



BB Player Pitch (Minors) Rules

It is the Manager's responsibility to understand and follow the rules; failure to do so could result in forfeiture of the game.

Managers and Coaches need to remember that PWYBS Umpires are children who are learning; if an umpire needs to be corrected, please do it in a respectful and coaching manner.

1. Games are 6 innings or 2 hours and can end in a tie; you can start the next inning as long as it is started before 2 hours, you then finish that inning. Time limits for games can be exceeded if both managers agree, and if there are no games scheduled after your game, and there is enough daylight to continue. Umpires will work for 2 hours 15 minutes.
2. An inning consists of 3 outs or a team batting through their lineup. If one team has more players, the team with fewer players bats the same number of players as the team with more.
3. Managers shall exchange lineups five minutes prior to the start of the game; lineups shall include player's name, jersey number, and batting order. No changes may be made to the batting order after the start of the game; players who show up after the start of the game are inserted last in the order. If a player leaves early, that player's position in the batting order is skipped without an out.
4. There are no lead-offs prior to the pitch; runners can take a secondary lead-off after the ball crosses the plate. Runners must return to their occupied base when the pitcher is in contact with the pitcher's plate and in possession of the ball, and the catcher is in the catcher's box ready to receive delivery of the ball. The runner can take a secondary lead-off or steal after the ball crosses the plate. Any attempted "pick off," play results in a live ball and any overthrow is subject to rule 17. One warning per team will be given for runners leading off too early; after that runners will be called out for leaving early and the pitch will not be counted.
5. Stealing 2nd & 3rd base is allowed, catchers should be encouraged to try and throw out the stealing runner. Stealing home is **not** allowed unless there is a play made on the runner.
6. 10 players will play on defense (*4 in the outfield*); a minimum of 8 players is required to field a team. Any team with less than 10 players may pick up replacement players but the replacement players must be from the PWYBS Coach or Machine Pitch division. Replacement players may only play in the outfield and must bat at the end of the order. PWYBS Machine players cannot continue to play once the team has 10 regular team players show up.
7. All players will bat, whether they are playing in the field or not. Batting orders should be rotated in order to allow every player the opportunity to bat in all parts of the order throughout the season.
8. In the event of an uncaught 3rd strike (*often referred to as a dropped third strike*), the batter is still out.
9. Bats must be kept on the bat rack between the dugout and home plate near where an on-deck circle would be; bats are not allowed in the dugout. Under no circumstances should players be swinging bats near the dugout (*inside or outside the fence*); the only warm up swings allowed during the game are at home plate, there is no on-deck area. All players that are not batting or playing defense must stay inside the dugout.
10. One coach must be in the dugout at all times, no more than three coaches allowed with the team inside the fence or dugout. The manager is the only person that can discuss judgment calls with the umpire.
11. All boys are required to wear a protective cup. Any player warming up a pitcher must wear a facemask. Metal spikes are **not** allowed.



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12. All helmets (*PWYBS owned or personal*) must have a facemask or C-Flap; C-Flaps must be of the same manufacturer as the helmet.
13. There is a 10 run rule, this rule applies any time after 3 ½ innings. If the home team is ahead by 10 or more runs after 3 ½ innings, they don't bat in the bottom of the 4th inning and the game is over. If the home team is ahead by less than 10 runs heading into the bottom of the 4th inning, the home team bats; if the home team crosses the 10 run threshold in the bottom of the fourth inning, the game is over when the 10 run threshold is reached even if the inning has not been completed. If the away team is ahead by 10 or more runs at the end of the 4th inning, the game ends and they are declared the winner.
14. Infield practice is **not** allowed before the first game or in between games.
15. Bunting is **not** allowed.
16. There is **no** infield fly rule.
17. Overthrows – On a batted ball play, an overthrow is a live ball, runners can advance at their own risk up to 3rd base or one base if the resulting overthrow comes to rest outside the field of play. Overthrows from the catcher back to the pitcher after a pitch are not a live ball, and runners cannot advance.
18. Base Running – When a ball is hit to the outfield and the outfielder has the ball, runners can advance at their own risk. If an overthrow occurs during the attempt to put out an advancing runner, rule #17 applies (*we want the fielders to attempt a put out but we do not want runners running until they get tagged out*).
 - a) A base runner must slide when running into 2nd, 3rd, or home when there is a play being made at that base (*a "close play"*); this is to prevent collisions on the bases and to teach the players when to slide. Base runners failing to observe this rule will be called out, no warnings will be given. Base runners will also be called out for sliding head first. The only exception for sliding head first is if the runner is returning to a base they already occupied.
 - b) When there is a potential play at home plate and the catcher is attempting to catch a thrown ball, the runner must either make a legal slide or avoid contact. The catcher has the right to be in the base path to field the thrown ball; the runner is responsible for avoiding contact. If the catcher is not attempting to receive a thrown ball and is in the base path, the catcher has then committed obstruction and the runner is awarded home. The runner has the right to reestablish his base path by running no more than 3 feet to either side of the base path to avoid contact; if the runner does not attempt to avoid contact and there is incidental contact then this is a judgment call by the umpire.
19. Rotation of players - All team members must play a minimum of 2 innings per game in the infield and 2 innings in the outfield. If the game is less than 6 innings, then each team member must have played at least 1 inning in the infield and 1 inning in the outfield. The manager has discretion to keep players from positions they feel could result in a safety issue for a player (*e.g. pitcher, catcher, 1st base*).
20. A courtesy runner for the pitcher and catcher of record is highly recommended (*but not required*) when there are 2 outs; the player recording the 2nd out becomes the courtesy runner. This allows you time to get your pitcher and catcher ready for your next defensive inning and aids in keeping the game moving.
21. Pitching rules:
 - a) The PWYBS Player Pitch league is player pitch from the mound; the mound will be placed at 46 feet (*back tip of the plate to the front of the rubber*).
 - b) Pitchers are allowed a maximum of 5 warm-up pitches between innings; players that assume the pitching position during an inning are allowed a maximum of 8 warm-up pitches. Plate umpires



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should be encouraged to enforce these limits in order to maximize playing time. Also in the interest of maximizing playing time, one coach is encouraged to stand next to the catcher during warmups to assist with loose balls. Warm up pitches do not count towards the pitch count.

- c) One coach from each team will count the number of pitches for each pitcher using the provided pitch counter. At the end of each half inning the two coaches will decide on the pitch count for that pitcher and report it to the umpire, the umpire will record the pitch count on the score sheet for that pitcher. Failure to keep/report an accurate count may result in a coaching suspension at the discretion of the PWYBS Rec Commissioner or the PWYBS Little League Board of Directors.
- d) If a pitcher hits the batter, the batter receives first base. A pitcher who hits three batters in one game will immediately be removed from the pitching position; the removed pitcher may not re-enter as pitcher, they can play other positions (see 21g).
- e) Coaches are allowed two mound visits total to the same pitcher in one inning, a third visit results in the automatic removal of the pitcher.
- f) Pitchers cannot wear batting gloves; sweat bands, or wristbands while pitching.
- g) A pitcher may play catcher after they pitch as long as their pitch count is less than 42. A catcher cannot pitch if they catch more than three innings.
- h) Managers must keep track of the pitch counts for both teams. Within 24 hours of the completion of each game, both managers are required to email player pitch counts and game scores to the PWYBS Rec Commissioner or other appointed PWYBS official; the pitch counts will be recorded in an online pitch tracker log. Failure to report pitch counts within 24 hours will result in those pitchers being ineligible for the next game and may result in game forfeiture if those pitchers are used in the next game.
- i) Managers are required to monitor their pitchers who also play on *select* teams (e.g. *Port Washington Baseball (GB)*) to assure that pitchers do not exceed pitch count and days of rest rules. *****NOTE***** A longstanding agreement between PWYBS and Port Washington Baseball (*to also include other select organizations*) requires these “select” players to abide by the days of rest only based on their cumulative pitch counts in tournaments and/or “select” games. For example, a PWYBS player who pitches in a GB tournament and accumulates 85 pitches during the tournament weekend must abide by the 4 calendar days of rest only; missing a PWYBS game due to the 85 pitch count is not required because the pitches were not thrown in a PWYBS game.

22. PWYBS Pitch Count Limits:

- a) Pitchers can pitch a maximum of **9** outs per game during the regular season and a maximum of **6** outs per game during the End of Season Tournament.
- b) Pitchers are allowed a maximum of **75** pitches per day; the pitcher can finish the current batter if 75 pitches are reached during that batter.
- c) Port Washington Little League Rule - PWYBS Players who pitch more than **50** pitches in a PWYBS game may not pitch in the next PWYBS game regardless of the number of days between games. Rained out or canceled games do not count as a missed game, it must be an actual game.
- d) If a player pitches **66** or more pitches in a day, **4** calendar days of rest is required and they may not pitch in the next game (*see 22c*).
- e) If a player pitches **51-65** pitches in a day, **3** calendar days of rest is required and they may not pitch in the next game (*see 22c*).
- f) If a player pitches **36-50** pitches in a day, **2** calendar days of rest is required.



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- g) If a player pitches **21-35** pitches in a day, **1** calendar day of rest is required.
- h) If a player pitches **1-20** pitches in a day, **no** days of rest are required.
- i) If a pitcher crosses a day-of-rest threshold while facing a batter, the pitcher may continue until that batter is retired or reaches base. If the Manager removes the pitcher after that batter, the reported pitch count reverts to the count the last batter started at.

23. Club Pitch Counting

- a) Club pitches thrown in single\non-tournament games will be recorded on the day they occur.
- b) Club pitches thrown on a single day of a tournament will be recorded on the day they occur.
- c) Club pitches thrown on consecutive and nonconsecutive days of a tournament will have the cumulative total logged on the last day pitched.
- d) Club pitches thrown that do not directly match one of the above scenarios (*a-c*) will be logged as the division VP deems appropriate; PWYBS can't account for every nuance of club pitching.

Tournament Rules:

Note: All regular season rules are still in effect for tournament games unless superseded by the following:

1. The higher seeded team is the home team.
2. Pitchers can't pitch on a day of rest from previous club games or non-tournament PWYBS games.
3. There are no pitch count limits, pitchers are limited to pitching a maximum of 6 consecutive outs per game. Pitchers cannot re-enter as pitcher in later innings if they have not completed six outs.
4. Player position rotation rules are not in effect but all players should have equal playing time; no player shall sit out for more than two innings per game.
5. The home team is allowed to exceed the "*once through the lineup limit*" if they are behind in the bottom of the last inning and still have available outs.
6. Bracket games have normal time and inning limits; if tied when the time or inning limit is reached, *California Rules* go into effect.
7. Championship games will play all 6 innings and are subject to *California Rules* if tied after 6 innings.
8. *California Rules*:
 - a) Each half inning starts with a runner on 2nd (*player that made the last out from the previous inning*).
 - b) Each half inning starts with 1 out.
 - c) Each batter starts with a 1-1 count.
9. Umpires should be encouraged by managers before and during the game to keep the game moving and enforce the warmup pitch limits so darkness does not become an issue.