

Walworth County Cactus League  
Pony League  
Baseball Rules

*All rules are in effect for all league games and end-of-season league tournament.*

**Dates**

Each community must confirm the number of teams participating in the league by Friday, April 6, 2012. The team fee of \$125 will be due on Friday, April 13 and will cover the cost of the league and awards. Please make the check payable to Walworth County Cactus Baseball League. League games will begin the week of May 14 (avoid late games after 8:00 pm while school is still in session).

**Tournament Information - Tournament Dates July 6-8, 2012**

All teams participating in the league will also participate in the tournament. Each team must play a minimum of 12 games to be seeded for the Tournament. The tournament bracket will be determined by the number of teams participating in the league, and will be distributed prior to the commencement of the tournament weekend. Tournament seeds are based on league results.

**Schedule Changes**

All games should be played as scheduled, however each team may change days during the week to meet local conditions or field availability.

All games must be completed by 9:00 am on Thursday, July 5, 2012.

The winning team's coach is responsible for submitting the final scores via e-mail to the league at [recasst1@ci.delavan.wi.us](mailto:recasst1@ci.delavan.wi.us) the next day so the standings and results can be updated on the league website at <http://www.eteamz.com/walworthcountycactusleague>

Also include in the email distribution the losing team's coach and league president, Brett Surges.

Game scores posted on the website for more than 7 days shall be deemed the Official outcome of the game. Make sure you are checking scores regularly and the information provided is correct.

**Standings**

As the league progresses, the standings are defined by the following criteria:

- 1.) Total Wins & Losses of best 12 games from the season
- 2.) Head to Head competition between teams with the same record
  - ↳ head to head run differential
- 3.) Average Runs Allowed for the season (*any forfeited game automatically loses ARA competition*)

**General Rules**

**I. Rosters**

1. **Team Roster must be stored with the local board representative and submitted to the President of the Cactus League Board by Friday, May 11, 2012.**
2. Rosters must show players age as of May 1, 2012 and their date of birth.
3. All players must be 14 years of age or younger as of May 1, 2012, and must be on one official Cactus League roster (players cannot be on more than one roster). (Note: Younger players from 12U and under can be brought up if a team is short defensive players (9) for a particular game(s). However, those players can only participate in a game if the team has less than 9 available players present and the younger players cannot pitch in the Pony league games. Players that have attended High School are not eligible to play in the Cactus League.
4. **Teams must be divided equally based on age and abilities of the players registered to play. If both ages are available, the League will not accept teams**

**with all 14 year olds. A workout to divide teams is required. Failure to comply may result in expulsion from the league.**

## **II. Playing Time**

1. Coaches should try to play every player.

## **III. Game Time**

1. A regulation game will last 7 innings. No inning shall start after 2 hours from the start of the game. Notification of the last inning must be given to both coaches by the umpire when approaching time limit.
2. In the event of a weather or severe injury delay, the game time will stop during the delay and be controlled by the umpire, otherwise the gametime is continuous.
3. The following tiebreakers will be used if the game ends in a tie:
  - a. If there is time left in the allowed time limit, the team will play normal rules and attempt to break the tie.
  - b. If a tie still exists once the time limit expires, then the California TB rule will be applied. This consists of placing a runner (last batted out from previous inning) on 2<sup>nd</sup> base with one out and allowing both teams to attempt to score and break the tie. This will continue until tie is broken or field/light/weather conditions do not allow safe continuation of play (in which the game will be declared a tie)
  - c. Tournament games will be played until a winner is determined.
4. Games will start at the time they are scheduled. There is no grace period.
5. **PLAYERS MUST HUSTLE IN AND OUT BETWEEN INNINGS!**
6. Teams must have a minimum of 8 players to start the game. If a team does not have 8 players, a forfeit will be declared. Teams may still play but a forfeit will be recorded for that team.
7. If a team only has 8 players, they do not have to take an out for the 9<sup>th</sup> or 10<sup>th</sup> batter in the line-up.
8. In case of an injury during the game, the team may finish that game without forfeiting if they started with 8 players.
9. **10 Run Rule:** At the end of 5 complete innings (4.5 if the home team is winning), if a team is ahead by 10 runs, the game is over and that team wins.

## **IV. Fields/Equipment/Supplies/Uniforms**

### **A. Fields**

1. The bases will be set at 80 feet.
2. The distance for the pitching rubber will be 54 feet.
3. Field conditions must meet the approval of both coaches prior to the game.

### **B. Equipment/Supplies**

1. The home team must supply two Regulation Pony League baseballs for the game.
2. Both teams must keep a legible scorebook for review by the umpire or the opposing coach at any time during the game.
3. For safety purposes, all batters and base runners must wear batting helmets.
4. Players coaching the bases must wear a helmet.
5. Bats can have up to a maximum barrel diameter of 2-3/4", may have a drop of minus 3 to minus 8.

### **C. Uniforms**

1. Players are not allowed to wear jewelry.
2. Baseball shoes are recommended but not required. Metal spikes are allowed.
3. All teams must have numbered uniforms and players must wear baseball caps.

## **V. Batting**

1. Bunting is allowed.
2. Teams will be allowed to bat an additional hitter (for total of 10) or bat everyone on the team at their option. If using additional hitter, it does not matter which position in the line-up the additional hitter is placed. Once a coach opts to bat 10 or everyone, he/she cannot change during the game. In the case of injury, the injured player's spot can be skipped without an out being recorded.

3. For teams that choose to bat additional hitters, a starter and substitute may return to the game after the player coming in for them has played one complete inning and free substitution can be used in the field with the number of players that are batting. In case of injury, the injured player may return to the game in less than one inning and return to their original place in the batting order. If a team elects to not bat everyone, then the team must follow WIAA substitution rules. (Rule 3, Sect 1, Art 3 in WIAA rulebook)
4. A player who throws his bat will get one warning. If it happens again, he will be called out.
5. **All innings will be played until 3 outs have occurred; no run limit.**
6. On a dropped third strike, the batter can advance provided that 1<sup>st</sup> base is unoccupied with less than 2 outs. If there are two outs, the batter can advance even if 1<sup>st</sup> base is occupied.
7. A coach can declare an intentional walk of a batter; pitches do not need to be thrown.

## VI. Base Running

1. Base runners are allowed to advance on their own risk on an overthrow that remains in play. If the ball goes out of play, then it is a dead ball and the umpire awards the base runner the next base.
2. A courtesy runner must be used for a catcher when there are 2 outs and may be used for a pitcher or catcher at any time. The courtesy runner should be the player that made the last batted out if batting everyone. If not batting everyone, then any unused player should be used.
3. Base runners must attempt to avoid contact on the base paths. Failure to do so will cause the runner to be called out. If deemed flagrant by the umpire, the runner may be disqualified. Runners must slide to avoid contact when a play is being made on them at a base/plate. By judgment of the umpire, failure to do so will result in the runner being called out.
4. The Infield Fly Rule is in effect.
5. The ball is considered live on throws back to the pitcher.

## VII. Coaches

1. Coaches are in charge of scorekeeping for their team, both teams shall keep a scorebook. If any discrepancies, umpire will confer with both teams and have final decision on correcting any errors.
2. All coaches must pass a copy of the rules to each player and parent prior to the first game.

## VIII. Sportsmanship

1. **Unsportsmanlike conduct by players or spectators will not be tolerated.** Repeated occurrences will result in the ejection of the players and/or spectators involved in the disturbance.
2. Parents are not allowed on the field unless a coach has requested their assistance.
3. No swearing or profane language will be tolerated. This will lead to immediate ejection from the game.
4. No throwing of bats, helmets or other equipment in anger. This will lead to a minimum of a warning to the player and team making the offense and potential ejection from the game based on judgement of the umpire.
5. There will be no badgering of a player, umpire or coach! Poor sportsmanship by players, coaches, family members or spectators will lead to ejection from the park and potentially from any future Cactus League games, as well as possible forfeiture of the game.
6. Alcoholic consumption of any kind at a game field will be cause for forfeiture of the game and possible expulsion of that community from the Cactus League.
7. Head coaches will be required to sign a Cactus League Code of Conduct prior to starting the season to confirm understanding of the Sportsmanship policy and agreeing to take responsibility for their players and fans
8. **THERE WILL BE ZERO TOLERANCE FOR BAD BEHAVIOR!**

## **IX. Pitching**

1. The strike zone shall be from the armpits to the bottom of the knees.
2. Any player warming up a pitcher must wear a catcher's mask.
3. Warm-up at beginning of games will be limited to 8 pitches; between innings will be limited to 5.
4. Relief pitcher is entitled to 8 warm-up pitches.
5. Pitchers are allowed to pitch 7 innings in any 4 consecutive day period (WIAA Freshman rule). This rule is also in effect for the tournament.

## **X. Defensive Positioning**

1. There will be nine (9) players on the field at a time, including three (3) outfielders.
2. Substitution in the field is unrestricted if the team elects to bat all players. If a team elects to not bat everyone, then the team must follow WIAA substitution rules. (Rule 3, Section 1, Article 3 WIAA Rules Book)

## **XI. Inclement Weather/Cancellations**

1. All postponed games should be made up as quickly as possible.
2. Both teams must work together to reschedule a cancelled game within 72 hours of the game being cancelled. The rescheduled game should be played within 2 weeks of the cancellation when possible.
3. No game, cancelled due to lack of players, shall be rescheduled if canceled within 24 hours prior to the scheduled game time. These games shall result in a forfeit for the team short of players.
4. If a game is started and not finished due to inclement weather, the game is considered suspended and will be continued from the point where it was suspended on a date and time agreeable to both coaches. No game is to be started over. The pitching rule will remain in effect. Five innings is considered a complete game if weather forces the completion of a game.
5. Lightning: If the umpire can hear thunder, a lightning strike is possible and teams must be removed from the field of play. Players, coaches, and spectators should seek shelter away from chain link fences, trees, and bleachers. Thirty (30) minutes after the last visible lightning strike or audible thunder the game can resume.

## **XII. Umpiring**

1. Each home team is required to schedule two qualified umpires for each game..
2. The home plate umpire must be 18 years or older or a HS Varsity Baseball Players.
3. The home plate umpire must umpire from behind the plate.
4. EXCEPTION to Rule #3. If the assigned home plate umpire does not show up for the game, and a volunteer is taken from the stands, the volunteer may call the game from behind the pitcher if he/she does not have the proper equipment to call the game from behind the plate.
5. The base umpire must be 16 years old or a Junior Varsity Baseball Player (Not Softball) and be familiar with our rules.
6. Failure to comply with the Umpire Rule will mean a Forfeit for the home team.
7. The umpires have total control of the games. They may stop the game at any time for any reason they see necessary.
8. The umpire must conduct a pre-game conference with both head coaches. During this conference the umpire will ask the coaches to verify that their team's equipment is legal (umpire may check bats and helmets prior to the conference) and go over the ground rules of the field.

## **XIII. Injury Situations**

1. If a player has an injury that causes bleeding, they must leave the game and can not return until the bleeding has stopped and the injury has been properly treated.
2. If a player is injured and removed from the game but then later is able to continue, he may return to play in the field anywhere but pitcher in less than one inning and return to his original place in the batting order.
3. If a player gets injured while batting and is unable to complete his turn at bat, then he must be substituted for with the current pitch count if the team is not

batting entire order or take an out for that turn at bat. If the team is batting entire order, then the at bat does not count and the next batter starts with a 0-0 count. The player that could not finish his at bat, must sit out at least one full inning and his next at bat if he is able to return to the game. If this player was pitching, he cannot return as pitcher after leaving for an injury