

FMW (Fort Atkinson, Milton, Whitewater) Youth Baseball Rules and Policies

Please note that these are the standing rules for Fort Atkinson, Milton & Whitewater Little League. All three communities have agreed to these rules.

3rd & 4th Grade Rules of Play

Game Length

1. 6 innings or 1 hour 45 minutes from the time of the first pitch.
2. In the event of rain, 3 ½ innings will constitute a complete game, provided the home team is ahead.
3. Make-ups for games that have started will be resumed at a later date with the same situation as during the rain delay. A team will not be penalized for a player not being there for the make-up, but the pitching rule stands for that game (see below...Pitching).
4. There will be a 15 run rule after the completion of four innings.
5. A game shall be completed when 1) 6 innings are complete or 2) when the time limit has expired or the run rule applies. In fairness to all teams and to not pressure coaches and umpires, games will not be able to continue.

EXCEPTION: If a game is tied, when the time limit is reached, OR the game is tied at the end of regulation. Then one extra inning will be played to try to break the tie. The person who recorded the last out will start at second base. If the game is still tied after one extra inning of play, the game will be recorded as a tie in the standings.

6. No new inning may begin after the time limit is reached, but the current inning will continue.
7. A new inning is defined as the third out of the inning.

Pitching

1. No pitcher shall pitch more than two (2) innings in one game.
2. On ball 4, the offensive coach will go out to the mound and give the batter a maximum of three (3) pitches to put the ball in play. If the third pitch is fouled off, or not put in play, the batter is out. Pitchers must stay near the rubber, but not in front; if the ball hits the coach, it is a live ball. No walks
3. No intentional Walks allowed

Bat

1. Only bats stamped Youth Baseball, Little League or any other governing youth baseball body will be permitted. Bats supplied from Fort Youth Baseball will be allowed. Bats must be "small barrel" or 2 ¼ inch barrel.
2. There are no fake bunts. This will be an automatic out.

Stealing/Passed Balls

1. Stealing is allowed but only after the ball has reached home plate. The base runner will be declared out if they leave the base too early (base umpire call).
2. Runners may advance at their own risk on passed balls.
3. Runners may only advance one base per batter.
4. Runners may only score on a batter ball. There is no stealing home.

Infield Fly Rule

1. There is no Infield Fly Rule

Dead Ball

1. Ball will become dead if there is a hit batsman, or the ball goes out of bounds. Otherwise, “time out” must be granted by the umpire in charge, or once the baseball is within 5 feet of the rubber **and the runner has stopped moving forward**, then the runner must go back to the base.

Ex 1: Ball 4 to batter B1, C returns the ball back to the pitcher right away. While the pitcher has the ball, B1 gets to first base and keeps going to second base. **RULING = Legal, as long as the runner did not stop their momentum. P does have a right to make a play on B1.**

Ex 2: Ball 4 to batter B1, C returns the ball back to the pitcher right away. While the pitcher has the ball, B1 gets to first base and rounds it 5 feet but then stops trying to draw a throw from the pitcher. **RULING = Ball is dead since the runner’s momentum has stopped. B1 must return to the base immediately or be called out for leaving the base too soon.**

Participation

1. Every player must play at least two (2) innings in the field every game. Free substitution on defense is permitted.
2. Roster batting is in effect. (i.e.: 11 players show up. Your batting order is 1-11)
3. If an injury causes a player to miss his turn at bat there would not be an automatic out spotted in the line-up.
4. If an injury causes a player to miss his turn at bat after he has already stepped into the batters box, the player who last made an out will take his turn.
5. A coach may reduce a player’s participation for lack of attendance or gross insubordination toward the coach. The coach should notify the opposing coach, umpire, parent and board member on duty before the game.
6. AAA – Four (4) outfielders will be used. LF, LC, RC, RF. A rover is not permissible. All Outfielders must start on the grass in their proper positions.

Overthrows

1. All overthrows which remain on the field (when no “Time” has been given) of play, including overthrows from catcher to pitcher entitles the base runner to advance at their own risk, however they may only advance one base per batter. All runs will be the result of a batted ball

Running Into Fielder

1. Running into a fielder waiting to make a tag with the ball is an automatic out. If flagrant, the player is out and ejected. If the base runner slides and makes contact with the fielder, play stands. **If there is incidental contact, the play stands.**

Ex 1: R1 on second base. Single to the outfield. The catcher catches the ball and is waiting to make a tag on R1. R1 runs into the catcher. Catcher drops the ball. **RULING = R1 is out.**

Ex 2: R1 on second base. Single to the outfield. The catcher catches the ball and is waiting to make a tag on R1. R1 runs into the catcher who drops the ball and the umpire rules that it was malicious. **RULING = R1 is out and is ejected from the game and becomes ineligible for the next game.**

Ex 3: Same as Ex 2 but the catcher holds onto the ball. **RULING = R1 is out and is ejected from the game.**

Ex 4: R1 on second. On a ground ball to the SS who tosses it to the second baseman and catches the ball. R1 heads back to second base, does not slide, but makes little contact with the second

baseman's shins. **RULING = Incidental contact, if the tag was applied in time, R1 is out, if no tag was made, R1 is safe. EMPHASIS = players should slide on a close play.**

Ex 5: R1 on second base. Single to the outfield. The catcher is standing on the third base line as the throw goes home. R1 runs around the catcher to avoid contact and is tagged out. **RULING = R1 is out, the catcher is making a play on the ball when the ball is in flight, the runner must avoid contact with the catcher who has the right to catch the ball. (WIAA Rules)**

Ex 6: R1 on second base. Single to the outfield. The catcher is standing on the third base line by home plate waiting for the ball. R1 runs into the catcher. **RULING = Dead ball, R1 is out for making contact with the catcher and all runners remain where they are. (WIAA Rules)**

Ex 7: R1 on second base. Single to the outfield. The catcher moves up the third base line attempting to catch the throw. R1 contacts the catcher. **RULING = Incidental contact, play stands as is.**

Picking up Players

1. If a team has only 8 players for that night, that team will play with only 8 players.
2. If the team has 7 or fewer players, that team will forfeit the game in the standings.
3. After the forfeit, that team could pick up enough players from other teams to play a game.

Dropped 3rd Strike

1. Batter is automatically out on a 3rd strike

Double First Base –

1. Defense players must touch the white base. Runners may touch either but recommend they use the orange base when there is a play at first base. A batted ball that hits the white base will be considered a fair ball. A batted ball that hits the orange base will be considered a foul ball.

5th & 6th Grade Rules of Play

Game Length

1. 6 innings or 1 hour 45 minutes from the time of the first pitch.
2. In the event of rain, 3 ½ innings will constitute a complete game, provided the home team is ahead.
3. Make-ups for games that have started will be resumed at a later date with the same situation as during the rain delay. A team will not be penalized for a player not being there for the make-up, but the pitching rule stands for that game (see below...Pitching).
4. There will be a 15 run rule after the completion of four innings.
5. A game shall be completed when 1) 6 innings are complete or 2) when the time limit has expired or 3) the run rule applies. In fairness to all teams and to not pressure coaches and umpires, games will not be able to continue.

EXCEPTION: If a game is tied, when the time limit is reached, OR the game is tied at the end of regulation. Then one extra inning will be played to try to break the tie. The person who recorded the last out will start at second base. If the game is still tied after one extra inning of play, the game will be recorded as a tie in the standings.

6. No new inning may begin after the time limit is reached, but the current inning will continue.
7. A new inning is defined as the third out of the inning.

Pitching

1. No pitcher shall pitch more than three (3) innings in one game.
2. Ball 4 will result in the batter taking first base
3. No intentional Walks allowed
4. Pitchers must pitch from the stretch position when any runners are on base except for when bases are loaded (1st, 2nd and 3rd) or just 3rd base is occupied.
5. No balks will be called. If the pitcher delivers an illegal pitch, a no pitch will be called and the ball will be dead. The umpire will discuss an illegal activity by the pitcher with the coach in a timely manner.

Bat

1. Only bats stamped Youth Baseball, Little League or any other governing youth baseball body will be permitted. Bats supplied from Fort Youth Baseball will be allowed. Bats must be “small barrel” or 2 ¼ inch barrel.

Stealing/Passed Balls

1. Stealing is allowed but only after the ball has reached home plate. The base runner will be declared out if they leave the base too early (base umpire call).
2. Runners may advance at their own risk on passed balls

Infield Fly Rule

1. With runners on first and second OR bases loaded, AND with 0 OR 1 out and a pop up is hit in the infield, the batter is automatically out (the ball must land in fair territory, if not, it is a foul ball). Runners may advance at their own risk and there is no force play.

Dead Ball

1. Ball will become dead if there is a hit batsman, or the ball goes out of bounds. Otherwise, “time out” must be granted by the umpire in charge, or once the baseball is within 5 feet of the rubber **and the runner has stopped moving forward**, then the runner must go back to the base.

Ex 1: Ball 4 to batter B1, C returns the ball back to the pitcher right away. While the pitcher has the ball, B1 gets to first base and keeps going to second base. **RULING = Legal, as long as the runner did not stop their momentum. P does have a right to make a play on B1.**

Ex 2: Ball 4 to batter B1, C returns the ball back to the pitcher right away. While the pitcher has the ball, B1 gets to first base and rounds it 5 feet but then stops trying to draw a throw from the pitcher. **RULING = Ball is dead since the runner’s momentum has stopped. B1 must return to the base immediately or be called out for leaving the base too soon.**

Participation

1. Every player must play at least two (2) innings in the field every game. Free substitution on defense is permitted.
2. Roster batting is in effect. (i.e.: 11 players show up. Your batting order is 1-11)
3. If an injury causes a player to miss his turn at bat there would not be an automatic out spotted in the line-up.
4. If an injury causes a player to miss his turn at bat after he has already stepped into the batters box, the player who last made an out will take his turn.
5. A coach may reduce a player’s participation for lack of attendance or gross insubordination toward the coach. The coach should notify the opposing coach, umpire, parent and board member on duty before the game.

Overthrows

1. All overthrows which remain on the field (when no “Time” has been given) of play, including overthrows from catcher to pitcher entitles the base runner to advance at their own risk as far as possible. This includes third base runners.
2. All overthrows into dead ball area result in the base runner advancing two (2) bases from the time of the throw. Pitches that go into dead ball area result in a one base award. Pick-off throws by the pitcher result in the base runners advancing one base.

Running Into Fielder

1. Running into a fielder waiting to make a tag with the ball is an automatic out. If flagrant, the player is out and ejected. If the base runner slides and makes contact with the fielder, play stands. **If there is incidental contact, the play stands.**

Ex 1: R1 on second base. Single to the outfield. The catcher catches the ball and is waiting to make a tag on R1. R1 runs into the catcher. Catcher drops the ball. **RULING = R1 is out.**

Ex 2: R1 on second base. Single to the outfield. The catcher catches the ball and is waiting to make a tag on R1. R1 runs into the catcher who drops the ball and the umpire rules that it was malicious. **RULING = R1 is out and is ejected from the game and becomes ineligible for the next game.**

Ex 3: Same as Ex 2 but the catcher holds onto the ball. **RULING = R1 is out and is ejected from the game.**

Ex 4: R1 on second. On a ground ball to the SS who tosses it to the second baseman and catches the ball. R1 heads back to second base, does not slide, but makes little contact with the second baseman’s shins. **RULING = Incidental contact, if the tag was applied in time, R1 is out, if no tag was made, R1 is safe. EMPHASIS = players should slide on a close play.**

Ex 5: R1 on second base. Single to the outfield. The catcher is standing on the third base line as the throw goes home. R1 runs around the catcher to avoid contact and is tagged out. **RULING = R1 is out, the catcher is making a play on the ball when the ball is in flight, the runner must avoid contact with the catcher who has the right to catch the ball. (WIAA Rules)**

Ex 6: R1 on second base. Single to the outfield. The catcher is standing on the third base line by home plate waiting for the ball. R1 runs into the catcher. **RULING = Dead ball, R1 is out for making contact with the catcher and all runners remain where they are. (WIAA Rules)**

Ex 7: R1 on second base. Single to the outfield. The catcher moves up the third base line attempting to catch the throw. R1 contacts the catcher. **RULING = Incidental contact, play stands as is.**

Picking up Players

1. If a team has only 8 players for that night, that team will play with only 8 players.
2. If the team has 7 or fewer players, that team will forfeit the game in the standings.
3. After the forfeit, that team could pick up enough players from other teams to play a game.

Dropped 3rd Strike

1. With first base not occupied at the time of the pitch, or if there are 2 outs, if the catcher fails to catch the 3rd strike, the catcher must throw the batter out at first or tag the batter to record the out. (Bases Loaded, 2 outs – force at home). If first base is occupied and there are less than 2 outs, the batter is out

Double First Base –

1. Defense players must touch the white base. Runners may touch either but recommend they use the orange base when there is a play at first base. A batted ball that hits the white base will be considered a fair ball. A batted ball that hits the orange base will be considered a foul ball.

7th – 9th Grade Rules of Play

Game Length

1. 7 innings or 2 hours from the time of the first pitch.
2. In the event of rain, 4 ½ innings will constitute a complete game, provided the home team is ahead.
3. Make-ups for games that have started will be resumed at a later date with the same situation as during the rain delay. A team will not be penalized for a player not being there for the make-up, but the pitching rule stands for that game (see below...Pitching).
4. There will be a 15 run rule after the completion of four innings.
5. A game shall be completed when 1) 6 innings are complete or 2) when the time limit has expired or 3) the run rule applies. In fairness to all teams and to not pressure coaches and umpires, games will not be able to continue.

EXCEPTION: If a game is tied, when the time limit is reached, OR the game is tied at the end of regulation. Then one extra inning will be played to try to break the tie. The person who recorded the last out will start at second base. If the game is still tied after one extra inning of play, the game will be recorded as a tie in the standings.

6. No new inning may begin after the time limit is reached, but the current inning will continue.
7. A new inning is defined as the third out of the inning.

Pitching

1. Major – No pitcher shall pitch more than four (4) innings in one game
One pitch thrown constitutes a complete inning. Pitchers may only reenter the game as a pitcher one time.
2. Ball 4 will result in the batter taking first base
3. No intentional walks

Bat

1. Bats may be “big barrel” or 2 5/8 inch barrel

Stealing/Passed Balls

1. Lead-off, stealing, advancing on wild pitch/passed ball, advancing to first on a dropped strike 3 with first base unoccupied = legal.

Infield Fly Rule

1. With runners on first and second OR bases loaded, AND with 0 OR 1 out and a pop up is hit in the infield, the batter is automatically out (the ball must land in fair territory, if not, it is a foul ball).
Runners may advance at their own risk and there is no force play.

Dead Ball

1. Ball will become dead if there is a hit batsman, or the ball goes out of bounds. Otherwise, “time out” must be granted by the umpire in charge, or once the baseball is within 5 feet of the rubber **and the runner has stopped moving forward**, then the runner must go back to the base.

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