

**2025 RULES AND REGULATIONS FOR  
WEST SPRINGFIELD LITTLE LEAGUE**

**WEST SPRINGFIELD LITTLE LEAGUE**

**P.O. BOX 2563**

**SPRINGFIELD, VA 22152**

**WSLLBASEBALL.NET**

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I. GAME PRELIMINARIES AND RESPONSIBILITIES

<b>Responsibility Summary (See Specific Rule Below)</b>		
	<b>Home</b>	<b>Visiting</b>
Field Prep: Pre-Game and Post-Game	X	(assist)
Official Scorekeeper	X	
Scoreboard Operator	X	
Adult Announcer		X
Game Coordinator	X	
Reporting Score/Pitch Count Post-Game	X	
If No Umpire	Home Ump	Base Ump
Pitch Machine Set-up/Return (1A)		X

- A. Dugouts. For games at Byron Avenue Park and school fields other than Fenway, the home team occupies the first-base dugout and the visiting team occupies the third-base dugout. For games at Fenway, the home team occupies the third-base dugout and the visiting team occupies the first-base dugout.
  
- B. On-Field Coaches. At the Majors level, only a manager and two coaches may occupy the bench or dugout. At levels below Majors, a manager and three coaches are permitted. No other person, including children and non-team siblings, is permitted in the bench, dugout, or playing areas. During pre-game warmups, a team may have one additional coach in the batting cage or bullpen areas. When a manager or coach of record is present for a game (including late arrival), he/she shall be in the dugout or on the field. Only when the manager or coach of record is not present may another properly cleared volunteer be in the dugout or on the field.
  
- C. Field Preparation. The home team is responsible for preparing the field for play. The visiting team should help with all preparations. Preparing the field includes: raking the infield and base paths (base paths must be raked only in the direction of the base path to keep the dirt on the field); chalking the foul lines, batter’s boxes, and base coaches’ boxes; and installing all bases.
  
- D. Clean Up. The home team is responsible for filling in all holes and dragging the field following the last game of the day. The home team is also responsible for returning all equipment to the storage shed or field box after the last game of the day. Both teams are responsible for policing the dugout and spectator areas on their side of the field after the game. When trash cans are more than half full, and after the last game of the day, remove and replace the trash can liners and take the trash bags to the closest dumpster. Dugout trash cans must be emptied after each game.

E. Pre-game Batting Practice. Batting practice is not permitted on any playing field, and may be conducted only as follows:

1. **Bats-in-Motion Limits.** The only bats permitted to be in motion are as follows:
  - a. *Pre-game:* The bat of one player who is hitting in batting cage.
  - b. *In game:* The bat of the assigned batter on the field at home plate.
  - c. *At practice (non-game day):* The bat of a player with a coach supervising on a one-to-one basis.
  
2. **Batting-Cage Rules.**
  - a. No player can use batting cages earlier than 1-hour before game.
  
  - b. Using hitting sticks, heavy balls, wiffle/ping-pong balls, tees, and similar devices outside the batting cage is prohibited.
  
  - c. Use of cages is approved for WSLL managers/coaches pitching to helmeted WSLL players only (no other adults or players are permitted).
  
  - d. Batting cages, bullpens, and open areas may be used on a not-to-interfere basis. When no games are scheduled on Yankee, Wrigley, Ebbets and Fenway, the batting cages will be available for use by all levels of play.
  
3. **Batting-Cage Use by Field**
  - a. **Fenway and Wrigley:** Beginning 1 hour before game time, the visiting team may use the batting cage for 20 minutes. Beginning 40 minutes before game time, the home team may use the batting cage for 20 minutes.
  
  - b. **Yankee and Ebbets:** If games at Yankee and Ebbets are scheduled to start within 30 minutes of each other, the home and visiting teams playing on those fields shall use the half cage open to their respective field on the same time schedule for visiting and home teams set forth above. If games at Yankee and Ebbets are not scheduled to start within 30 minutes of each other, the home team may use the half cage nearest Ebbets, and the visiting team may use half cage nearest Yankee, for any 20-minute period starting 1 hour before scheduled game time and not ending later than 20 minutes before the scheduled game time.

- F. **Pregame Infield/Outfield.** The visiting team shall take infield/outfield practice for 5 minutes beginning 20 minutes before game time. The home team shall take infield/outfield practice for 5 minutes beginning 15 minutes before game time. The playing field shall be cleared 10 minutes prior to game time for field preparation.
- G. **Official Scorekeeper.** The home team shall provide the official scorekeeper. The scorekeeper is a game official and should not act as an advisor or cheerleader for their team, although they may respond to questions concerning pitches, outs, scores, and batting order. The official scorekeeper will serve as the official pitch counter, inform the umpire when a pitcher's maximum has been reached, and enter in the scorebook the number of pitches thrown by each pitcher. The scorekeeper's decision regarding the pitch count is final.
- H. **Scoreboard Operator and Announcer.** The home team shall provide a scoreboard operator. The visiting team shall provide an adult announcer for games played on Yankee and Wrigley fields.
- I. **Game Coordinator.**
1. ***Permanent Game Coordinator.*** Each team at Majors, AAA, and AA shall name a permanent Game Coordinator who shall be present at all home games. Should the Game Coordinator not be able to attend, a back-up Game Coordinator will be present. The Game Coordinator shall participate in League training about the role of the Game Coordinator. The Game Coordinator will become familiar with their responsibilities as described in this section.
  2. ***Assignment; Consequences.*** If no adult umpire is available for a game, the home team must assign an adult as Game Coordinator. Failure to bring a Game Coordinator to the plate conference will result in referral of the game's managers to a disciplinary committee per the Administrative Policies, and may result in suspensions or other penalties, and the game will not be played. The Game Coordinator must not be a manager or coach of either team in the game.
  3. ***Game-Coordinator Duties.***
    - a. Attend the pre-game conference at the plate;
    - b. Oversee conduct of all players, managers, coaches, umpires in the game;



- c. Have the authority to disqualify any player, coach, manager, or substitute for objecting to the decisions of an umpire, for unsportsmanlike conduct or language, or for any of the reasons enumerated in these Rules, and to eject such disqualified person from the playing field;
  - d. Remain at the game at all times, including between half-innings, in a position to see all actions on the field and in close proximity to the field. If, for some reason, the Game Coordinator is not present or is unable to perform his/her duties for any reason, the game must be suspended until the Game Coordinator returns, or until a new adult Game Coordinator is present and assumes the duties of Game Coordinator for the remainder of the game;
  - e. Have the ability to judge as to whether and when play shall be suspended during a game because of inclement weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. Said game coordinator shall not call the game until at least 30 minutes after play was suspended. The Game Coordinator may continue suspension as long as there is any chance to resume play.
- J. **Umpire Assignment.** When no official home plate umpire is assigned, the home team is responsible for providing the home plate umpire. When a base umpire is assigned, and the plate umpire does not show, the assigned base umpire will become the plate umpire. When no official base umpire is assigned, or he/she becomes the plate umpire, the visiting team is responsible for providing the base umpire. When an official home plate umpire is assigned, but a base umpire is not, or when an assigned base umpire becomes the assigned plate umpire, provision of a base umpire by the visiting team is subject to approval by the official plate umpire. In no case will any game be delayed, cancelled or postponed because league umpires are not available. The plate umpire normally stands behind the catcher, but if circumstances dictate otherwise, the umpire may stand behind the pitcher. A manager or coach may not umpire in the same level in which they participate. In the event that a scheduled umpire is not present, this rule may be waived by agreement of both managers. This rule does not apply to T-Ball or 1A games. Prior to the beginning of each game, the umpire shall check all

bases to ensure they are securely fastened and shall check home plate to ensure that the edges do not stick above ground level.

- K. Pre-Game Conference. Prior to each game, the plate umpire shall hold a conference with the managers of both teams. Batting orders shall be exchanged between managers prior to the game, and pitchers' eligibility and call-up players shall be indicated on the lineup card. Any special ground rules shall be discussed and each team shall provide the umpire with at least one new baseball.
- L. Reporting Scores and Pitch Counts. Within 24 hours of a game's completion at the Majors, AAA, and AA levels, the home-team manager shall provide a summary of the game on the WSLI website. At a minimum, the summary will include the score, the pitch counts for every pitcher that participated in the game, and the number of days rest required.
- M. Required Players and Call-Up Process. Managers at the Majors, AAA, and AA shall call up players in accordance with the call-up process in the WSLI Administrative Policies so that each team has 9 but no more than 11 players available at the start of each game. At the Majors, AAA, and AA levels, a game may not start or continue with less than eight (8) players on each team. If a team's roster at such levels falls below 8 players during a game, the game shall end if it meets the requirements of a regulation game, otherwise the game will resume at a later date, exactly where it left off. At lower levels, a team should borrow players from the opposing team for defensive purposes if it has fewer than nine players. No out(s) shall be charged for the missing spot(s) in the batting order.
- N. Player Protection. All players must be properly equipped in accordance with Little League Rules, including that catchers must be equipped per Little League Rule 1.17 during infield/outfield practice, pitcher warm-up, and games.
- O. Umpire Decisions. Pursuant to Little League Rule 9.02(a-c):
  - 1. Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach, or substitute shall object to any such judgment decisions.

2. If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.
3. If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse, or interfere with another umpire's decision unless asked to do so by the umpire making it.

P. Behavior.

1. **Standards.** Vulgar, obscene, violent, rude or unsporting behavior will not be tolerated. The umpire may eject any manager, coach, player, or spectator who engages in such conduct.
2. **Procedures.**
  - a. Umpires will consider providing a warning before ejecting a player, manager, or coach for offenses that do not involve violent conduct or abusive language. Umpires may also restrict a manager, coach, or player to the dugout instead of ejecting him. Although no further disciplinary action is required, the Umpire in Chief or VP may refer the matter to the President for further disciplinary action, as they deem necessary.
  - b. Pursuant to Little League Rule 4.07, any person ejected by an umpire shall leave the field immediately and take no further part in that game. They may not sit in the stands, and may not be recalled. An ejected manager or coach shall leave a game site for the remainder of that game which includes all fence or other outfield demarcation areas, and any other area where they can be observed by umpires or game participants while the game is in progress. Ejected persons must remain in the parking lot. Any manager, coach, or player ejected from a game is suspended from his/her team's next physically played game and may not be in attendance at the game site. In addition, any manager, coach, or player ejected from a game may not practice with his/her game until the outcome of a disciplinary committee

investigation. Players who are ejected should remain under supervision until released to the parent or guardian.

- c. Pursuant to Little League Rule 9.05, if the umpire ejects a manager or coach, the umpire shall furnish a written report to the President within 24 hours of the incident. Pursuant to LL Rule 9.05(c), the President shall promptly refer the matter to the disciplinary committee, as described in WSSL's Administrative Policies. The President will consult with the Vice President Baseball Operations and the WSSL Chief Umpire in determining who should comprise the disciplinary committee.
- d. Upon receipt of credible evidence, the President shall immediately suspend, pending the outcome of a disciplinary committee investigation, a manager or coach who inappropriately bumps, shoves, pushes, hits, strikes, or assaults in any way an umpire, player or spectator. Confirmation of such actions typically will result in removal of the manager or coach.
- e. Pursuant to Little League Rule 9.05(c), the President may require an ejected player to appear with his/her parent(s) or guardian(s) before a committee composed of the Player Agent and two members of the board of directors (assigned by the President) to explain his or her conduct. The player's manager shall appear with the player as an advisor. The committee shall recommend to the league President the action it feels is justified.

## II. STARTING AND ENDING GAMES

- A. **Start Times.** A game shall begin at its scheduled start time or 15 minutes after the last out of the previous game, whichever is later. The plate umpire shall keep time and advise the scorekeeper of the start time. If the start of a game is delayed 45 minutes past its scheduled start time, the game shall be rescheduled, unless no game is scheduled behind it and at least 2 hours remains until any applicable curfew.
- B. **Time Limits.** For games that do not count in the standings at Majors, AAA, and AA, no new inning shall start after 1 hour and 45 minutes, and the game shall end at 2 hours. An inning starts the moment the third out is made or run limit is reached to complete the preceding inning. For all other games, the time limits are as follows:
  - 1. **Majors.** No time limits.

2. **AAA and AA.** No inning shall start after 1 hour and 45 minutes. If the outcome of the game (win/loss) has been determined at the 1 hour 45 mark, the game will end after the losing team has completed its at-bats during the current (and last) inning. There is no “drop dead” time limit.
  3. **1A.** No inning shall start after 1 hour and 30 minutes. There is no “drop dead” time limit.
  4. **T-Ball.** For weekend games, a new inning shall not start more than 1 hour and 15 minutes after the game has commenced. For weekday games, the game shall end 1 hour and 15 minutes after the scheduled start time, unless the start time was delayed by a prior game.
  5. **5T.** 5T meetings shall be limited to 90 minutes. The meeting shall commence with a practice session and conclude with a game that begins at approximately the half-way point, as the managers may agree.
  6. **Consecutive Weeknight Game Limits.** When two games are scheduled on a lighted field on a weeknight, the first game will begin at 5:45 pm or 5:30 pm. The game clock starts running at 5:45 pm or 5:30 pm, whether or not play has started. If the first game is a game below the Majors level, normal time limits apply. If the first game is a Majors game, no new inning will start after 7:30 pm, and play shall stop at 7:45 pm. For the second game, no new inning will begin after 10 pm, regardless of level or when play actually started.
- C. **Run Limits.** A game shall be over if, after four or more complete innings (3 ½, if the home team is ahead), one team leads another by 10 runs. If the visiting team leads by 10 runs or more in the fourth or a later inning, the home team must bat in the bottom of that inning. If the home team leads by 10 runs or more in the bottom of the fourth or a later inning, the game shall immediately end. WSLI adopts the option of not using other run limits in Little League Rule 4.10(e).
- D. **Inning Limits.** At levels below Majors, a game may not be played more than six innings.

E. Complete Game.

1. **Majors:** If a Majors game has progressed 4 complete innings or more (3 ½, if the home team is ahead), and is stopped for any reason (e.g., weather, darkness, time, curfew), it shall be considered a complete game, and will not be continued, unless it is tied.
2. **Below Majors:** If a game below the Majors level has progressed 3 complete innings or more (2 ½, if the home team is ahead), and is stopped for any reason (e.g., weather, darkness, time, curfew), it shall be considered a complete game, and will not be continued, even if tied.
3. **Suspended and Continued Games:** The time elapsed during a game that is suspended and then continued on another day will count towards the amount of time that may be played in the game once it is resumed.

F. **Darkness.** On non-lighted fields, the plate umpire shall call games for darkness when he or she makes a judgment it is not safe to play. Games that begin on non-lighted fields shall not be moved to lighted fields, except during tournament play, when a lighted field is available and any applicable time or inning limit has not been reached. This provision applies only to games that were started on Byron Avenue fields. Games at satellite fields may not be moved. When such a game is moved, applicable time and inning limits still apply, unless a winner has not been established. Time required to resume the game will not count against the time limit.

G. **Weather-Related Cancellation.** If adverse weather or playing field conditions exists prior to the first scheduled game of the day, the League President, in consultation with the Vice-President of Fields and the onsite Gray Hat(s), will determine whether games will begin that day. Once play has been suspended for the day, play will not resume unless the League President makes that determination. If the League President is not available to make these decisions, the Gray Hat(s) scheduled for duty will make the decisions. Once games are underway for the day, the decision to play or postpone lies with the Team Managers in consultation with the Gray Hat(s) on duty (prior to the first pitch) or the Home Plate Umpire (or Game Coordinator if there are youth umpires handling the game) in consultation with the Gray Hat(s) on duty.

H. **Precipitation.** If rain or other precipitation is falling heavily enough to impact visibility or if field conditions are becoming dangerous (standing water, mud around the bases

and pitching rubber), play should be delayed (if game has not started) or suspended. Once conditions reach a status where it would take more than 20-30 minutes to return the field to playable conditions, the game should be postponed.

I. Lightning/Thunder.

1. Play will be immediately suspended and all fields cleared when any of the following are observed by an umpire, game coordinator, manager, coach, Gray Hat, or other league official:
  - a. A lightning detector (including a weather app) indicates lightning within 10 miles or less.
  - b. Any thunder is heard, with or without lightning being observed.
  - c. Any lightning is observed (including cloud-to-cloud, cloud-to-ground, distant lightning, or heat lightning).
2. Upon such an observation, fields will be cleared and all players, managers, coaches, umpires, and spectators will move to a vehicle for a minimum of 30 minutes. When in doubt, err on the side of safety and clear the field. During this time, all persons must be inside vehicles, and no one may be on any fields, or standing around the concession stand or other facilities. The only exception is that the Gray Hat and umpires will gather inside the concession stand/shed to monitor the conditions.
3. If a subsequent observation under Rule II.I.1. (a)-(c) is made, play will be suspended for another 30 minutes from the subsequent observation(s). If suspension will result in more than a 45-minute delay from the initial stoppage of play, games will be called and league policies on resuming or calling the game will apply.
4. At Byron, if a game is suspended on one field, games must be suspended on all fields.
5. Umpires are the primary individual(s) in charge of a field; however, Gray Hats are to work with them to ensure the safety of all persons at our fields.

J. Cold Weather. If game-time air or wind chill temperatures are at 35 degrees Fahrenheit or lower with no precipitation or at 40 degrees Fahrenheit or lower with active

precipitation, the game should be postponed. If these conditions occur once the game is underway, it will be in the judgment of the Home Plate Umpire or the Game Coordinator, in consultation with the Gray Hat(s) on duty, to determine if these levels have been reached and sustained.

- K. **Hot Weather.** If the game-time heat index (combination of temperature and humidity) is determined by the gray hat using (weather.com and/or weather.gov) exceeds 105 degrees Fahrenheit, the game will be postponed. If these conditions occur once the game is underway, it will be the judgement of the Home Plate Umpire or the Game Coordinator, in consultation with the Gray Hat on duty, to determine if these levels have been reached and sustained. If the heat index exceeds 95 degrees at game time, the Gray Hat will notify the Umpires and Game Coordinators to encourage 5-minute breaks to allow players to hydrate and recover. This recovery time will pause the official game clock.
- L. **Curfew.** No game at any level may be played past 10:30 pm.

### III. GAME RULES – GENERAL

All WSLL games shall be governed by the Little League Rules, the general rules in this Section III, and the special rules for each playing level in Sections IV-IX.

#### A. Player Participation-Offense.

1. ***Continuous Batting Order.*** All players present at the start of the game shall be listed on the batting order and shall bat in turn. The batting order shall not be changed during the game, even when players are substituted for or are shifted from position to position on defense, except that any player reaching the dugout after the plate conference has begun shall be added to the bottom of the order. Missed batting opportunities shall not be made up.
2. ***Substituting for Injured or Ejected Player.*** If a batter cannot complete his or her turn at bat or a runner cannot run the bases for any reason within the rules (e.g., ejection, removal, or injury), the last batter not on base shall substitute for that player. The substituted player shall continue to serve as a substitute until he or she is put out, scores, or the inning ends. When substituting for the batter, the substitute shall inherit the removed batter's pitch count. Following



the substitution, the batting order shall resume with the next scheduled batter, as though the substitution had not occurred.

- B. **Player Participation-Defense.** At all levels, each player shall play an entire inning defensively at least every other inning. At levels below Majors, no player shall sit out a second inning until all other players have sat out one inning and no player shall sit out a third inning until all other players have sat out two innings. **AAA exception:** the starting pitcher, and any substitute pitcher entering in the first or second inning, shall be exempt until the end of the inning in which he/she is removed from the mound. Players sitting out defensively each inning will have their uniform numbers reported to the official scorekeeper by the manager. This may be done at the beginning of each defensive inning, or may be submitted at the beginning of the game, with the manager reserving the right to make changes as the game progresses. The official scorekeeper shall enter these players' numbers into the scorebook at the bottom of the column of the inning being played.
- C. **Player Participation-Infield.** At levels below AAA, a player must play in the infield as follows:
1. **AA.** Every player must play two full innings of infield (inclusive of catcher and pitcher) within the first five (5) innings of a game. In cases of shortened games (less than 5 innings), where a player has not had the opportunity to play two innings of infield, that player must start in the infield the next game. Each player shall start at least two games in the infield.
  2. **1A, T-Ball, and 5T.** Every player must play two full innings of infield per game (including pitcher, excluding catcher). In cases of shortened games, where a player has not had the opportunity to play two innings of infield, that player must start in the infield the next game. Each player shall start at least two games in the infield.
  3. **T-Ball and 5T.** No player may play more than two innings at pitcher or first base or any combination thereof.

D. Pitch Counts; Days of Rest; Catching Limits.

1. **Pitch Counts.** A pitcher may not start pitching to a new batter once the following pitch threshold by league age is met, but the pitcher may remain in the game at another position:
  - a. *League Age 11-12:* 85 pitches per day;
  - b. *League Age 9-10:* 75 pitches per day;
  - c. *League Age 7-8:* 50 pitches per day.
  
2. **Days of Rest.** If a player reaches the following pitch limit in a day, the corresponding days of rest must be observed before the pitcher may pitch again:
  - a. 66 or more pitches: 4 calendar days
  - b. 51-65 pitches: 3 calendar days
  - c. 36-50 pitches: 2 calendar days
  - d. 21-35 pitches: 1 calendar day
  
3. **Catcher-to-Pitcher and Catcher-to-Pitcher-to-Catcher Limits.** Any player who has played catcher in four or more innings is not eligible to pitch on that calendar day. Receiving one pitch to a batter in an inning constitutes having caught that inning. A player who played the position of catcher for three (3) innings or less and moves to the pitcher position and delivers 21 pitches or more in the same day may not return to the catcher position on that day.
  
4. **Pitcher-to-Catcher Limit.** A player who delivers 41 or more pitches may not play the position of catcher for the remainder of the day.
  
5. **May Finish Last Batter Without Altering Status.** For purposes of applying the days-of-rest and eligibility limits specified in Rules III.D.2-4, if a pitcher's first pitch to a batter is below the rule's pitch limit but the pitcher reaches or exceeds the limit during that at bat, the pitcher shall retain the days-of-rest and eligibility level that applied upon the throwing of the first pitch to the batter and may continue to pitch until any one of the following occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing the at-bat.

6. **Pitcher Cannot Return.** A pitcher once removed from the mound cannot return as a pitcher. If a game is suspended and restarted on a later date, any player who had already pitched and been removed from the mound cannot return as pitcher in that game.
  
  7. **Consecutive Days Pitching.** A player may not pitch on three consecutive days.
- E. **Throwing the Bat.** If, in the umpire's judgment, a batter carelessly releases the bat during or after a swing in such a manner that it could or does present an unsafe situation, the umpire shall, after the first occurrence, warn the player and the manager that if that player "carelessly lets go of the bat" again, he/she shall be disqualified from batting during that game. When issuing such a warning, the umpire shall notify the official scorekeeper to make a notation in the scorebook that the player has been issued a warning for "bat throwing." On the second occurrence, the offending player shall be removed from the batting order, may be used as a base coacher, may play in the field, and may serve as a special pinch runner. An out shall not be called unless the bat throwing interferes with the fielding team's ability to make a play (e.g., the bat hits the catcher who is then unable to make a play on a runner). In such a case, the umpire will impose the interference penalty in addition to the previously mentioned action.
- F. **Stealing Signs.** The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. Under Little League Rule 9.01(d), players and coaches may be ejected for a subsequent offense after receiving a warning.
- G. **One Foot in Batter's Box.** After entering the batter's box, a batter must remain in the box with at least one foot throughout the at bat. **Exceptions:** (1) on a swing, slap, or check swing; (2) when forced out of the box by a pitch; (3) when the batter attempts a "drag bunt" (not applicable to AA); (4) when the catcher does not catch the pitched ball; (5) when a play has been attempted; (6) when time has been called; (7) when the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box; (8) on a three-ball-count pitch that is a strike that the batter thinks is a call. **Penalties:** At Majors and AAA, the umpire shall issue a warning. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. At AA, the umpire shall only issue a warning. No pitch has to be thrown, the ball is dead, and no runners may advance.

- H. **Courtesy Runner.** When there are two outs in an inning, a courtesy runner may be used as a runner for the catcher and pitcher of record. The courtesy runner(s) must be the player in the batting order who made the last out.
- I. **Fake Bunt & Swing.** At all levels of play except Majors, a batter is out for illegal action when he/she fakes a bunt and then swings. The ball is dead and no players may advance. A player may fake a bunt without penalty if the player does not pull back and swing.
- J. **Infield-Fly Rule.** At Majors and AAA, the infield-fly rule is in effect. The rule shall not be declared or enforced at other levels.
- K. **Announced Intentional Walk.** Announced intentional walks are not permitted at levels below Majors.
- L. **Base Coaches.** In all games below Majors, the first and third base coaching boxes, if used, will be occupied by adults in a coach status only.
- M. **Protested Games.** Whenever a protest is made that cannot be resolved on the field, the plate umpire will ensure that the following are recorded in the official scorebook: (a) the name of the batter and the count; (b) the inning and the score; (c) the elapsed time, if there is a time limit; and (d) a description of the grounds of the protest. The plate umpire will secure the official scorebook and deliver it to the League Director.

#### IV. MAJORS GAME RULES

- A. **Dropped Third Strike.** A batter becomes a runner when the third strike is not caught by the catcher and: (1) first base is not occupied; or (2) there are two outs.
- B. **Announced Intentional Walk.** Defensive teams may intentionally walk a batter by announcing the decision to the plate umpire. The request may be made prior to or during the at bat. After appropriate notification is made by the defensive manager, the ball is ruled dead and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, the appropriate number of "balls" needed based on the count on the batter at the time of the manager's request to complete the intentional walk will be added to the pitcher's official pitch count. No batter may be issued an announced intentional walk more than once in a game.

- C. Games That Do Not Count in Standings. For games that do not count in the standings, teams are limited to four runs per inning including the inning declared the final inning by the umpire.

## V. AAA GAME RULES

- A. Inning Definition. Except for the fifth and following innings, an inning shall be complete when either three outs have been made, or the offensive team has scored four runs, whichever comes first. For the fifth and following innings, an inning shall be complete when three outs have been made, or the offensive team has five runs, whichever comes first.
- B. Permitted Pitchers. Any play on a regular-season team may pitch except players who are league-age 12.

## VI. AA GAME RULES

- A. Inning Definition. An inning shall be complete when either three outs have been made, or the offensive team has scored four runs, whichever comes first. This rule applies to all innings.
- B. “No Walk” Rule.
  - 1. If a batter receives four balls, instead of taking a base on balls, the manager or coach will place a Tee at the plate and place a ball on the Tee. The batter will be entitled to as many swings as needed from the Tee to put the ball in-play. Half-swings and/or bunts are not permitted.
  - 2. If a Ball Four is thrown, the ball will remain live until all play resulting from that pitch has concluded, at which point the umpire shall declare “time.” During the ensuing hitting from the Tee, the ball will remain dead, until the batter hits the ball fair, or is retired and the umpire calls “play.”
  - 3. During the Tee portion of the at bat, the pitcher may stand on the pitcher’s plate or up to approximately three feet behind it. The managers and the umpire shall ensure the catcher is in the catcher’s position prior to the batter hitting from the Tee.

4. Once the batter puts the ball in play, the manager or coach will remove the Tee and place the Tee next to the fence. In doing so, the manager or coach must avoid any interference with the catcher attempting to make a play on the ball. If during an ensuing play the ball hits the Tee, it will remain a "live ball."
  5. Prior to the season, the AA League Director will meet with the AA managers to determine when the "No Walk" rule will end. On that date, hitting from the Tee under this rule will continue only when the bases are loaded.
- C. **Advancing One Base on Misplays.** If a batted ball leads to one or more defensive misplays (e.g. error, wild throw, etc.), a baserunner may advance, at his/her own risk, only one base beyond the base that the baserunner was attempting to take at the time of the initial misplay. Additional misplays beyond the first will not permit additional advancement. A baserunner is at risk of being tagged out while attempting to advance after a misplay, including while attempting to advance to any base in a manner not permitted by this rule. During an attempted steal, a baserunner may not advance an extra base after a defensive misplay.
- D. **Stealing.** A baserunner may steal one base per an at-bat except no baserunner may steal home. A baserunner is at risk of being tagged out while attempting to steal, including while improperly attempting to steal home or any base in a manner not permitted by this rule. When a batter is awarded first base (for a walk, hit by pitch, or another award), the batter-runner shall not advance beyond first base. There is no delayed stealing (stealing a base on the throw to the pitcher).
- E. **Bunting.** Bunting is prohibited.
- F. **Pitch Limit.** In addition to the pitch limits in Little League rules and these local rules, no player may pitch in more than 3 innings per game.
- G. **Illegal Pitches.** Illegal pitches shall be called and corrected but not penalized.
- H. **Coaches on Field.** Two coaches are allowed on the field with the defensive team up to, but not including, the 5th Monday of the season.

## VII.1A GAME RULES

- A. **No Score or Standings.** No score shall be kept except for purpose of determining the end of an inning and as an indication of who has batted. There shall be no game winners or losers and no regular-season standings.
- B. **Inning Definition.** An inning shall be complete when either three outs have been made, or the offensive team has scored four runs, whichever comes first. This rule applies to all innings.
- C. **Pitching Machine.** A pitching machine shall be used as follows:
1. The visiting team is responsible for setting up the machine and returning it and the electrical cords to the equipment shed following each game.
  2. The speed shall be set at 36 mph. Coaches shall set and maintain the speed in accordance with guidelines established by the League Director.
  3. The manager, coach, or other responsible person designated by the manager of the offensive team shall feed the balls into the pitching machine. The machine feeder shall not coach their team in any way while performing this function.
  4. Pitching machines shall not be moved away from the WSLI Byron Road complex or other facilities being used for WSLI activities without approval of the WSLI President and notification of the VP Fields.
- D. **Offensive Play.**
1. On any batted ball that does not leave the infield, all runners (including the batter-runner) may advance only one base.
  2. On any batted ball hit to the outfield, runners may advance until the ball is in possession of the pitcher, catcher, or infielder in the infield (i.e., not an outfielder running into the infield with the ball.)
  3. If a batted ball hits the pitching machine or ball feeder, the ball is dead and all runners, including the batter-runner, advance one base from where they were

at the time of the pitch. If a baserunner trips over the pitching machine power cord, the baserunner remains at risk to be put out.

4. A batter shall be out after three “swinging” strikes. No strike shall be called when a pitch is not struck at by the batter and the ball passes through the strike zone. For games before the 5<sup>th</sup> Monday of the season, this rule is modified so that a batter shall be out after four “swinging” strikes.
5. No batter may be awarded first base by being hit by a pitched ball, or by a base-on-balls.
6. A runner may steal third base only. On an unsuccessful attempted put out of a runner stealing third, the ball shall be dead and the runner shall not be entitled to advance.
7. After an attempted putout, the ball is dead and runners may not advance.
8. Bunting is prohibited.

#### E. Defensive Play.

1. An outfielder may not make an initial play on a batted ball in the infield. Outfielders must play in the outfield, not the infield. Batted balls in the outfield must be thrown to an infielder to make an out in the infield. If this rule is violated, the ball remains live.
2. During an at bat, the manager has the discretion to advise the catcher not to retrieve each passed ball and not to throw the ball back to the pitcher after each pitch. Coaches shall secure all balls or ensure they’re in a safe location. After each at bat, all balls shall be returned to the coach feeding the pitching machine.
3. Pitchers shall not stand forward of the pitching machine chute before the ball is delivered. The pitcher must have both feet in the grass or outside the pitching circle dirt area or marked area until the pitch is delivered.
4. The defensive team will consist of ten players. Only the normal infield positions will be occupied; the four remaining players shall be positioned in the outfield.



5. For defensive purposes only, a team should borrow players from the opposing team if it has fewer than nine players. No out shall be charged for the missing spot(s) in the batting order
- F. **Coaches on Field.** Two coaches are allowed on the field with the defensive team up to, but not including, the 5th Monday of the season.
- G. **Umpires.** WSLI does not assign league umpires to 1A games, but relies on parent volunteer umpires or coaches to make umpire calls.

#### VIII. T-BALL GAME RULES

- A. **No Score or Standings.** No score shall be kept except for purpose of determining the end of an inning and as an indication of who has batted. There shall be no game winners or losers and no regular season standings.
- B. **Inning Definition.** An inning shall be complete when either three outs have been made, or the offensive team has scored four runs, whichever comes first. This rule applies to all innings.
- C. **Offensive Play.**
  1. The batter shall hit off a batting tee placed on home plate, rather than a pitched ball.
  2. The batter shall take a full swing. Neither bunting nor short, soft swings are allowed.
  3. There shall be no strikeouts.
  4. When the ball is hit, the runners/batter may attempt to advance no more than one base, unless the hit ball is untouched by a defender and travels past the location of the closest outfielder, in which case the runners/batter may attempt to advance a maximum of two bases. Triples and homeruns are not allowed.
  5. The ball must travel at least 15 feet to be in play. A line shall be provided on the playing field to mark the 15-foot arc.
  6. A hit ball shall be declared foul if, after a batter takes a natural swing at the ball, the ball is barely tapped and rolls down the tee, touches the base, and only then bounces out onto the playing field beyond the 15-foot marker.
  7. On any unsuccessful attempted play at a base, the ball is dead and the runner or runners will not be permitted to advance.

#### D. Defensive Play.

1. The defensive team will consist of 10 players. Only the normal infield positions will be occupied; the four remaining players shall be positioned in the outfield at the beginning of each play. For defensive purposes only, a team should borrow players from the opposing team if it has fewer than nine players. No out shall be charged for the missing spot(s) in the batting order
2. The pitcher shall play in the normal position of the pitching mound. The player who occupies the defensive position of the pitcher must stay in contact with the pitching rubber until the ball is hit. If the pitcher is not in contact with the pitching rubber when the ball is hit and an out occurs at any base, the batter shall bat again and all runners will be returned to their original bases.
3. The catcher position is opposite the batter, not behind the tee and catcher.
4. An outfielder may not make an initial play on a batted ball in the infield. Outfielders must play in the outfield, not the infield. Batted balls in the outfield must be thrown to an infielder to make an out in the infield. If this rule is violated, the ball remains alive.

- E. Coaches on Field. Two coaches are allowed on the field with the defensive team, and the tee-puller may assist or otherwise coach the batter. Each team shall assign one adult to remove the batting tee from home plate after the ball is hit; and re-position the batting tee on home plate after the at bat has been completed.

#### IX. 5T GAME RULES

Games/Practices are held for 90 minutes. The first 45 minutes are for practice and the second are for scrimmages with the other team. 5T generally follows the T-Ball Game Rules, as instructed by the League Director.

#### X. TEAM STANDINGS

- A. Determination. At Majors, AAA, and AA levels, regular-season league standings will be recorded by the league, and determined by a percentage system, using the following formula: number of wins, divided by number of games played equals winning percentage (wins/games = %). For this rule, a tie counts as  $\frac{1}{2}$  win for both teams.

Example: A team's record is 9 wins, 8 losses and 1 tie. The team's percentage is .528 ( $9.5/18 = .528$ ). For purposes of assigning regular-season awards, ties in regular season standings will not be broken.

- B. Tiebreakers. When necessary to break ties in regular season standings (i.e., for tournament seeding or draft order), the following criteria will be used in descending order of application:
  - a. If each team played the other the same number of times (e.g., each played each of the others twice): Head-to-head won/lost record between/among all tied teams.
  - b. Highest average run differential per game in head-to-head games between/among teams still tied after the first tiebreaker.
  - c. Highest average run differential for the entire season between/among teams still tied after the first tie breaker.
  - d. Example: Teams A, B, and C are tied, and each has played the other the same number of times and have identical records in games among the three of them. The teams are first sorted based upon their record in games among the three teams. Thus, if A is 3-1 against the others, B is 2-2, and C is 1-3, the teams are assigned first, second and third places on that basis. If that does not resolve it or the teams did not play each other the same number of times, the team with the highest average per game differential in games against the other two wins. (e.g., in three games (two against B and one against C), Team A scored 21 runs, but gave up 9.) Its average differential is  $12/3 = 4$ . The team with the second highest differential would take second. If there are any teams tied at that point, the highest average run differential for the entire season between/among teams still tied after the first tie breaker would be used to decide the order of finish.

## XI. POST-SEASON TOURNAMENTS

- A. General. Every division except T-Ball and 5T shall hold a competitive tournament at the end of the regular season. The format of the tournaments shall be determined by the Executive Committee. AA, AAA and Majors teams will be seeded by order of finish, using any required tie breakers specified to determine final standings.
- B. Rules. Regular-season rules shall apply, except score will be kept in 1A, and as set forth below.

- C. Game Limits. For all post-season games, there are no inning limits for games tied after regulation play, except as outlined below. But if a game at any level is stopped for either weather or darkness, and has progressed four complete innings or more (3 ½ innings if the home team is ahead), the game will be considered a complete game.
1. For non-Majors games, when the losing team cannot score enough runs to tie or win a game because of run limits, the game shall end.
  2. For AAA and AA games, no new inning will begin after 2 hours and 15 minutes, unless the game is tied and it is an elimination game.
  3. For 1A games, no new inning will begin after 2 hours, unless the game is tied and it is an elimination game (pool play games are NOT considered elimination games).
  4. If the outcome of the game (win/loss) has been determined at the 2-hour 15-minute mark (2-hour mark for 1A), the game will end after the losing team has completed its at-bats during the current (and last) inning. If the game is an elimination game, the game will end at the next completed inning where one team is ahead provided that a complete game has been reached.
  5. There is no “drop dead” time limit.
  6. Pool-play games for non-Majors games can end in a tie.
  7. Games delayed for weather or lightning that have no game after it will not be called until the amount of time left of the required delay period would push the start time past the curfew of 10:00 pm or the projected darkness for the day if on an unlighted field. If there is a game following the delayed game, the time limit expires 15 minutes before the scheduled start time of the next game. This does not preclude the umpires from calling the game, if they determine the field is unplayable.
  8. In cases of weather delays, the time limit is suspended until play resumes. For example, if the game is suspended for lightning at 1 hour and 30 minutes, the amount of time left before no inning can start after play resumes is 45 minutes,

unless a game is scheduled after it where 15 minutes before the scheduled start time becomes the time limit.

9. Elimination games that are called because of weather, darkness, or curfew must be resumed if the visiting team ties the game or takes the lead in their half of the inning and the home team does not complete its at bat or take the lead in the inning the game is called. Any remaining time limit should be in effect from the point of the suspended game.
  10. The Run-Limit rule applies in tournament games.
- D. Determining Home Team. For non-seeded tournament games, the home team shall be determined by the toss of a coin, the winner having the choice. For seeded tournaments, the higher seeded team shall be the home team. Seedings that were determined at the beginning of the tournament shall remain in effect for the entire tournament. If both teams are seeded the same, a coin flip will determine the home team.
- E. Protests. Protests of playing rules must be made and resolved before play is continued. If play is continued, the protest cannot be made. To lodge a protest, the manager must inform the plate umpire immediately after the play in question, and before the next pitch or play. A conference of game umpires shall be called, the protest reviewed, and a decision rendered. If the decision is not to the satisfaction of the manager, the protest shall be referred to the attending League Director or WSLI representative prior to play resuming. Their decision shall be final.
- F. Season Pitching Rules. All rest requirements specified by the Little League pitch count regulations apply between a team's final regular season game and their first tournament game. These rules also apply throughout the tournament.
- G. Defensive Play. All regular-season player participation rules shall apply.
- H. Tie Breaking Procedures.
1. In all cases, the team(s) advancing must be the teams with the best won-lost record(s). When records are tied, however, the following procedures must be

applied in order, so that the tie can be broken. These procedures also apply to determine the seeding for the playoff round.

2. The first tiebreaker is the result of head-to-head match-up(s) of the teams that are involved in the tie.
  - a. If one of the teams involved in the tie has accomplished every one of the following, then that team will advance: (i) Defeated all of the other teams involved in the tie at least once, and (ii) Played each of the teams involved in the tie an equal number of times.

**EXAMPLE:** Three teams are tied with identical records for first place, and one team advances. Teams A, B, and C played against each other once. Team A won all of its games against Team B and Team C. Result – Team A advances, while Team B and Team C are eliminated.

- b. Each time a tie is broken to advance one team, leaving a tie between 2 or more teams, revert to "2.a." (head-to-head results) in this section.

**EXAMPLE:** Three teams are tied with identical records for first place, and two teams are to advance. Teams A, B, and C played against each other once. Team A won all of its games against Team B and Team C. Result – Team A advances, which then creates a two-way tie between Team B and Team C. That tie is then broken by reverting to "2.a." (head-to-head results) in this section.

If the results of the head-to-head matchup(s) of the teams that are involved in the tie cannot break the tie, then:

- a. The team(s) allowing the fewest runs shall advance.
  - b. If a tie still remains, the team(s) that scored the most runs shall advance.  
Note: The maximum # of runs allowed in a game for this calculation is 12.
  - c. Finally, if a tie still remains, the team(s) that allowed the fewest runs "in a single game" shall advance.

## LEAGUE DIRECTORS

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