members of the board which consists of the Secretary, Treasurer, Internal VP, External VP, Travel VP, Equipment and Uniforms Manager and Divisional VP for each division (4U, 6U, 8U, 10U, 12U, 14U, and 16U). Any ties are broken by the commissioner’s vote.

Committee members are non-voting members who include but are not limited to: Pictures/Trophies coordinator, Sponsorships coordinator, Special events coordinator, 8U umpire’s coordinator, Concession coordinator and I.D. Badge coordinator.

The WPPO Commissioner is elected to a term of two calendar years and all other board and Committee members are elected to a term of one year.

Board positions are voted on annually and the commissioner is voted on semi-annually.

DVP DUTIES

Division VP’s are responsible for the management of their division. DVP’s will select proposed managers (which will be approved by the board), run the evaluations and draft and oversee differences of opinion between managers in his/her division. Each DVP will meet on a bi-weekly basis (**or as needed**) with his or her managers to update them on standings, schedule changes and any other league business. An example would be to hold your division meeting 2 hours prior to the start of games for your division. Meetings should not be longer than one hour.

2 – INSURANCE

In baseball as well as any other youth sport or activity there are certain dangers of injury that cannot be avoided even with the utmost of preparation and caution. The league urges all involved players and parents to make sure they have primary health/injury/accident insurance in place on an individual basis. WPPO Baseball provides limited liability and minimal secondary accident insurance through the West Pembroke Pines Optimist Club.

3 – TEAMS

ALLSTAR/TOURNAMENT MANAGERS AND COACHES

An “Official Coaches Record” shall be maintained on each manager in the league. This Official record includes but is not limited to, Manager Longevity, Won/Lost records, Post Season Records, Sponsorship Record, Marlins Day Record, Tournament/Travel experience, Ejections, Complaints, WPPO Membership, Coach Training and Attendance. At the designated time all interested coaches should apply for the position of manager of the appropriate All-Star or Tournament Team. The BOD will consider the official coaches record and select the manager and coaching staff based on this criteria from the pool of available and interested managers. All of the above listed criteria will factor equally into the selection process.

ALLSTAR/ TOURNAMENT UNIFORMS

In the interest of unity when we travel to other parks to represent WPPO, the league has approved and provides each All-star/Tournament team with uniforms of like kind. If an individual team wishes to add other uniform items, the Board of Directors must approve these items. Particular attention should be paid to Shades of Colors and Font Style of lettering prior to requesting special approval. Any deviation from the approved pattern would jeopardize a manager’s status for future selection.

ALL-STAR/TOURNAMENT PLAYER SLECTION

All-stars will be chosen by an evaluation in each division. Each manager will submit a maximum of three potential all-stars prior to the evaluations. A meeting will be held with all coaches and the Division V.P. to further evaluate the candidates prior to the tryout. The Players must be available to play in all tournaments registered for by the board. If a selected player is unable to attend the tryout due to injury, illness, vacation or other extreme circumstances he WILL NOT be automatically excluded from consideration. A minimum of twelve (12) players must be selected for each team. The All-star managers without board approval shall make no additions or deletions to the team roster. Managers in the division attending the evaluations will make the initial selection of the players for the teams. The BOD will select the manager and coaching staff for each team. The team roster’s can then be reasonably adjusted by the selected manager and coaching staff. Additions to the rosters due to injury or incapacity shall come first from the “B” team (or next level), and if there are no players available from the “B” team (or next level), then such addition shall come from the list of players originally nominated for all-stars who did not get selected to a team. A team cannot change its roster due solely to evaluation errors. **In order to be eligible to participate in the Tournament and/or All-Stars, the player must be properly and fully registered with WPPO Baseball and must have participated in 75% of the regular season games and playoffs. Selected All-Star and/or Tournament players may not participate in any other baseball league or baseball team for the entire tournament and/or All-Star scheduled season.**

4 – LEGAL PLAYERS

PLAYERS DROPPING OUT/CHANGING TEAMS

Eligible Player: To be eligible to participate in the League, the player must be properly and fully registered with WPPPO Baseball, to include a current application submission, signed code of conduct, copy of water bill for Pembroke Pines residents, impact fee paid for non residents of Pembroke Pines, copy of driver license provided by guardian matching the water bill address, copy of birth certificate on file and full payment and financial obligation met for participation. Space is limited in each division.

PLAYERS DROPPING OUT/CHANGING TEAMS

Each manager shall notify his DVP within one week of the date he or she is notified or is aware of a player's withdrawal from the league (refunds must be sent in writing or via e-mail to the league as well). In those divisions that have the select team format, no player may change teams in such divisions after the start of the season: provided, however, under exceptional circumstances the board shall permit and effectuate such changes, as it deems necessary and in the best interests of the league. Once the uniforms have been ordered and teams selected, there is a 50% refund for players dropping out. After the first game of the season there is no refund. **Players that are added to teams after the draft will be added from the wait list by the registration director (in order of registration) and the DVP of that division. Once the season has passed its mid point of scheduled games, there will be no addition of players to teams that have enough eligible players to field a team. Any exception to this rule must be approved by the BOD.**

PLAYER UNABLE/UNWILLING TO PLAY

If a player is ejected from a game the vacated spot in the batting order will be recorded as an out for the remainder of the game.

If a player is unable or unwilling to continue in a game, that player will be scratched from the line-up and the next player will take his place in any division whose teams bat through their order. No out will be called.

5 – BOUNDARIES

Generally WPPPO Baseball does not have boundaries. However, Pembroke Shores is a City of Pembroke Pines Park; the park is maintained by the City of Pembroke Pines. While it is the goal of WPPPO Baseball to serve the youth of the area we also have a primary responsibility to serve the residents of the City of Pembroke Pines.

6 – SELECTION OF PLAYERS

HARDSHIPS

The board will consider hardship requests in the placement of players on particular teams. This will be handled on a case-by-case basis with written requests by the parent. *Hardships must be extreme and as an example, "car pooling" standing alone constitutes insufficient hardship.* Hardship requests must be turned in before the draft for that division occurs.

SIBLINGS

Siblings must play together on the same team if they are in the same division unless there is a specific parental request to be on separate teams.

Upon drafting the first sibling the next draft round selection will be filled by the other sibling.

TRADES

No player trades will be allowed after the draft day trade deadline.

No trades of Hat pick players or freezes will be allowed.

PROTECTED PLAYERS (FREEZES)

In order for a player to be protected, (frozen) the manager must obtain parental consent. Violation of this rule will result in penalty determined by the board. **Freeze Players must be identified prior to try outs.**

In the 8U, 10U, and 12U divisions each team will have a maximum of four (4) protected players.

In the 14U division each team will have a maximum of six (6) protected players.

In the 16U divisions the number of protected players will be determined by the coaches and division VP prior to each season. (Usually six or seven players)

Managers must protect their own children prior to draft. If a Manager has two (2) children, they both count as his/her protected players.

HAT PICKS

Unprotected players not attending the evaluations will become hat picks at the end of the draft. The hat pick selections will begin with the next team in the draft order once the last evaluated player has been taken. Hat picks will be separated by age and distributed as equally as possible.

The method of team/selection shall be as follows:

4U/6U

- A. Selection will be from a "Blind Draft". No player evaluations will take place.
- B. Managers will select a number from a hat to determine draft order.
- C. Each team shall be allowed to select four players to be protected. The manager's child is automatically considered a protected player.
- D. The league will attempt to oblige all parental requests in these divisions. Only requests in writing on the application will be valid.
- E. It is the duty of the DVP to monitor and administrate the draft, parent requests, complaints, game play, coach selection, rules and sportsmanship enforcement. It is the DVP's duty to report to the Board any items that he/she feels merits consideration by the board.
- F. All-stars shall be chosen each spring season from the 6U division. The BOARD & DVP will select the (4) four coaches that he/she feels did the best job of coaching the team. These coaches must have fulfilled his/her fundraising/sponsorship duties.

8U

- A. Managers will select a number from a hat to determine draft order.
- B. Each team shall be allowed to select four players to be protected. The manager's child is automatically considered a protected player.

- C. Protected players that do not attend the evaluations will be considered an automatic first round draft pick.
- D. Protected players will be evaluated by the DVP, or other Board selected instructor, and ranked as to the round in which they will be selected in the draft. .
- E. All-stars shall be chosen each year from the 8U Division. It is from a pool of eligible players that a maximum of three (3) teams will be created. Each team will consist of a maximum of thirteen (13) players. The manager for each team will be selected depending “Manager Criteria”. Each DVP shall be responsible for overseeing the selection of the All-stars by a committee of managers from the division.

10U

- A. Managers will select a number from a hat to determine draft order.
- B. Each team shall be allowed to select four players to be protected. The manager’s child is automatically considered a protected player.
- C. Protected players that do not attend the evaluations will be considered an automatic first round draft.
- D. Protected players will be evaluated by the DVP, or other Board certified instructor, and ranked as to the round in which they will be selected in the draft.
- E. All-stars shall be chosen each year from the 10U Division. It is from a pool of eligible players that a maximum of three (3) teams will be created. Each team will consist of a maximum of thirteen (13) players. The manager for each team will be selected depending “Manager Criteria”. The DVP shall be responsible for overseeing the tryouts and selection of the All-stars by a committee of managers from the division.

12U

- A. Managers will select a number from a hat to determine draft order.
- B. Each team shall be allowed to select four players to be protected. The manager’s child is automatically considered a protected player.
- C. Protected players that do not attend the evaluations will be considered an automatic first round draft.
- D. Protected players will be evaluated by the DVP, or other Board certified instructor, and ranked as to the round in which they will be selected in the draft.
- E. All-stars shall be chosen each year from the 12U Division. It is from a pool of eligible players that a maximum of three (3) teams will be created. Each team will consist of a maximum of thirteen (13) players. The manager for each team will be selected depending “Manager Criteria”. Each DVP shall be responsible for overseeing the selection of the All-stars by a committee of managers from the division.

14U

- A. Managers will select a number from a hat to determine draft order.**
- B. Each team shall be allowed to select a pre-determined number of players to be protected.
- C. The manager’s child is automatically considered a protected player.
- D. Protected players will fill the first six or seven draft rounds.
- E. All-stars shall be chosen each year from the division. It is from a pool of eligible players that teams will be created. Each team will consist of a maximum of thirteen (13) players. The manager for each team will be selected depending “Manager Criteria”. Each DVP shall be responsible for overseeing the selection of the All-stars by a committee of managers from the division.

- A. Managers will select a number from a hat to determine draft order.**
- B. Each team shall be allowed to select a pre-determined number of players to be protected.**
- C. The manager's child is automatically considered a protected player.**
- D. Protected players will fill the first six or seven draft rounds.**

7 – PLAYING FIELDS

FIELD DIRECTOR

The Field Director is the city representative in charge of field preparation. The Field Director has full jurisdiction over the field until the game time.

RESPONSIBILITY FOR PLAYERS

All players in uniform are under the jurisdiction of their coaches before, during and after the game while on the field.

LIGHTNING DETECTION

The city has provided us with a safety lightning detection system. If the system is activated one horn blast will sound from the North concession stand and a yellow warning light on top of the building will activate. When this situation occurs there is a dangerous condition at the park and everyone is required to move to their cars in the parking lot until the all clear sounds. The all clear is three horn blasts. Play may resume at that time.

DUGOUT

The First Base Dugout on each field will be designated the Home Team Dugout.

8 – EQUIPMENT

UNIFORMS

All players must wear official league provided uniforms during games.

UNIFORM ATTACHMENTS

Nothing is to be pressed or sewn on any part of a player's uniform unless specified by the Board, including without limitation hatpins, patches and bands.

EQUIPMENT

No alteration or painting of league issued equipment is allowed. It is the manager's responsibility to take reasonable care of all league issued equipment and return all equipment in good working condition at the conclusion of the season.

JEWELRY

No jewelry is to worn by any player except for medical identification. Once the game starts, each team will be entitled to one warning for jewelry. On the second warning, an automatic out will be assessed to

the player wearing the jewelry, which will be assessed at his (or his substitute's) next at bat. On the third warning a player ejection will occur.

METAL CLEATS

Metal cleats are prohibited in the 4U, 6U, 8U, 10U, and 12U divisions.

9 – DIVISION PLAYING RULES

FORFEITURE

Any team unable to field a team within fifteen (15) minutes after the scheduled start time for the game shall forfeit such game. If a team has more than two (2) forfeits in any season, the manager of such team shall be required to appear before the board and may be subject to disciplinary action by the board.

PLAYING AGES

Under no circumstance can a player “play up” out of their age bracket

LINEUP SHEETS

Completed line up sheets including the first and last name, position and shirt number of the players must be available to the opposing team prior to the game start time.

MUST-SLIDE RULE

Unless modified by applicable division rules, if there is a play in the batter's box/home plate area, the base runner must slide. If the runner fails to slide and makes contact with the catcher, he will be out. If no contact is made, he will be warned that if contact is made, he will be out.

(No player shall be subject to deliberate aggressive contact no matter where his position on the field.

In this case the runner will be declared out and ejected from the game.)

The difference between accidental and deliberate contact is a judgment call that will be determined by the umpire.

HEAD FIRST SLIDING

Unless modified by division rules, there will be no “head first” sliding allowed. Any violation shall result in the runner being called “out”. This does not include “dives” back to the bag in the event of an over run; pick off attempt or any “hot box” run down.

CATCHER SPEED UP RULE

With two (2) outs and the catcher on base, a substitute may replace the catcher on base while he dresses for the next inning. A substitute player shall be used if available; if not available, the last batted out shall run for the catcher.

UNLIMITED REENTRY/MUST PLAY RULE

Starter and Substitute can re-enter the game for each other as often as wanted (except for the pitcher in the 10U, 12U, and 14U), no alteration of the batting order. No player will sit out more than one consecutive inning.

4U and 6U

Age of Players – 4U: Players must be three (3) or four (4) years old by April 30, of current spring season. 6U: Players must be five (5) or six (6) years old by April 30, of current spring season. During the fall season the following spring season is used as the age reference point.

Team Parent – Each team will have a Team Parent who is allowed in the dugout but not on the field during games. He or she may also have an Assistant Team Parent in the dugout. Team Parents do not need to be certified or approved by the board.

Regulation Game – Regulation game is two innings. An inning constitutes each willing player in the line-up to bat.

Time Limit – No inning shall start more than sixty (60) minutes after the official starting time.

Must Play Rule – All players must play each position. It is required that managers rotate the position of each player for each inning. All children should rotate to play every position including the infield.

Batting – Players must take a full swing at the ball on a Tee. A foul ball is any ball that is knocked off the tee by the batter and either does not leave the circle or is called foul for being outside the baselines. If the ball comes to rest on any part of the line in fair territory, it is a fair ball. A batter cannot strike out. (6U – at coach’s discretion, batter may be given 3 pitches to hit, **NO MORE THAN 3, if he/she is unable to, ball will be put on tee.)**

Outs – Normal baseball rules apply with the following exceptions: 4U will not count any runner out. 6U division will remove the runners caught out from the field of play. An inning consists of each team batting through their entire lineup once.

Equipment – Bats may not exceed 28 inches in length.

Play Stop – A play stops when any defensive player with the ball steps on any base or home plate. Play does not stop by stepping on pitchers mound.

Advancement of Runners – Base runners who have any part of their body over the halfway line when the defensive player touches a base will be awarded the next base.

Overthrows – An overthrow of first base is an attempt to retire the batter at first base in which the ball is thrown past the first baseman. The ball may travel towards the sideline fence or into the outfield. If the batter/runner has passed the half way mark towards second base when the ball is thrown to first base, it is no longer an attempt to retire the batter at first base and will not be ruled as an overthrow. On an overthrow at first base, the ball is “live” and runners may advance at their own risk. The batter/runner may be thrown out going to second base. However, on an overthrow of first base, once the batter/runner reaches second base, the play will end and the play is over. Should the batter/runner on an overthrow of first base, over run second base after touching the base he/she may not be tagged out because the ball is dead once he/she reaches second base safely.

Practices – Practice is limited to three (3) sessions per week until the season starts. Once the season starts, each team will be limited to three (3) sessions (which includes practice and games) per week.

Baselines – The baselines are 50 feet in length.

Defensive Coaches permitted on field – Two (2) coaches are permitted on the field defensively in the outfield. The coaches must be on the outfield grass behind the players. Pee-Wee has the exception where there is a coach/parent at each base.

Coach assistance to batters – A coach may set a player squarely in the batters box, but cannot line the batter up to hit in a specific direction. However, a coach may verbally tell the batter where to stand as long as it does not delay the game.

Throwing Motion required – Defensive players must throw overhand, unless it is a natural movement. Pitcher required to throw to first – Pitcher must throw the ball to first base as opposed to running it to the base if it is fielded on the third base side or within the pitchers circle. An imaginary line from home to second base divides the field into a first base side and a third base side.

Catcher Playing Position – Catchers must remain outside of the Batters Box and behind home plate until the ball is hit and must wear a catcher’s helmet at all times.

Coach assistance to base runners – If a coach touches a base runner to assist the runner in any way while the ball is live, the runner shall be called out.

Defensive Players Position – Defensive players must stay behind the ten (10) foot line before the ball is hit. The ten foot line will be ten (10) feet in from first and third base. 6U-All players shall be used defensively: all outfielders should be positioned at least 25 feet behind the baselines. Infielders must assume normal positions, including catcher with the balance of players spread evenly in the outfield.

Infield Fly Rule- There is no infield fly rule in 4U/6U.

Base runners- Base runners are not permitted to steal bases and shall remain in contact with the base until ball is hit or crosses home plate; PENALTY-If a runner is off of the base and the ball is hit, the runner is out and the ball is in play. If the ball is not hit, the runner must return to the base and the ball is dead.

8U

Age of Players – Players must be seven (7) or eight (8) years old by April 30, of current spring season. During the fall season the following spring season is used as the age reference point.

Team Parent – Each team will have a Team Parent who is allowed in the dugout but not on the field during games. Team Parents do not need to be certified or approved by the board.

Regulation Game – Regulation game is six innings.

Time Limit – No inning shall start more than ninety (90) minutes after the official starting time. Games can end in a tie.

Minimum # of players for regulation game- Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order will be declared an out each time at bat. A ninth (9th) & tenth (10th) player and all subsequent players may be added to the batting order as soon as they become available.

Batting- The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes.

A batter that has received less than six (6) pitches and has a count of two (2) swinging strikes shall have his turn at bat extended on foul balls up to the six (6) pitch limit.

Tie Plus Five-A team may score a maximum of five (5) runs per inning, unless the team is trailing. The trailing team may tie the opposing team and then be allowed to score an additional five (5) runs. In the last inning (6th) there is no limit in the amount of runs allowed to be scored.

Must Play Rule – All players must play the field every other inning. No player can sit more than one consecutive inning. There will be free defensive substitution without alteration of the line-up. If a player is physically unable to play or being disciplined, the situation must be reported to the other team before the game starts or the next pitch.

Base Runners – A courtesy runner may be used when a runner is injured, at the discretion of the manager. The courtesy runner shall be the last player to make an out on the team.

Equipment – All catchers must wear a full catcher's helmet and full catcher's gear. All players especially catchers are advised to wear a protective cup.

Overthrows – An overthrow is an attempt to retire a batter/runner by an infielder in which the ball is thrown past another infielder covering a base. The ball may travel towards the sideline fence or into the outfield/infield. On an overthrow, the ball is "live" and runners may advance at their own risk a maximum of one base. The batter/runner may be thrown out attempting to achieve additional bases. However, once the batter/runner safely reaches a base, the play will end and the play is over. The umpire will then return the runner(s) to the appropriate base(s). By definition there are no overthrows from the outfield to the infield.

Play Stop – The umpire has discretion to call "time out" when the player in possession of the ball ahead of the lead runner requests "time out" or if the runners are not seeking to advance when "time out" is requested by an infielder.

Outfield Playing Position – The team's defense will consist of ten (10) players. Four (4) of these players will be outfielders, whose position is in the outfield at all times while the ball is pitched. Two outfielders must be on each side of second base. On fields 1-4, outfield position is IN THE GRASS. On field 6, a pre-determined distance and or a line shall determine outfield position.

Infield Fly Rule- There is no infield fly rule in 8U Division.

Offensive/Batting Rules – Each player on the roster must bat. There is no stealing. The ball is dead once it passes the batter, meaning that if no contact is made the ball is dead. If a team fields only 9 players an out is recorded in the 10th batting position each time around the batting order. A team with nine (9) players is permitted to play with one (1) out being counted at the end of each batting rotation. A team with eight (8) players must forfeit the game. The game should be played, but will not count in the standings.

Coaches Permitted on Field – Offensively, the pitching coach must stand within the designated circle unless he is attempting to avoid a ball hit at him. The pitching coach must make every attempt to stay out of the play. He also must Stoop, bend over, squat, get out of the way to allow the third baseman to throw to first base. If the pitching coach interferes with an infielder attempting to catch the ball, the batter is out and the play is dead. The pitching coach must have one foot beyond the 38-foot distance from home plate when he delivers the ball. The pitching coach may not coach base runners. The batting coach must stay near the backstop- one arm's length- unless removing equipment out of play. It is the responsibility of the batting team to remove all equipment out of play near home plate.

Pitcher Playing Position – All players occupying the pitching position must have at least one foot inside a ten-foot radius of the adult pitcher when the ball is pitched. The player must not be in front of the adult pitcher until the ball is hit. The pitcher must wear a batting helmet with a facemask.

Bunting – Is not allowed in the 8U division.

Age of Players – Players must be nine (9) or ten (10) years old by April 30, of current spring season. During the fall season the following spring season is used as the age reference point.

Regulation Game – Regulation game is six (6) innings.

Time Limit – No inning shall start more than one hour and forty five minutes after the official starting time. Games can end in a tie (except for playoffs).

Minimum # of players for regulation game- Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order will be declared an out each time at bat. A ninth (9th) & tenth (10th) player and all subsequent players may be added to the batting order as soon as they become available.

Ejections- Any player being ejected from a game by the umpire shall be an automatic out in the lineup when his spot comes up in the lineup for the remainder of the game and is automatically suspended for one game; this must be reported to the division head upon conclusion of the game. A player not able to hit due to injury or illness shall not be an out.

Must Play Rule – All players must play the field every other inning. No player can sit more than one consecutive inning. There will be free defensive substitution without alteration of the batting line-up. Failure to comply with this “must play” rule will result in suspension of coach for minimum of one game – No Exceptions. If a player is physically unable to play or being disciplined, the situation must be reported to the other team prior to game start or the next pitch.

Equipment – No skullcaps permitted. Full catcher’s helmet, full catcher’s gear, and protective cups shall be worn by all catchers. All players are advised to wear cups.

Curve/Breaking Balls – No Curve/Breaking balls are allowed in the 10U Division.

Batting - Each team will bat all players present in a line-up.

Outfield Playing Position – The team’s defense will consist of ten (10) players. Four (4) of these players will be outfielders, whose position is in the outfield at all times while the ball is pitched. Two outfielders must be on each side of second base.

Base running – The league has selected rule (2), basically, runners on 1st and 2nd can lead off and steal bases, runners on 3rd must remain in contact with the base from the time the pitcher steps on the rubber with the ball until the pitched ball has been hit or passes the batter. Runners who leave 3rd base early will be called out and the pitch shall be considered a dead ball. Runners on third base may steal home on a passed ball/throw back to the pitcher. Runners on 3rd base returning to the base at conclusion of the pitch will not be called out merely because the pitcher touches the rubber. After walk player must stop at 1st base until ball is put back in play.

12U

Age of Players – Players must be eleven (11) or twelve (12) years old by April 30, of current spring season. During the fall season the following spring season is used as the age reference point.

Regulation Game – Regulation game is six (6) innings.

Time Limit – No inning shall start more than 1 hour and 50 minutes after the official starting time. Games can end in a tie (except for playoff games).

Minimum # of players for Regulation Game- Teams may play an official game with an eight (8) player line-up. If a team plays with an eight (8) player line-up, an out shall be declared for the ninth (9th) position in the batting line-up each turn at bat.

Ejections- Any player being ejected from a game by the umpire shall be an automatic out in the lineup when his spot comes up in the lineup for the remainder of the game. A player not able to hit due to injury or illness shall not be an out.

Must Play Rule – All players must play the field every other inning. No player can sit more than one consecutive inning. There will be free defensive substitution without alteration of the batting line-up. Failure to comply with this “must play” rule will result in forfeiture of ball games in which the infraction occurred – No Exceptions. If a player is physically unable to play or being disciplined, the situation must be reported to the other team prior to game start or the next pitch.

Batting - Each team will bat all players present in a line-up.

Equipment – No skullcaps permitted. All catchers shall wear full catcher’s helmet, full catcher’s gear, and protective cups. All players are urged to wear cups.

Swinging at Pitch on Steal of Home – If the batter makes a full swing on a steal of home, both the batter and the runner will automatically be called out.

14U

Age of Players – Players must be thirteen (13) or fourteen (14) years old by April 30, of current spring season. During the fall season the following spring season is used as the age reference point.

Regulation Game – Regulation game is seven (7) innings.

Time Limit – No inning shall start more 2 hours after the official game start time. Games can end in a tie (except for playoff games).

Minimum # of players for Regulation Game- Teams may play an official game with an eight (8) player line-up. If a team plays with an eight (8) player line-up, an out shall be declared for the ninth (9th) position in the batting line-up each turn at bat.

Ejections- Any player being ejected from a game by the umpire shall be an automatic out in the lineup when his spot comes up in the lineup for the remainder of the game. A player not able to hit due to injury or illness shall not be an out.

Must Play Rule – All players must play the field every other inning. No player can sit more than one consecutive inning. There will be free defensive substitution without alteration of the batting line-up. Failure to comply with this “must play” rule will result in forfeiture of ball games in which the infraction occurred – No Exceptions. If a player is physically unable to play or being disciplined, the situation must be reported to the other team prior to game start or the next pitch.

Equipment – No skullcaps permitted. All catchers shall wear full catcher’s helmet and protective cups. All players are urged to wear cups. All batters must wear batting helmets approved for High School play.

Swinging at Pitch on Steal of Home – If the batter makes a full swing on a steal of home, both the batter and the runner will automatically be called out.

Sliding – No must slide rule is in effect for this division. However, if in the discretion of the umpire contact is deemed to be malicious, the player will be called out, ejected from the game, and suspended

from playing the next game. Head first sliding shall be permitted in this division, but is not recommended.

16U

Age of Players – 16U players must be fifteen (15) or sixteen (16) years old by April 30, of current spring season. During the fall season the following spring season is used as the age reference point. During the fall season the following spring season is used as the age reference point.

Regulation Game – Regulation game is seven (7) innings.

Ejections- Any player being ejected from a game by the umpire shall be an automatic out in the lineup when his spot comes up in the lineup for the remainder of the game. A player not able to hit due to injury or illness shall not be an out.

Must Play Rule – There is no must play rule for this division.

Equipment – all catchers shall wear full catcher’s helmet and protective cups. All infielders are urged to wear cups. All batters must wear batting helmets approved for High School play. All players must use bats approved for High School play (i.e., -3 bats)

Swinging at Pitch on Steal of Home – If the batter makes a full swing on a steal of home, both the batter and the runner will automatically be called out.

Sliding – No must slide rule is in effect for this division. However, if in the discretion of the umpire contact is deemed to be malicious, the player will be called out, ejected from the game, and suspended from playing the next game. Head first sliding shall also be permitted in this division, but is not recommended.

10 – PITCHING RULES

PITCHING RESTRICTION

Any pitcher withdrawn from the mound and/or lineup, or a pitcher, who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.

MOUND VISITS

There will be a maximum of one visit to the pitchers mound per inning. A second visit, even during umpire timeout, injury timeout (other than to the pitcher), offensive timeout or foul ball, lost ball etc. will constitute a second visit to the mound and force the removal of the pitcher.



PITCHING RULES

The following innings and pitch counts will be strictly adhered to. Failure to abide by these restrictions, which are in place for the safety and well being of the players, will result in suspension for the head coach.

10U (Mustang): 45 pitches or 3 innings

12U (Bronco): 60 pitches or 4 innings

14U (Pony): 75 pitches or 5 innings

Whichever comes first. If the pitch limit is reached in the middle of an at-bat, the pitcher may finish that batter and then must be removed immediately.

10U pitchers shall not pitch in more than three and **12U, 14U, and 16U** age pitchers shall not pitch in more than 7 innings on the same calendar day.

When pitching in more than one game on the same calendar day, pitchers may pitch any combination of innings in those games provided they do not exceed the above maximum number of innings in a calendar day.

10U pitchers shall be allowed to pitch in no more than eight innings and **12U, 14U, AND 16U** age pitchers shall be allowed to pitch in no more than 10 innings in any one calendar week. A calendar week is from 12:01 AM Monday to 12 midnight the following Sunday.

Pitchers shall have at least 40 hours rest after pitching on the same calendar day in:

10U: Three innings.

12U, 14U, AND 16U: four innings.

The 40 hours rest rule is computed from the scheduled starting time of the game in which the pitching occurred, or, in games which begin more than two hours after the scheduled starting time, the actual starting time of the game shall be used to interpret this rule.

As soon as a pitcher delivers one pitch to a batter the pitcher shall be considered as having pitched in one inning.

11 – LENGTH OF GAMES

OFFICIAL GAME START TIMES

The starting time for all games shall be set each season as directed by the schedule director. The time limits for all games shall be as specified in the individual division rules, which time limits shall run from the official start time of the game. The official start time for all games shall be the time play begins, but in not event later than fifteen (15) minutes from the scheduled start time, except that in the event of a rain delay such start time may begin no later than thirty (30) minutes from the scheduled time. Regardless of the official start time of any game, no inning shall start after 10:00 PM Sunday through Thursday night or 11:00 PM Friday and Saturday nights.

TIME LIMITS

Time limits for games shall be governed by division rules. Tournament rules will apply to Playoff games.

INNINGS START

Innings begin when the 3rd out is made.

COMPLETE GAME

Games shall be complete as determined by USSSA/SFBA Baseball rules or current charter.

RAIN/LIGHTS DELAY IN GAME

No team can be held longer than thirty (30) minutes after the regular starting time before taking the field before warm-ups.

12 – SCHEDULE

RAINOUTS

The schedule director will make up rainouts on the first available date. Weeks run from Monday morning to Sunday night. This rule will prevail even if it results in teams playing back-to-back games. If possible, no team will be scheduled to play more than three (3) games in any seven-day period. Sundays will be the day of choice for make up games. It will be the Sunday the week after the cancellation of games.

RESCHEDULE OF GAME

Any request to reschedule a game must be brought to the DVP two weeks in advance. No Exceptions!

UNSCHEDULED/PRACTICE GAMES

No unscheduled sessions or practice games will be permitted on the field. All exceptions must be approved by the DVP. The board must approve any games or practice sessions with teams not from the Association.

13 – UMPIRES

See USSSA/SFBA rulebook.

Coaches are responsible for knowing the rules and informing the umpires of any park rules that are violated or are in question.

14 – SCOREKEEPERS

OFFICIAL GAME START TIME

The home team must record the official start time of the game.

STANDINGS

If there is a divisional tie, it will be decided by head to head competition and failing that, runs allowed.

15 - SPONSORS

There are several levels of sponsorship available; the Sponsorship director is responsible for maintaining records, banners, plaques etc. Each manager is required to obtain a sponsor in order to be considered for All-star and Tournament manager selection and sponsorship is a factor in regular season manager selection.

16 – MANAGERS AND COACHES

MANAGER SELECTION

The respective DVP shall be charged with the responsibility of nomination of prospective managers for teams in their division. The “Official Coaches Record” will be used, as the criteria for selection, in addition returning managers that have met their league responsibilities shall be given first preference. Returning coaches shall be given preference if there is no returning manager. Should there be no returning manager or coach willing to take a manager position on a team, the DVP may in his discretion recommend a manager giving regard primarily to past experience as a manager. The BOD will make the final determination of the managers for each division. No manager shall manage more than one team in the Pinto, Mustang, Bronco or Pony Divisions per season.

MANAGER / COACHES

All managers or coaches must be at least eighteen (18) years of age or older. Further, such managers or coaches must possess the maturity, responsibility, character and adherence to League rules and regulations required to remain a manager or coach in good standing with the League. The 8U coach pitcher is considered a coach and must be eighteen (18) years of age or older. A team may have one (1) manager and as many coaches as it wants, but only three (3) (including the manager) will be allowed on the field or dugout during a game, with the exception of the 8U division which shall be allowed four (4) coaches (including manager) on the field. All managers and coaches must have a criminal background

check and be approved by the Board. All managers are required to attend a bi-weekly meeting (unless otherwise needed) with their DVP to obtain information regarding the standings as well as timely league information. All managers are required to obtain a Sponsor for their team. Failure to have a paid sponsor by the start of your first game violates your requirement of fulfilling your fundraising obligations and makes said coach ineligible for selection as manager of an all-star team. Managers that fail to provide a sponsor two weeks into the season will risk their “good standing” status for the selection of managers the next season.

BACKGROUND CHECKS

Per the City of Pembroke Pines, All members of the Board of Directors, Managers and Assistant Coaches, must submit to and pass a criminal background check. This check must be performed annually. This check is required. **NO EXCEPTIONS!** If you have been checked by another league, (soccer, basketball, football etc.) please advise your DVP so we can avoid duplication of costs and effort. T-shirts with team and current season will be issued and required by all coaches on the field during games. The wearing of said T-shirts will be **STRICTLY ENFORCED**. If a coach is not wearing his league issued T-shirt he will not be allowed on the field during games.

COACHES UNIFORMS

Coaches shall wear the same color scheme shirt as their teams or a Coaches shirt as distributed by the league.

MANAGER MUST BE IN VICINITY OF DUGOUT

All coaches and managers may locate themselves along the dugout fence, from the opening of the dugout to the backstop.

17 – LEAGUE DECISIONS COMMITTEE

Most items of consideration will be addressed by the entire board of directors; some of the day to day operational decisions will be made by the President.

EXECUTIVE BOARD

The executive board is defined as the Commissioner, Internal VP, External V.P., Secretary and Treasurer.

18 - PENALTIES

DISCIPLINARY ACTION

The Board of Directors or Executive Board will consider any complaints and has the authority to warn, suspend, discharge or otherwise discipline any player, manager, coach, umpire, board member, league officer, fan, spectator or other person whose conduct is in violation of the rules and regulations of WPPO Baseball, USSSA Baseball and/or considered detrimental to the best interests of the league. The Board of Directors or Executive Board will discuss the complaint and if in its discretion, the complaint warrants additional investigation, it will conduct such an investigation. Such an investigation may include interviews with the involved parties, witnesses and any other person who may have relevant information. Persons subject to such discipline shall have the right to a hearing before the Board of Directors or Executive Board before discipline is imposed. In the event that the hearing involves a player or other person under the age of 18, that person’s parents shall be invited to attend. The BOD shall have complete discretion in determining any sanction or penalty, if any. In considering or investigating complaints and deciding any sanction or penalty, the board shall consider the charter and by-laws and

all rules and regulations governing the league, with special emphasis on ensuring compliance with the purpose, spirit and intent embodied in such rules and regulations. Such sanction or penalty may include but is not limited to, verbal reprimand, written reprimand to be placed in the official records of the league, revocation, suspension, probation or expulsion from the league's program.

EJECTION FROM GAME

Any player, manager or coach who is ejected from a game will have an automatic additional (1) game suspension. If a coach is ejected from the game the coach will not be allowed to coach from the spectator area. Abusive actions following the ejection may result in additional suspension. Additionally, any manager or coach who is ejected may be called upon to come before the board or the executive board to discuss the ejection. The BOD reserves the right to expel a player, manager or coach for the remainder of the season after an ejection.

THE BOARD OF DIRECTORS HAS THE AUTHORITY TO ASK ANY MANAGER, COACH, PARENT PLAYER, FAN OR SPECTATOR TO LEAVE THE PARK FOR ANY UNSPORTSMANLIKE CONDUCT.

Any player, manager or coach who desires to appeal an ejection must do so by filing a written request with any Board member within 48 hours. Failure to file such a written request within 48 hours acts as a waiver of any appeal rights. Such filing will toll the suspension for the subsequent game until the Board or Executive board has an opportunity to hear the appeal. The denial of any appeal of an ejection will cause a mandatory additional game suspension (i.e. two games total). Additional games may be added to the suspension if the Board or Executive board determines the appeal was not made in good faith.

19 – PROTESTS

PROTESTS

The Protest committee for regular season games will be made up of the Executive Board (Commissioner, Internal VP, External VP, Secretary and the Immediate Past Commissioner) the Executive Board decision shall be made within ten (10) days of receipt of the protest. Executive Officers shall not have a vote on protests involving their teams. The commissioner will appoint alternates from the remaining board of directors. All Protests must be in writing and submitted within 24 hours upon verbal protest of a game. There is a **\$100 non refundable** filing fee for all protests that will be submitted with the required written protest to the DVP or member of the Executive Board. Umpire judgment calls are not a valid cause for a protest.

20 - CONDUCT

GENERAL CONDUCT

All players, parents, managers, coaches, umpires, adult volunteers, and fans, are expected to act in a sportsmanlike manner at all times. We strive to have a positive experience for everyone involved. Any conduct complaints must be filed in writing with any member of the board of directors within 48 hours of the incident; the board will consider the matter and determine if a hearing is warranted.

ALCOHOL/TOBACCO/PROFANITY PROHIBITION

No Alcoholic beverages are allowed by anyone in the park!! The use of tobacco, alcohol or illegal drugs or profanity is strictly prohibited per USSSA League Rules, Ordinance of the City of Pembroke Pines and by the WPPPO baseball board of directors. The violation of these rules may result in ejection, suspension or such other penalty as the board in its discretion may impose.

ROLLER BLADING/SKATEBOARDING/SCOOTERS

There will be no scooters, skating or skateboarding allowed between the fields. Please see the posted park rules as you enter the fields.

DOGS

There will be no dogs allowed at the park. Please see the posted park rules as you enter the fields.

CONCESSION STAND

No one will be allowed in the concession stands before, during or after the games except the Field Director and staff.

FIELD/DUGOUT RESPONSIBILITY

All teams must clean their side of the field/dugout after each game, before team snacks are given out.

PROHIBITION OF NOISEMAKERS, HORNS, DRUMS, WHISTLES ETC.

No parent or spectator shall engage in any noisemaking activity other than routine cheering and encouragement of his/her team. Any noisemakers could incite a negative reaction by other fans at the game. Noisemakers shall not be utilized even between innings due to interruption and disturbance of other games on neighboring fields. Managers will receive one (1) warning from the umpires if his fans are utilizing noisemakers. If the manager is unable to cease the activity his team is subject to possible game forfeit. The manager and the offending parent are subject to a hearing and possible suspension or other penalties deemed appropriate by the Board.

BEHAVIOR

Managers are responsible for their conduct, as well as the conduct of their coaches, players, parents, fans, and spectators. Not being able to control their coaches, players, parents, fans or spectators may lead to ejection and/or the game being forfeited.

USSSA/SFBA LEAGUE RULES AND REGULATIONS

In the event a particular subject or issue is not covered in this Policy and Procedure Manual, then reference will be made to the USSA/SFBA rulebook, the official baseball rulebook and the charter by-laws.

Policies and Procedures Amended and Approved BOD 8/2013

**WPPO BASEBALL
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