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 advanced skills of all positions; to learn sportsmanship

LENGTH OF GAME/SPEED OF GAME

- 1. All games will be played as scheduled unless cancelled by the Umpire in Chief
- 2. Games will be played with a 1:45 time limit or seven innings (whichever comes first) (unless there is a weeknight doubleheader, then the games will be a 1:35 time limit).
 - a) A 1 hour and 45-minute time limit will be enforced on games (unless a weeknight doubleheader).
 - b) A new inning will not begin after this time. If games are tied after the time limit, they end as a tie.
 - c) In all games, the slaughter rule will apply; that is, 15-run lead after 4 innings or 10-run lead after 5 innings
- 3. 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

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

- <u>a)</u> 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 for the first game only.
- b) Provides (2) new games balls
- c) Turning on/off the lights (note, whoever is last to leave the fields, please turn lights 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 press box.

Both teams are responsible for cleaning up their dugouts.

- 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 equipment 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

Games must begin with at least eight players (cannot play with fewer than 8 players). If a team does not have eight players at game time, ten minutes will be given as a grace period. After this time, a "forfeit" will be declared by the umpire. This rule is for every game.

Call ups should only be made when a team is going to be short a player. In other words, less than 9 players available at time of game (that is, your call up cannot be your 10th player). Failure to abide by this rule will result in a forfeit.

- a) The Call up must be on the approved list provided by Minors Commissioner.
- b) If the team has 9 players expected to play, then a Call Up <u>can not</u> be used. It is not the intent of the rule to have an active player on a team have to sit on the bench.
- c) If the team has 8, a call up can be used, but is not required
- d) The Call Up must bat last and must be used defensively as any other player.
- e) The call up is not allowed to pitch but is allowed to catch.
- f) In the event a team's "rostered" player arrives either before or during the game, thereby providing his team with 9 "rostered" players, the manager may at that point elect not to play the Call Up.
- g) If the substitute player elects to leave the game, after the "rostered" player arrives, it will not be recorded as an out. If the manager elects to allow the substitute to play (as a 10th player), he will only be allowed to bat and will not play the field (unless an injury occurs during the game at which point the substitute player may play defensively).

POSITIONING OF COACHES

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 adult base coaches** are allowed, one at first base and one at third base
- b. A manager is NOT allowed out of the dugout sitting on a bucket while on offense unless approved by the umpire.

GAME RULES

Batting

- 1. The only bats that are permissible are youth bats that state 'USA Baseball', BBCOR, or a wooden bat. IF a bat if found to be illegal the LL rules will apply. See rulebook.
- 2. The entire team will be the batting order. For example, if your roster has 11 players, all 11 players must bat in the order
- 3. Slinging the bat can be very dangerous. The team will be warned the first time this occurs (one warning per team). If the same team slings the bat a second time during the game, an out will be recorded.

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- 4. 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. 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, he is called out the first missed at bat. A late player must be added at the end of the batting order and may be put in the game upon arrival.
- 6. If a player is injured on a play and cannot run the bases, a courtesy runner may be used. This runner will be the one that made the last out of the inning.
- 7. A base runner must slide at home plate if in the opinion of the umpire, there is a "play being made at the plate" which could cause injury absent this rule being in effect. This is umpires discretion and **cannot** be disputed.
- 8. The one per inning offensive conferences will be strictly enforced.

Fielding

- 1. (9) defenders are allowed on the field: (6) at 'normal' baseball infield positions, the other (3) in the outfield
- 2. A player may re-enter the game during an inning if a defensive player exits the game for any reason (injury, illness, etc.).
- 3. All outfielders must play on the grass.
- 4. 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 playing opportunities as possible. It is expected that all <u>managers will</u> <u>make every effort to rotate as many players as much as possible</u> without putting a child's safety at risk. This does not apply during the end of season tournament.

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 cannot take the field. This should be made clear to the umpire and opposing manager.

No player may sit out more than one inning before everyone has sat once. If a violation of this rule occurs, a forfeit will be declared. Exception: If the starting pitcher is still pitching and has not met his maximum pitch count for the game (85), 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. This applies only to the starting pitcher.

Pitching

- 1. The player-pitcher must pitch from the rubber.
- 2. Balks are called in this age group. There will be one warning per pitcher and then runners will be allowed to advance one base.

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- 3. 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.
- 4. Pitch counts and rest. Note, your opponent has your team's official pitch-count, and you have theirs. Communicate throughout the game regarding pitch count (it is on you if at the end of a game you don't agree with what your opponent has for the pitch count).
 - a. 0-20 pitches, no rest required
 - b. 21 35 pitches, one day rest required
 - c. 36 50 pitches, two days rest required
 - d. 51 65 pitches, three days rest required
 - e. >65 pitches, four days rest required (85 maximum pitches per pitcher per game)
 - 5. Pitchers may warm up outside the dugouts with an adult or teammate, but the catchers must wear the protective cups and masks at all times.
 - 6. If a pitcher throws more than 40 pitches (rollback applies, meaning the pitcher can finish a batter if started before the 40th pitch), he is not eligible to catch in the remainder of that game.
 - 7. If a catcher catches one pitch into a fourth inning, he is ineligible to pitch in the remainder of that game.
 - 8. The pitcher must be removed when he hits a batter three times in the same inning or four times during a game.

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.
 - 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. No exceptions.
 - 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 penalty as they feel is justified, but not lessen the one game mandatory suspension.

TOURNAMENT RULES

No changes will be made to the Regular Season Rules for Tournament play, except for the following:

- 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.
- Championship game of tournament will not have a time limit and will played in its entirety, pending the slaughter rule.
- Pitch counts from final games of the regular season will be wiped clean and start fresh with the first tournament game.

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