

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the “Blue Book”). The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that WLL has adopted:

Tee-Ball Division Local Rules



GENERAL RULES:

1. Tee-Ball Division is a non-competitive division; no scores, scorebooks, score board, or standings will be kept.
2. Games are limited to one hour (1:00) from the scheduled start time. When time expires, the offensive team may finish batting through their lineup.
3. If at the scheduled game time a team has fewer than 9 players the game is to be played anyway.
4. Managers are responsible for starting and ending games on time. Delays or extensions must be approved by the on-duty board member.
5. In the event of inclement weather, managers may consult with the on-duty board member if they feel that weather or field conditions are not playable. The on-duty board member will make the final determination. Called games may be made up if the league schedule permits.

MANDATORY PLAY:

6. Players will rotate between the infield and the outfield at the start of each inning, if numbers allow. No player will play in the outfield for consecutive innings.
7. No player should sit out a defensive inning for purposes other than health or behavior. If that occurs, ensure that you inform the parent(s) and Coaching Coordinator. If you have fewer than ten players, you may have fewer than five outfielders.
8. In the unlikely event that your team has a roster of more than ten players, add a player to the outfield. No one should sit on the bench unless due to previous mentioned circumstances.
9. If there are safety issues concerning a player, make sure you consult the parent(s) and Coaching Coordinator prior to taking any action that may affect a player's mandatory play. Mandatory play is a big deal. Please abide by the spirit of all Mandatory Play rules. Attempts to subvert them may result in possible managerial discipline, including removal.

COACHES:

1. Four coaches per team are allowed/recommended during the game.
2. OFFENSIVE COACH POSITIONS
 - a. one 1B coach
 - b. one 3B coach
 - c. one coach assisting at the tee.
 - d. One offensive coach and or team mom must remain in the dugout at all times to supervise the players.
3. DEFENSIVE COACH POSITIONS
 - a. two in the infield
 - b. two in the outfield
4. **In any circumstance there is a player(s) on the bench, a coach must remain in the dugout.**

BATTING:

1. Teams will use a “continuous lineup” and bat the entire roster each game.
 - a. All Players shall each bat once per inning.
 - b. The half-inning concludes when the entire lineup has batted.
2. The batting lineup shall rotate each game.
 - a. The player who bats last in game 1 will bat 1st in the next game and everyone moves down 1 spot.
 - b. This rotation will continue throughout the season to ensure everyone hits in all spots of the batting lineup.
3. No strikeouts.
4. Batters will hit from the tee only.
5. A batted ball shall travel at least ten feet to be considered a fair ball.
6. The last batter in the lineup will clear the bases.
7. No on-deck batter is permitted.
8. Tee Ball bats must be 26” or shorter and comply with the [USABat Standard](#).

BASE RUNNING:

1. Runners may only advance one base on an infield hit or two bases on an outfield hit.
2. Play will stop and no runners will advance when a throw has been made to the base, regardless of the outcome of the play.
3. No extra bases for overthrows.
4. No steals or leadoffs are permitted.

DEFENSIVE PLAY:

1. Each defensive team will consist of eight to ten players;
 - a. there should always be five infielders and
 - b. three to five outfielders.
 - c. no catcher.
2. When the defensive team puts-out a baserunner, the runner must be removed from the bases as if an “out” had been made.

UMPIRES:

1. The umpires in the Tee-Ball division will be the coaches.
 - a. The coach helping at the tee will call plays at home.
 - b. The 1B coach and 3B coach will call plays at their respective bases.
 - c. A defensive coach will call plays at 2B.
2. All umpire-coaches will work together to facilitate fun and fairness. Do not argue over the outcomes. If there is a conflict, work it out. Remember that Tee-Ball is a non-competitive division. The goal is to teach players how to play baseball, make friends, and have a positive Little League experience.

Rookies(Coach Pitch) Division Rules



GENERAL RULES:

1. Rookies Division is a non-competitive division; no scores, scorebooks, scoreboard, or standings will be kept.
2. Games are limited to one hour and fifteen minutes (1:15) from the scheduled start time.
 - a. When time expires, only the current batter may finish his/her at-bat.
3. Managers are responsible for starting and ending games on time.
 - a. Delays or extensions must be approved by the on-duty board member.
4. A 5-run per inning rule is in effect. Each half-inning ends when the first of the following occurs.
 - a. three outs have been recorded,
 - b. five runs have been scored,
 - c. the entire lineup has batted
 - i. In the event a team has fewer players that team can bat as many players as the opponent has to meet this rule.
5. In the event of inclement weather, managers may consult with the on-duty board member if they feel that weather or field conditions are not playable. The on-duty board member will make the final determination.
 - a. Called games may be made up if the league schedule permits.

MANDATORY PLAY:

6. Players should play at least 2 innings at an infield position and 2 in the outfield a. There is no requirement to rotate players into different positions within the infield or the outfield each inning.
7. If your team has a roster of more than ten players,
 - a. No player should sit out for more than one defensive half-inning per game for purposes other than health or behavior. If that occurs, ensure that you inform the parent(s) and Coaching Coordinator.
 - b. managers shall rotate the players who sit innings from game-to-game; e.g., if Little Billy sat an inning in Game 1, sit the rest of the roster before Billy sits again.
8. If there are safety issues concerning a player, make sure you consult with the parent(s) and Coaching Coordinator prior to taking any action that may affect a player's mandatory play. Mandatory play is a big deal. Please abide by the spirit of all Mandatory Play rules. Attempts to subvert them may result in possible managerial discipline, including removal.

COACHES:

1. Four coaches per team are allowed/recommended during the game.
2. OFFENSIVE COACH POSITIONS
 - a. one 1B coach
 - b. one 3B coach
 - c. One offensive coach and or team mom must remain in the dugout at all times to supervise the players.
3. DEFENSIVE COACH POSITIONS
 - a. One behind the catcher helping retrieve balls and assist with batting tee
 - b. two in the outfield

In any circumstance there is a player(s) on the bench, a coach must remain in the dugout.

BATTING:

- a. Teams will use a “continuous lineup” and bat the entire roster each game.
- b. The batting lineup shall rotate each game.
 - a. It is SUGGESTED, NOT MANDATORY The player who bats last in game 1 will bat 1st in the next game and everyone moves down 1 spot.
 - b. This rotation will continue throughout the season to ensure everyone hits in all spots of the batting lineup.
- c. Coaches pitch overhand to the batters from approximately twenty to twenty-five feet away.
 - a. Coaches will pitch from a knee
- d. Each batter will be given six total pitches to put the ball in play.
 - a. If the sixth and subsequent pitches are foul balls, the batter may receive more pitches until he/she either gets a hit or fails to make contact.
 - b. If the batter does not put the ball in play after six pitches, the batter will get three swings off the tee to put the ball in play.
 - c. No on-deck batter is permitted. No balls or strikes will be called.
 - d. Batters do not strike out on three swings (K) or take a base on balls (BB) or take a base on a hit by pitch (HBP).
- e. In accordance with Rule 4.04, when a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty.

BASE RUNNING:

1. No steals or lead-offs are permitted.
2. No extra bases for overthrows.
3. Runners on base are encouraged to advance when the ball is in play.
 - i. On an a ball hit in the infield runners may advance one base
 - ii. When a ball is hit to the outfield, runners may advance until the ball is returned to the infield.

4. Coaches will reinforce to baserunners that they must slide or attempt to get around a fielder who has the ball and is waiting to make the tag, in accordance with Rule 7.08(a)(3). 5. A baserunner in fair territory who is hit by a batted ball is out.

DEFENSIVE PLAY:

1. Each defensive team will consist of ten players-- You may not have more than ten players on the field.
 - a. six infielders (including a catcher)
 - b. four outfielders.
 - c. You may play with fewer than ten players and adjust your positions as necessary; e.g., playing with two outfielders or no pitcher position, etc.
2. Players who are playing the position of "pitcher" must begin with one foot on the pitching rubber.
3. Outfielders must be on the grass and not be used as extra infielders.
4. Coaches will reinforce to infielders that they may not impede the progress of any runner a. blocking off a base, base line, or home plate from a base runner while not in possession of the ball, in accordance with Rule 2.00 defining the term "obstruction."
5. Neither the "uncaught third strike" nor "infield fly" rule is in effect in the Rookies Division.

UMPIRES:

1. The umpires in the Rookies division will be the coaches.
 - a. The coach behind the plate will call plays at home.
 - b. The 1B coach and 3B coach will call plays at their respective bases.
 - c. An OF coach will call plays at 2B.
2. All umpire-coaches will work together to facilitate fun and fairness. Do not argue over outcomes. If there is a conflict, work it out. Remember that Rookies is a non-competitive division. The goal is to teach players how to play baseball, make friends, and have a positive Little League experience.

Minors: Machine Pitch Rules



GENERAL RULES:

1. The home team will provide baseballs (6)
2. Game time is six innings or one hour and thirty minutes (1:30) after which no new inning will begin. In accordance with Regulation VII
 - a. A new inning begins when the last out of the previous inning is recorded and is not determined by warm-ups, players on the field, batter up, etc.
3. Extra innings may be played if the game is tied after 6 innings and there is time remaining. No new inning shall start after 1 hour 30min.
4. Managers are responsible for having their teams ready to start games on time and should communicate delays to the on-duty board members.
5. A 5-run per inning rule is in effect. Each half-inning ends when
 - a. Three outs have been recorded
 - b. Five runs have been scored.
6. When time has expired, if the 5-run per inning rule prevents one team from at least tying the game, then the game is immediately concluded.
7. In accordance with Rule 4.15(f), a game may be forfeited by the Umpire-in-Chief of the game in progress to the opposing team when a team employs tactics designed to delay, shorten or make a travesty of the game.
8. In the event that a game is called due to inclement weather, 10:00 p.m. curfew, etc., Rules 4.10-4.12 will be applied.

PITCHING MACHINE:

9. The blue flame pitching machine will be used for games between Western Little League AA teams.
10. The machine will be set up at the base of the pitcher's mound Approx 40ft from home plate.
11. The settings will be set at 3 and 3.
12. An Offensive Coach will operate the machine.
13. A Defensive Coach will stand at the backstop to help retrieve balls pass the catcher

MANDATORY PLAY:

14. Maintaining compliance with Regulation IV(i), covering Mandatory Play, is the responsibility of the Team Manager.

15. No player should sit out for consecutive defensive half-innings per game for purposes other than health or behavior. If that occurs, ensure that you inform the parent(s) and Coaching Coordinator.
16. Every player must play in the infield and outfield for at least one full inning (three consecutive outs) each per game. The only exceptions to this rule are:
 - a. games shortened by weather or run-rule,
 - b. exceptionally small number of innings played versus the size of the roster,
 - c. player safety (which must be discussed with the parent(s) and the Coaching Coordinator in advance).
17. All reported violations of Mandatory Play, intentional or not, will be addressed by the Board. Mandatory play is a big deal. Please abide by the spirit of all Mandatory Play rules. Attempts to subvert them may result in possible managerial discipline, including suspension or removal.

COACHES:

1. Four coaches per team are allowed/recommended during the game.

2. OFFENSIVE COACH POSITIONS

- a. One operating the machine
- b. one 1B coach
- c. one 3B coach
- d. one offensive coach and or team mom must remain in the dugout at all times to supervise the players.

3. DEFENSIVE COACH POSITIONS

- a. One behind the catcher helping retrieve balls
- c. One defensive coach and or team mom must remain in the dugout if there are players on the bench

If you have too few coaches, eligible uniformed players wearing a helmet may be base coaches

BATTING:

1. Teams will use a “continuous lineup” and bat the entire roster each game.
2. Managers will exchange lineups through GameChanger before the start of the game. Players arriving late to the game must be placed at the bottom of the lineup.
3. No on-deck batter is permitted.
4. Batters will receive a maximum of 6 pitches to put the ball in play.
 - a. If the batter swings and misses at 3 pitches he is struck out.
 - b. Foul balls with 2 strikes will allow the batter to continue the at-bat no matter if they have seen 6 pitches.
 - c. There are no walks
 - d. A pitch that bounces or is way over the batter’s head and is **not swung at** will not count against the hitter. – adjust the machine
5. In accordance with Rule 4.04, when a player is injured, becomes ill, or must leave the game

site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty.

6. A Batted ball that hits the machine or coach and ricochets in a different direction will be considered a hit. Ball is dead and all runners will advance one base. If the ball grazes the machine and does not change direction the ball may be played by the defense.

BASE RUNNING:

1. Rule 7.13. Base runners shall not leave their bases until the ball has been delivered and has reached the batter.
2. There is no advancement on a passed ball or wild pitch
3. There is no stealing of bases
 - a. If a base runner leaves the occupied base when a ball is NOT put in play by the hitter and an attempt is made to get the runner out. The runner must attempt to return to the base that is occupied at the start of the play. The runner can be put out or return safely but **may not advance even if an overthrow occurs.**
4. On a batted ball in play in the infield, and an overthrow occurs attempting to get a runner or batter runner out, runners including the batter runner can advance, at their own peril **one (1) additional base**, beyond the base they were advancing to at the time of the throw.
 - a. If the defense attempts to get the runner out while advancing on the initial overthrow and makes a **2nd overthrow the runners CANNOT advance any further.**
5. On a batted ball to the outfield, runners can continue to run until they are put out or until the ball reaches the pitcher who is on the mound or in the pitcher's circle.
 - a. If an attempt is made to put the runner or batter runner out at a base the previous rule applies.

EXAMPLE 1: No one on base, Ground ball to the pitcher. Pitcher attempts to throw the batter runner out at 1B, ball gets by the first baseman. The Batter Runner can run to 2nd at his own risk. If the first baseman throws to 2B and overthrows 2B the batter runner must stay put at 2B.

EXAMPLE 2 Runner on 1B. Ground ball to the pitcher. Pitcher attempts to throw the batter runner out at 1B, ball gets by the first baseman. The Batter Runner can run to 2nd at his own risk. The lead runner can advance to third base. If the first baseman throws to 2B and overthrows 2B the batter runner must stay put at 2B and the Runner who occupied first must stay at third. If the infielder attempts to get the lead runner out at second and overthrows the play the runners may advanced to the next base

EXAMPLE 3 Runner on 2B. Ground ball to the pitcher. Pitcher attempts to throw the batter runner out at 1B, ball gets by the first baseman. The Batter Runner can run to 2nd at his own risk. The lead runner can advance home to score. If the infielder attempts to get the lead runner out while advancing to 3rd Base and overthrows the play the runner may attempt to advance home to score.

EXAMPLE 4 Any attempt to put a runner out on a batted ball in a non force situation where the runner is returning/retreating to the previous base and an overthrow occurs the runner may

advance one base from where he occupied at the start of the play.

EXAMPLE 5 Any attempt to put a runner out on a batted ball in a non force situation where the runner is trying to advance to the next base and an overthrow occurs to the advancing base the runner can advance to the base and attempt to advance to the following base.

6. Coaches will reinforce to baserunners that they must slide or attempt to get around a fielder who has the ball and is waiting to make the tag, in accordance with Rule 7.08(a)(3).
7. In accordance with Rule 7.14, a “courtesy runner” may be used for the catcher of record when there are two outs. Because we use the continuous batting order, the “courtesy runner” must be the player in the batting order who made the last out.

DEFENSIVE PLAY:

1. Each defensive team will consist of at least nine players.
2. Coaches will reinforce to infielders that they may not impede the progress of any runner by blocking off a base, base line, or home plate from a base runner while not in possession of the ball, in accordance with Rule 2.00 defining the term “obstruction.”
3. Neither the “uncaught third strike” nor “infield fly” rule is in effect in the Minor Division.
4. The pitcher must have both feet on the dirt of the mound when the pitch is delivered.

UMPIRES:

1. There will be at least one or umpire in the Machine Pitch Division for regular season and postseason play.

STANDINGS AND LEAGUE CHAMPIONSHIP PLAYOFFS:

1. All games will count toward standings,
 - a. including interleague (player pitch play) if applicable.
 - b. Regular season standings will be based on winning percentage.
 - c. Order of tie-breakers will be:
 - i. head-to-head,
 - ii. largest run differential RSvRA
 - iii. Runs Allowed (RA)
 - iv. Runs Scored (RS)
 - d. The WLL Minor Machine Division Championship Tournament will be seeded per standings. Format will be determined before the season begins- possible options
 - i. Single Elimination,
 - ii. Double Elimination.
 - iii. 1st Round Single Elimination winners advance to best of 3 Series,
 - iv. top 2 in reg.season play best of 3,
 - v. No-playoff Regular season winner is champion.

Minors: Player Pitch Rules



REGULATION GAME:

1. The Home Team will provide two new baseballs to the umpire at the plate meeting. 2. Game time is six innings or one hour and forty-five minutes (1:45), after which no new inning will begin. In accordance with Regulation VII,
 - a. A new inning begins when the last out of the previous inning is recorded and is not determined by warm-up pitches, players on the field, batter up, etc.
3. No extra innings may be played; therefore, games may end in a tie.
4. Managers are responsible for having their teams ready to start games on time and should communicate delays to the on-duty board member.
5. A 5-run per inning rule is in effect. Each half-inning ends when
 - a. three outs have been recorded,
 - b. five runs have been scored
6. When time has expired, if the 5-run per inning rules prevents one team from at least tying the game, then the game is immediately concluded.
7. WLL has chosen to implement a run-rule in accordance with Rule 4.10(e). The game will be called if a team is ahead by
 - a. 15 runs after three innings
 - b. 10 runs after four innings
 - c. 8 runs after five innings
8. In accordance with Rule 4.15(f), a game may be forfeited by the Umpire-in-Chief of the game in progress to the opposing team when a team employs tactics designed to delay, shorten or make a travesty of the game.
9. In the event that a game is called due to inclement weather, 10:00 p.m. curfew, etc., Rules 4.10-4.12 will be applied.
10. In accordance with Rule 4.18, managers may protest outcomes only if the protest is based upon the interpretation or application of a rule, use of an ineligible pitcher, or use of an ineligible player. No protests concerning judgement calls will be considered. Should a protest be made, the manager must notify the umpire and the opposing manager prior to the beginning of the next play. After-the-fact protests will not be considered. If the protest is based upon Mandatory Play Rules, the umpire and opposing manager must be notified of the protest as soon as it is noticed by either manager. Notify the on-duty board member immediately after the game. Legitimate protests may be considered by the Board, but always attempt to work out the conflict in-game.

MANDATORY PLAY:

11. Regulation IV(i) - rostered player present at the start of the game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.
12. Mandatory Play is the responsibility of the Team Manager.
13. No player should sit out for consecutive defensive half-innings per game for purposes other than health or behavior. If that occurs, ensure that you inform the parent(s) and Coaching Coordinator.
14. All reported violations of Mandatory Play, intentional or not, will be addressed by the Board. Mandatory play is a big deal. Please abide by the spirit of all Mandatory Play rules. Attempts to subvert them may result in possible managerial discipline, including suspension or removal.

COACHES:

1. Four coaches per team are allowed/recommended during the game.
- 2. OFFENSIVE COACH POSITIONS-** Rule 4.05
 - a. one 1B coach
 - b. one 3B coach
 - c. one offensive coach must remain in the dugout at all times to supervise the players.
 - d. If you have too few coaches, eligible uniformed players wearing a helmet must be base coaches.

BATTING:

1. Teams will use a “continuous lineup” and bat the entire roster each game.
2. Managers will exchange lineups through Gamechanger and present lineup cards to each other and the umpire at the plate meeting prior to the game. Lineup cards must list each player’s jersey number, first and last name, and starting position. Players arriving late to the game must be placed at the bottom of the lineup.
3. No on-deck batter is permitted.
4. In accordance with Rule 6.00(c), batters must remain in the box with at least one foot throughout the at bat, with the exceptions noted in sections 1-8.
5. In accordance with Rule 4.04, when a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty.

BASE RUNNING:

1. Rule 7.13. Base runners shall not leave their bases until the ball has been delivered and has reached the batter.
2. When the ball is live, base runners may advance at their peril until the pitcher is in contact with the pitcher’s plate and in possession of the ball and the catcher is in the catcher’s box ready to receive delivery of the ball. At that time, base runners shall not leave their bases until the ball has been delivered and has reached the batter.

3. Coaches will reinforce to baserunners that they must slide or attempt to get around a fielder who has the ball and is waiting to make the tag, in accordance with Rule 7.08(a)(3). 4. Rule 7.14, a “courtesy runner” may be used for the catcher/pitcher of record when there are two outs.

- a. Because we use the continuous batting order, the “courtesy runner” must be the player in the batting order who made the last out.

DEFENSIVE PLAY:

1. Each defensive team will consist of nine players.
2. Coaches will reinforce to infielders that they may not impede the progress of any runner by blocking off a base, base line, or home plate from a base runner while not in possession of the ball, in accordance with Rule 2.00 defining the term “obstruction.”
3. Neither the “uncaught third strike” nor “infield fly” rule is in effect in the Minor Division.

PITCH COUNT AND SCOREKEEPING:

1. Maintaining compliance with Regulation VI, covering pitching rules and limits, is the responsibility of the Team Manager, EVEN IF GameChanger responsibility is delegated to someone else
2. GameChanger must be used for ALL games because the data is used to monitor pitch counts and sync the standings on our website.
 - i. Pitch count notification alerts can be configured in the GameChanger settings for your team.
 - ii. Violations, intentional or not, will be addressed by the Board,
 1. May result in a forfeit
 2. may result in possible managerial discipline,
 3. including suspension or removal.
3. If an ineligible pitcher does indeed pitch,
 - a. notify the umpire,
 - i. substitute the pitcher,
 - b. and inform the on-duty board member immediately.
 - i. You may finish the game, but game forfeiture is likely.
4. Anyone noticing that a pitcher has exceeded the pitch-count limit or that an ineligible pitcher is about to take the mound, should immediately inform the manager, who will inform the umpire in an attempt to prevent it. A player’s arm health is more important than a team’s win-loss record.
5. Home Team will keep the official scorebook and pitch count in GameChanger. **a.** Pitch counts and scores should be verified by the Visiting Team manager or scorekeeper after every half-inning.
6. **Pitch counts**
 - a. League Age 6-8 – Max is 50

b. League Age 9-10- Max is 75

c. League Age 11-12 Max is 85

7. Days Rest

a. **20 or Less – No rest required**

b. **21-35 - 1 Day**

c. **36-50 - 2 Days**

d. **51-65 - 3 Days**

e. **66-85 - 4 Days**

8. **Pitchers can finish the batter if the at bat starts before they reach the limit.**

UMPIRES:

1. There will be one or two umpires in the Minor Division for regular season and postseason play.

STANDINGS AND LEAGUE CHAMPIONSHIP PLAYOFFS AND TOURNAMENT OF CHAMPIONS (TOC), SPRING ONLY:

1. All games will count toward standings, including interleague play, if applicable. Regular season standings will be based on winning percentage. Order of tie-breakers will be: a. head-to-head,
 - b. runs against (RA),
 - c. runs scored (RS),
 - d. and coin flip.
2. The WLL Minor AAA Division Championship Tournament will be seeded per standings and will be a double-elimination tournament and the format will be determined before the season begins. (
 - a. Single Elimination,
 - b. Double Elimination.
 - c. 1st Round Single Elimination winners advance to best of 3 Series.

The winner of the AAA Division Championship Tournament will advance to the District 4 Tournament of Champions.

Major Division Rules



GENERAL RULES:

1. The Home Team will provide two new baseballs to the umpire at the plate meeting.
2. Game time is six innings or two hours (2:00), In accordance with Regulation VII, a. after which no new inning will begin.
 - b. A new inning begins when the last out of the previous inning is recorded and is not determined by warm-up pitches, players on the field, batter up, etc.
3. No extra innings may be played; therefore, games may end in a tie.
4. Managers are responsible for having their teams ready to start games on time and should communicate delays to the on-duty board member.
5. WLL has chosen to implement a run-rule in accordance with Rule 4.10(e). The game will be called if a team is ahead by
 - a. 15 runs after three innings
 - b. 10 runs after four innings
 - c. 8 runs after five innings
6. In accordance with Rule 4.15(f), a game may be forfeited by the Umpire-in-Chief of the game in progress to the opposing team when a team employs tactics designed to delay, shorten or make a travesty of the game.
7. In the event that a game is called due to inclement weather, 10:00 p.m. curfew, etc., Rules 4.10-4.12 will be applied.
8. In accordance with Rule 4.18, managers may protest outcomes only if the protest is based upon the interpretation or application of a rule, use of an ineligible pitcher, or use of an ineligible player. No protests concerning judgement calls will be considered. Should a protest be made, the manager must notify the umpire and the opposing manager prior to the beginning of the next play. After-the-fact protests will not be considered. If the protest is based upon Mandatory Play Rules, the umpire and opposing manager must be notified of the protest as soon as it is noticed by either manager. Notify the on-duty board member immediately after the game. Legitimate protests may be considered by the Board, but always attempt to work out the conflict in-game.

Mandatory Play:

9. Regulation IV(i) - rostered player present at the start of the game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.
 - a. Mandatory Play, is the responsibility of the Team Manager.

10. All reported violations of Mandatory Play, intentional or not, will be addressed by the Board. Mandatory play is a big deal. Please abide by the spirit of all Mandatory Play rules. Attempts to subvert them may result in possible managerial discipline, including suspension or removal.

COACHES:

1. Three coaches per team are allowed/recommended during the game.
2. One offensive coach must remain in the dugout at all times to supervise the players.
3. Rule 4.05, the offensive team shall station two base coaches on the field during its time at bat. a. If you have too few coaches, eligible uniformed players wearing a helmet must be base coaches.

BATTING:

1. Teams will use a "continuous lineup" and bat the entire roster each game.
2. Managers will exchange lineups through game changer and present lineup cards to each other and the umpire at the plate meeting prior to the game. Lineup cards must list each player's jersey number, first and last name, and starting position. Players arriving late to the game must be placed at the bottom of the lineup.
3. No on-deck batter is permitted.
4. In accordance with Rule 6.00(c), batters must remain in the box with at least one foot throughout the at bat, with the exceptions noted in sections 1-8.
5. In accordance with Rule 4.04, when a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty.

BASE RUNNING:

1. Rule 7.13. Base runners shall not leave their bases until the ball has been delivered and has reached the batter.
2. When the ball is live, base runners may advance at their peril until the pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball. At that time, base runners shall not leave their bases until the ball has been delivered and has reached the batter.
3. Coaches will reinforce to baserunners that they must slide or attempt to get around a fielder who has the ball and is waiting to make the tag, in accordance with Rule 7.08(a)(3).
4. In accordance with Rule 7.14, a "courtesy runner" may be used for the catcher/pitcher of record when there are two outs. Because we use the continuous batting order, the "courtesy runner" must be the player in the batting order who made the last out.

DEFENSIVE PLAY:

1. Each defensive team will consist of nine players.
2. Coaches will reinforce to infielders that they may not impede the progress of any runner by blocking off a base, base line, or home plate from a base runner while not in possession of

the ball, in accordance with Rule 2.00 defining the term “obstruction.”

3. Both the “uncaught third strike” and “infield fly” rules ARE in effect in the Major Division.

PITCH COUNT AND SCOREKEEPING:

1. Maintaining compliance with Regulation VI, covering pitching rules and limits, is the responsibility of the Team Manager, EVEN IF GameChabger responsibility is delegated to someone else
2. GameChanger must be used for ALL games because the data is used to monitor pitch counts and sync the standings on our website.
 - i. Pitch count notification alerts can be configured in the GameChanger settings for your team.
 - ii. Violations, intentional or not, will be addressed by the Board,
 1. May result in a forfeit
 2. may result in possible managerial discipline,
 3. including suspension or removal.
3. If an ineligible pitcher does indeed pitch,
 - a. notify the umpire,
 - i. substitute the pitcher,
 - b. and inform the on-duty board member immediately.
 - i. You may finish the game, but game forfeiture is likely.
4. Anyone noticing that a pitcher has exceeded the pitch-count limit or that an ineligible pitcher is about to take the mound, should immediately inform the manager, who will inform the umpire in an attempt to prevent it. A player's arm health is more important than a team's win-loss record.
5. Home Team will keep the official scorebook and pitch count in GameChanger. a. Pitch counts and scores should be verified by the Visiting Team manager or scorekeeper after every half-inning.
6. Doubleheaders –REGULATION VI
 - a. No pitcher is allowed to pitch in more than one game per day.
 - i. A pitcher who pitched any number of pitches in Game 1, may not pitch at all in Game 2.
 - ii. Pitchers who pitched more than 40 pitches in Game 1 (Finished Batter okay) may not play catcher for the remainder of Game 1 OR Game 2.
 - iii. Catchers who caught more than 3 innings may not pitch for the remainder of Game 1 OR Game 2.
7. Pitch counts
 - a. League Age 9-10- Max is 75
 - b. League Age 11-12 Max is 85
8. Days Rest
 - a. 20 or Less – No rest required

- b. 21-35 - 1 Day
- c. 36-50 - 2 Days
- d. 51-65 - 3 Days
- e. 66-85 - 4 Days

****Pitchers can finish the batter if the at bat starts before they reach the limit.****

UMPIRES:

1. There will be one or two umpires in the Major Division for regular season and postseason play.

STANDINGS AND LEAGUE CHAMPIONSHIP PLAYOFFS AND (TOURNAMENT OF CHAMPIONS (TOC), SPRING ONLY)

1. All games will count toward standings, including interleague play, if applicable. Regular season standings will be based on winning percentage. Order of tie-breakers will be: a. head-to-head,
 - b. runs against (RA),
 - c. runs scored (RS),
 - d. and coin flip.
2. The WLL Major Division Championship Tournament will be seeded per standings and will be a double-elimination tournament and the format will be determined before the season begins. a. Single Elimination,
 - b. Double Elimination.
 - c. 1st Round Single Elimination winners advance to best of 3 Series.

The winner of the AAA Division Championship Tournament will advance to the District 4 Tournament of Champions.