

## WRLLE Local Playing Rules

WRLLE mandates that the snack bar associated with the field a game is being played on be open for business and staffed by a volunteer of the required age prior to that baseball game commencing. The umpires will be asked to confirm the snack bar is indeed open prior to the first pitch being thrown.

### T-Ball Division Rules and Guidelines

The rules for the Tee Ball Division are defined in the Little League handbook "Official Regulations and Playing Rules", except for the following "Local League Rules":

- Games should be at least two (2) complete innings and should not last more than 1 hour. No scores or standings will be kept.
- In Tee Ball players on the roster may be given a defensive position. Only one player may occupy the catcher's position. Play normal defensive positions in the infield (six players). Any extra players will play in the outfield.
- Play six (6) standard defensive positions in the infield: pitcher, catcher, first base, second base, third base, and shortstop. All other players SHALL play in the outfield. All outfielders should be positioned in the grass. The pitcher should be positioned within a couple feet of the pitching mound.
- Coaches are encouraged to position themselves in the field to help assist their players.
- Every player on the team will be placed in the batting order. Every player will bat, in order, during their half of the inning.
- For the first half of the season, all batters will be allowed to stay on the base, even if they are thrown out. Even when batters are called out during the second half of the season, the entire lineup will still get to bat.
- Typically, base running will be base to base. Runners should not keep running on errors. However, if the batter hits the ball well enough, the player is free to keep running as long as the base ahead is not taken by another base runner.
- Let your players know that sliding is NOT allowed.
- One coach from the offensive team should be positioned at home plate to assist the batter.
- All players should get the opportunity to play all positions during the year. However, managers should avoid playing players at positions beyond their skill level (e.g., if a child has difficulty defending himself from a thrown or batted ball, managers should place the child in positions which will minimize the safety risk).
- Have lineups prepared before the game so transitions from offense to defense can be done quickly. Assign coaches and/or team parents to work in the dugout (remember – all helpers must have a volunteer application on file). Team parents, coaches, etc. can help with telling the kids where they will be playing in the field, getting the next batter ready to hit, helping the catcher put on his gear, and keeping the game moving.
- Players should get the opportunity to play an infield position at least once during each game. Give every player an opportunity to play the "good" positions (pitcher, catcher and first base).
- Make sure you rotate the players every inning. Players should not play the same position twice in the same game.

**There is no pitching to batters allowed in T-Ball, all batters must bat from the Tee the entire season.**

**REMEMBER.... ABOVE ALL ELSE, KEEP IT FUN and ACTIVE!**

## **WRLI Local Playing Rules** **Farm Division Rules and Guidelines**

The rules for the Minor Division are defined in the Little League handbook "Official Regulations and Playing Rules", except for the following "Local League Rules":

### **General**

Games should be at least three (3) complete innings and/or should not last more than 1 hour and 15 minutes. No scores or standings will be kept. Coaches will pitch from about 20 feet from home plate from one knee.

### **Defense**

In Farm all players on the roster may be given a defensive position. Only one player may occupy the catcher's position. Play normal defensive positions in the infield (six players). Any extra players will play in the outfield. We recommend however to limit the amount of players on the field to 11 players.

All outfielders should be positioned in the grass. The pitcher should be positioned within a couple feet of the pitching mound.

### **Offense**

- Each player on the team will be placed in the batting order. For the first half of the season the offensive team will bat through the entire order. Players that make an out will be removed from the bases.
- Starting at the half-way point of the season, Offense/Defense will switch upon the completion of three outs or when the opposing team has batted their entire lineup, whichever occurs first.
- Coaches will pitch to their own players. Each batter will get a maximum of **five (5) pitches** (strikes or swings) to hit the ball. After the batter has reached the pitch limit, a tee will be used. Sliding should be discouraged.

### **Skill Positions**

All players should get the opportunity to play all positions during the year. However, managers should avoid playing players at positions beyond their skill level (e.g., if a child has difficulty defending himself from a thrown or batted ball, managers should place the child in positions which will minimize the safety risk).

### **Speeding Up the Game**

The offensive team should place a coach behind home plate with a bucket to help retrieve passed balls. Place a tee near home plate so when needed, it's quick to set-up by the offensive coach behind the plate. For pitching, please pick a coach that can actually pitch! Nothing slows a game down more than a bad pitcher. The following techniques are recommended:

- Throw directly over-hand. It is recommended to throw from one knee so the plane of the pitch is easily picked up by the players
- Use a slow, deliberate delivery (easier for batter to pick up the ball)
- Move closer to the plate if having trouble throwing strikes, about 20 feet away from home plate from one knee.
- Have lineups made up before the game so that transitions from offense to defense are quick.
- Assign coaches to work in the dugout. They will be responsible for telling players where they will be playing in the field, getting the next batter ready to hit, helping the catcher put on his gear, etc.

### **Fairness**

Players should get the opportunity to play infield positions at least once during a game.

**REMEMBER.... ABOVE ALL ELSE, KEEP IT FUN and ACTIVE!**

## **WRLI Local Playing Rules** **Junior Minors Division Rules and Guidelines**

WRLI mandates that the snack bar associated with the field a game is being played on be open for business and staffed by a volunteer of the required age prior to that baseball game commencing. The umpires will be asked to confirm the snack bar is indeed open prior to the first pitch being thrown.

The rules for the Minor Division are defined in the Little League handbook "Official Regulations and Playing Rules", except for the following "Local League Rules":

- All players on a team will bat in order (no substitutions except for with 2 outs the manager will have the option to have a courtesy runner for a player who will start the next inning as catcher to improve the speed of play). Managers are encouraged to utilize the courtesy runner for the catcher to improve the speed of play.
- Managers shall make sure they rotate which players will sit out. It is usually advisable to have no player sit twice before every other player has sat at least once.
- Rotate positions at least every 2 innings. Each player should have the opportunity to try infield positions.
- Teams short of nine (9) players can borrow defensive players from the other team.
- Runners cannot advance from any base other than batted ball. One base on an overthrow.
- No bunting.
- To assist in the development of our pitchers, pitchers will pitch from 40 feet, if you are on a field with a moveable mound move to 40 feet. If no moveable mound, pitch in front of the permanent mound.
- Players will pitch until a three-ball count, at which time the offensive coach that is behind the mound calling balls and strikes will come in to pitch. Or from the dugout if a behind the plate umpire is present. The existing count is assumed. The pitcher will remain on the mound and play the pitcher position while the offensive coach is pitching.
- If a pitcher hits five (5) batters in a game, the pitcher must be removed from the mound.
- No players shall walk; however, a hit batter will take first base. Strikeouts will count.
- The pitcher will be allowed 5 warm up pitches between innings.
- If not addressed in these guidelines, the LLOA pitch count rules and regulations shall be followed.
- Each team shall track pitcher's pitch count and abide by the guidelines for each age group.
- The offensive team is limited to five (5) runs per inning.
- The defensive team will switch to offense when 3 outs are made.
- The game will be called once one team is ahead by at least ten (10) runs after four (4) complete innings.
- Batters should have their batting helmets on and be ready to bat; there is NO on deck batters, batter must be in the dugout until it is their turn to bat.
- Prior to the half-way point of the season, one defensive coach is allowed in the outfield.
- Beginning at the half-way point of the season, no defensive manager or coach is allowed on the field.
- Beginning at the half-way point of the season, scores will be kept. Coaches will be responsible for keeping score for the purposes of following the rules above.
- No new inning can be started after 1 hour and 30 minutes. The game is over at the end of the last inning started within the 1 hour 30-minute limit.
- Rain Out games will be made up at the discretion of the league based on field availability.
- Forfeits will not be made up. Managers cannot cancel games. They must go through Player Agent for any issues.

## **WRLI Local Playing Rules** **Minors Division Rules and Guideline**

WRLI mandates that the snack bar associated with the field a game is being played on be open for business and staffed by a volunteer of the required age prior to that baseball game commencing. The umpires will be asked to confirm the snack bar is indeed open prior to the first pitch being thrown.

The rules for the Minor Division are defined in the Little League handbook "Official Regulations and Playing Rules", except for the following "Local League Rules":

- Per Official Rules teams will use the continuous batting order with every player in the batting order. Managers are encouraged to utilize the courtesy runner for the catcher to improve the speed of play.
- Managers shall make sure that all players play a minimum of six (6) defensive outs in accordance with Little League rules. It is usually advisable to have no player sit twice before every other player has sat at least once.
  - The Home Team will be responsible for maintaining the official book and must track the mandatory play requirements. Players starting the game on the bench must enter defensively by the top of the top of the 4th inning to ensure completion of the required defensive play. Managers must monitor the game score to ensure sufficient time is available for all players to complete the requirement. (Defensive outs need not be consecutive but must be completed.)
  - In the event a player does not complete their mandatory play objective they must start the next game on the schedule to complete any previous requirement AND the requirement for this next game before being removed.
  - Penalties for failure to follow mandatory play rules are applied as listed in the Little League Rulebook
- A half inning consists of a defensive team making three outs as outlined in the Little League Rule Book OR an offensive team plating five runs.
- Runners may advance at their own risk on any batted ball that is in play, overthrow, or passed ball.
- Must follow Little League base running and pitch count rules and regulations
- If a pitcher hits five (5) batters in a game, the pitcher must be removed from the pitcher's position.
- No new inning will start after 2 hours, in the spirit of fairness and to further the development of our Minors players; if an inning is started before the 2 hour mark, the entire inning will be played.
- Tie games can continue one (1) extra inning, as long as the inning begins within the specified time frame/minute time limit. Pitching rules and pitch count limits shall still be adhered to.
- A game is complete when six full innings have been played (5 1/2 in the case of the home team being ahead) four innings if one team is ahead by 10 runs, or a team no longer has a mathematical chance to catch up. (Example: if the home team is ahead by six (6) runs heading into the bottom of the sixth inning)
- Managers should become very familiar with the Little League handbook, especially the rules concerning substitutions, minimum play, and safety violations (e.g., unauthorized equipment, pitch count). The Rules are no longer available in print copy but are free to all via a mobile phone application.

## **WRLI Local Playing Rules** **Minors Division Softball Rules and Guidelines**

WRLI mandates that the snack bar associated with the field a game is being played on be open for business and staffed by a volunteer of the required age prior to that baseball game commencing. The umpires will be asked to confirm the snack bar is indeed open prior to the first pitch being thrown.

The rules for the Minor Softball Division are defined in the Little League handbook "Official Regulations and Playing Rules", and/except for the following "Local/District League Rules". The Rules are no longer available in print copy but are free to all via a mobile phone application:

- Per Official Rules teams will use the continuous batting order with every player in the batting order. Managers are encouraged to utilize the courtesy runner for the catcher to improve the speed of play.
- Managers shall make sure that all players play a minimum of six (6) defensive outs with one (1) at bat, in accordance with Little League rules. It is usually advisable to have no player sit twice before every other player has sat at least once. (Defensive outs need not be consecutive but must be completed.)
  - The Home Team will be responsible for maintaining the official book and must track the mandatory play requirements. Players starting the game on the bench must enter defensively by the top of the top of the 4th inning to ensure completion of the required defensive play. Managers must monitor the game score to ensure sufficient time is available for all players to complete the requirement.
  - In the event a player does not complete their mandatory play objective they must start the next game on the schedule to complete any previous requirement AND the requirement for this next game before being removed.
  - Penalties for failure to follow mandatory play rules are applied as listed in the Little League Rulebook
- 6 innings completed or 90 minutes, whichever comes first. An inning starts upon completion of the play that leads to the 3rd out. A new inning will start if the 90 minutes has not been reached. The inning must be finished (unless weather does not allow).
- 10 players on defense; four outfielders
- Batting
  - A team's turn at bat will be considered over when they have either scored 5 runs or earned their third out. (Only a total of 5 runs maximum will be counted in a single inning.)
  - The next inning begins with the next batter on the team batting order. (Should the 5th run be scored on a steal home, the batter currently at the plate will begin the next inning with a new count).

## WRLL Local Playing Rules

### Jr. Minors Softball Rules and Guidelines

- 5 Full innings or Time limit: 90 minutes, whichever comes first. An inning starts upon completion of the play that leads to the 3rd out. A new inning will start if the 90 minutes has not been reached. The inning must be finished (unless weather does not allow).
- 10 players on defense; four outfielders.
- There are no walks.
- Batting:
  - Each team will include their entire team roster in their batting order.
  - A team's turn at bat will be considered over when they have either scored 5 runs or earned their third out. (Only a total of 5 runs maximum will be counted in a single inning.)
  - The next inning begins with the next batter on the team batting order. (Should the 5th run be scored on a steal home, the batter currently at the plate will begin the next inning with a new count).
- Stealing:
  - The ball must cross the plate before a runner can advance.
  - Players may steal home on a passed ball or wild pitch.
  - Base runners may only steal a base in the following situations:
    - On a passed ball by catcher
    - Wild pitch
    - base runners may steal one (1) base per play.
  - These rules are being implemented to teach players the proper instance in which to steal and minimize stealing as the defensive team is still developing throwing and catching skills.

## WRLC Local Playing Rules

### Majors Division (Baseball & Softball) Rules and Guidelines

WRLC mandates that the snack bar associated with the field a game is being played on be open for business and staffed by a volunteer of the required age prior to that baseball game commencing. The umpires will be asked to confirm the snack bar is indeed open prior to the first pitch being thrown.

The rules for the Major Division are defined in the Little League handbook "Official Regulations and Playing Rules", except for the following "Local League Rules":

- The continuous batting order, specified as Mandatory Play for tournament use, will be implemented while maintaining the requirement for all players present to play a minimum of 6 defensive outs and 1 at-bat during a game. (Defensive outs need not be consecutive but must be completed.)
  - The Home Team will be responsible for maintaining the official book and must track the mandatory play requirements. Players starting the game on the bench must enter defensively by the top of the top of the 4th inning to ensure completion of the required defensive play. Managers must monitor the game score to ensure sufficient time is available for all players to complete the requirement.
  - In the event a player does not complete their mandatory play objective they must start the next game on the schedule to complete any previous requirement AND the requirement for this next game before being removed.
  - Penalties for failure to follow mandatory play rules are applied as listed in the Little League Rulebook
- \*WRLC will allow Majors to compete with 8 players under the optional conditions listed in the Rules of Little League Baseball/Softball. (No out recorded for missing players)
- All other conditions of play will be followed per the Rules for Little League Baseball/Softball.
- Managers should become very familiar with the Little League handbook, especially the rules concerning substitutions, minimum play, and safety violations (e.g., unauthorized equipment, pitch count). The Rules are no longer available in print copy but are free to all via a mobile phone application.

Informational only - the run rules (Rule 4.00) have been updated Majors for 2023. 15 after 3 (2.5) innings, 10 after 4 (3.5) innings, 8 after 5 (4.5) innings.

Mandatory Play Rule - Regulation IV - The Players (both Baseball and Softball)

## WRLL Local Playing Rules

### Juniors Division (Baseball & Softball) Rules and Guidelines

WRLL mandates that the snack bar associated with the field a game is being played on be open for business and staffed by a volunteer of the required age prior to that baseball game commencing. The umpires will be asked to confirm the snack bar is indeed open prior to the first pitch being thrown.

The rules for the Juniors Division are defined in the Little League handbook “Official Regulations and Playing Rules”, except for the following “Local League Rules”:

- The continuous batting order, specified as Mandatory Play for tournament use, will be implemented while maintaining the requirement for all players present to play a minimum of 6 defensive outs and 1 at-bat during a game. (Defensive outs need not be consecutive but must be completed.)
  - The Home Team will be responsible for maintaining the official book and must track the mandatory play requirements. Players starting the game on the bench must enter defensively by the top of the top of the 5th inning to ensure completion of the required defensive play. Managers must monitor the game score to ensure sufficient time is available for all players to complete the requirement.
  - In the event a player does not complete their mandatory play objective they must start the next game on the schedule to complete any previous requirement AND the requirement for this next game before being removed.
  - Penalties for failure to follow mandatory play rules are applied as listed in the Little League Rulebook
- \*WRLL will allow Juniors to compete with 8 players under the optional conditions listed in the Rules of Little League Baseball/Softball. (No out recorded for missing players)
- All other conditions of play will be followed per the Rules for Little League Baseball/Softball.
- Managers should become very familiar with the Little League handbook, especially the rules concerning substitutions, minimum play, and safety violations (e.g., unauthorized equipment, pitch count). The Rules are no longer available in print copy but are free to all via a mobile phone application.

Informational only - the run rules (Rule 4.00) have been updated Majors for 2023. 15 after 3 (2.5) innings, 10 after 4 (3.5) innings, 8 after 5 (4.5) innings.

Mandatory Play Rule - Regulation IV - The Players (both Baseball and Softball)



## **WRLI Local Playing Rules**

### **TOURNAMENT PLAY (intra-league)**

#### **Minors Qualification**

At the end of the season, a single-elimination “tournament” format week will be conducted for all Minors teams to gain tournament experience. During the tournament mandatory play rules for tournament play shall apply.

#### **Majors Qualification**

At the end of the season, a single-elimination “tournament” format week will be conducted for all Major teams to gain tournament experience. During the tournament mandatory play rules for tournament play shall apply.

#### **Tournament of Champions**

District has chosen to skip a TOC for 2025.

#### **Mandatory Play Rule (location in rule book)**

Tournament Playing Rules (both Baseball and Softball)