

WCWAA

The goal of the league is to prepare the players to advance to the next level; to have a fun experience; to learn the rules; to learn the basic skills of all positions; to learn sportsmanship

LENGTH OF GAME/SPEED OF GAME

1. All games will be played as scheduled unless canceled by the Umpire in Chief
2. Six (6) innings will constitute a complete game.
3. A 90 minute time limit will be enforced on all games. No inning shall start after the 90-minute mark. Note, if the bottom of an inning ends before 90 minutes has passed, a new inning will be started.
4. In the event of a tie and time is remaining, **(1) inning** will be played to determine the winner. If the game is still tied, it will end in a tie. If there is no time remaining, the game will end in a tie.
5. Scoring in Minors: The number of runs is limited per inning only when a team has increased its lead by five runs. For example, if a team is leading in the game, that team may only advance its lead by five runs during that particular inning. If a team is trailing in the game, that team may take the lead and go ahead by five runs. The only way a team may advance their score by more than five runs in an inning is if a player hits a home run over the fence. In this situation, all runners will score. In extra innings, all runs count until three outs are made.
6. The slaughter rule will be enforced when a team is leading by 10 runs after 4 innings.
7. In order to speed up the game, a courtesy runner should be used for the catcher when there are two outs in order to speed up the game. This runner will be the runner who made the last out of the inning.

PREGAME

- ② The Home team will be stationed in the first base dugout and the Visiting Team will be in the third base dugout.

The Home Team

The home team is responsible for preparing the field

- a) Lining the field and the batter's boxes (chalk and chalk machine are in the shed under the Field #6 press box). The fields will likely be lined for all weekday games but will need to be done on Saturday morning.
- b) Provides (2) new games balls
- c) Turning on/off the lights (Note, if the visiting team is the last off the field, please ensure lights are off).

The Visiting Team

- a) Setting up the scoreboard and designating someone to run the scoreboard during the game
- b) **Locking up the press box and unplugging controls in the press box.**

Both teams are responsible for cleaning up their dugouts and making sure all lights are off.

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1. 60 Minutes prior to game time, the Visiting team is entitled to the field for warm-ups (if no prior game is scheduled) and the home team is entitled to the batting cage. 30 minutes prior to game time, the Home team is entitled to the field for warm-ups (if no prior game is scheduled) and the visiting team is entitled to the cage
2. Each team must have at least **eight** players to begin a game
 - a. If a team does not have at least eight players at game time, that team will be given a **ten-minute extension** before the game will be declared a forfeit
3. All players are strongly encouraged to wear protective wear including cups and chest plates
4. Catchers are **required** to wear all league issued safety gear

CALL UPS

The intention of this rule is to let the game be played. It is the intention for games to be determined on the field by the players, not by a forfeit. Players on the active roster should not be sitting on the bench in lieu of a call up.

5. Call ups should only be made when a team is going to be short a player. In other words, less than 9 players are available at time of game. Failure to abide by this rule will result in a forfeit
 - a. The Call up must be a current player in one of the Machine Pitch divisions.
 - b. The exception is if the coach knows a player has to leave the game early for church or school function, etc.
 - c. If the team has 9 players expected to play, then a call up **can not** be used. **It is not the intent of the rule to have an active player on a team have to sit on the bench**
 - d. If the team has 8, a call up can be used, but is not required.
 - e. The call up must bat last and must be used defensively as any other player.
 - f. The call up is not allowed to pitch but is allowed to catch.

POSITIONING OF COACHES

- 1) **Only** the manager will be allowed at the doorway of the dugout; all other coaches and scorekeepers must remain inside the dugout at all times. The umpire has authority to force the head coach in the dugout at any time.
 - a) When the team is batting, the head coach is allowed at the doorway of the dugout and two base coaches are allowed, one at first base and one at third base.
 - b) A coach may not sit outside of the dugout on a bucket during the game unless the umpire allows.

GAME RULES

Batting

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1. The only bats that are permissible are youth bats that states 'USA Baseball' on it or a wooden bat.
2. The entire team will be the batting order. If your roster has 11 players, all 11 players must bat.
3. Slingshotting the bat can be very dangerous. The team will be warned the first time this occurs. If the same team slingshot the bat a second time during the game, an out will be recorded.
4. Bunting is allowed
 - a) If a batter fakes a bunt attempt and swings away, an out will be called and no runners may advance. There will be NO WARNING ISSUED.
5. Stealing is allowed
 - a) A runner may not attempt to steal until the pitch has crossed the plate; once the pitch crosses the plate, the runner may attempt to advance to the next base – all runners attempt advancement at their own risk.
 - b) A runner may attempt a steal of home on a ball that gets past the catcher.
6. If a player is injured or sick during the game, his batting spot will be skipped and no out will be recorded. The umpire must agree with the coach that the player is injured or sick. If a player leaves the game due to a school or church function, an out will not be recorded. If a player leaves for any other reason (typically a disciplinary reason), an out is recorded each time that spot comes up in the batting order. A late player will be added at the end of the batting order and may be put in the game upon arrival.
7. **The "must slide" rule at home plate will be strictly enforced; the runner must slide if there is a potential play at home.** If an attempt is not made to slide on the play, the runner will automatically be called out. This is at the umpire's discretion and **cannot** be disputed. Head-first slides are not allowed unless the base runner is returning to the base to avoid a pick-off play. A head-first slide will result in the runner being called out.
8. No on-deck batters are allowed out of the dugout at any time.

Fielding

9. (9) defenders are allowed on the field: (6) at 'normal' baseball infield positions, the other (3) in the outfield
10. A player may re-enter the game during an inning if a defensive player exits the game for any reason (injury, illness, etc.)
11. All outfielders must play on the grass
12. If a player is injured during a game, time should be called immediately. The base runners will be allowed the base that they are going to plus one extra base.

Rotation Rules for Players

The intention is to ensure players get the most opportunities possible to play every position and learn the required skills for each position.

13. It is expected that all **managers will make every effort to rotate as many players as much as possible** without putting a child's safety at risk. This does not apply during the end of season tournament.
14. ALL players, on a team of any number of players, must sit out one (1) time before any player on that team sits a second time. Managers please try to sit all of your players an equal amount of innings this year. The only time a player would sit out the second time "early" would be when he has sustained an injury and

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cannot take the field. This should be made clear to the umpire and opposing manager. Exception: If the starting pitcher is still pitching and has not met his maximum pitch count for the game (75), he may continue without having to be substituted. Immediately after he has met his maximum pitch count, he must be removed from the game for the remainder of the inning.

Pitching

15. The player-pitcher must pitch from the rubber.
16. Balks are not called in this age group, but umpires may teach the pitchers proper technique.
17. When the pitcher takes his position each inning, he will be granted 1 minute or 5 to 8 pitches of warm-up time. If there is no one to catch for him, he will not be given additional time. **This rule will be strictly enforced in an attempt to extend games and prevent avoidable delays.**
18. The one per inning offensive conferences will be strictly enforced.
 - a) If a coach calls a second time out and has another conference with his pitcher, that pitcher must be removed and replaced with another pitcher. See LL rules for official visits to the mound.
19. A pitcher may pitch a maximum 75 pitches per game. Rest rules apply for subsequent days. Note, if the last batter is started before the 75th pitch, the pitcher can finish pitching to that batter (can finish that at bat). Count will be rolled back to 75. Likewise with the other ranges for days of rest.
20. If a pitcher throws more than 40 pitches (rollback applies), he is not eligible to catch in the remainder of that game.
21. If a catcher catches one pitch into a fourth inning, he is ineligible to pitch in the remainder of that game.
22. Once a player is removed from the pitcher position, they CANNOT return to the game as the pitcher.

PITCHING REST REQUIREMENTS

- *If a player pitches over 65 pitches in a day, four (4) calendar days of rest must be observed.
- *If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- *If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- *If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- *If a player pitches 1-20 pitches in a day, no (0) calendar days of rest must be observed.

Note: If weather cancels a game, no additional days of rest can be counted. If a pitcher was unable to pitch due to rest requirements on the day of the originally scheduled game, that pitcher will not be allowed to pitch on the rescheduled date.

SPORTSMANSHIP

Please remember to show sportsmanship at all times as Little League is a game for the "kids".

1. If a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game.
 - a. They may not sit in the stands and may not be recalled.

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- b. Any manager, coach or player ejected from a game is suspended for his teams' next physically played game and may not be in attendance at the game site from which they are suspended.
- c. After a manager, coach or player has been disqualified, the league president MAY require such manager, coach or player to appear before at least three members of the Board of Directors to explain their conduct. The members of the Board present at the meeting shall impose such a penalty as they feel is justified, but not lessen the one game mandatory suspension.

TOURNAMENT RULES

1. No changes will be made to the Regular Season Rules for Tournament play, except for the following:
 - a. Tournament seeding will be based on regular season records and is maintained throughout the tournament. The higher seed is the home team, except if a lower seed is playing in the championship game from the winners bracket.
 - b. Championship game of tournament will not have a time limit and will played in its entirety, pending the slaughter rule