



2026 LEAGUE BYLAWS

WEST WINDSOR LITTLE LEAGUE

Approved by Board of Directors for the 2026 Season on January 12, 2026

I. League Objectives

The objective of the West Windsor Little League shall be to instill in the boys and girls of West Windsor, Plainsboro, and Cranbury Townships the ideals of good sportsmanship, honesty, loyalty, courage, and reverence, so that they may grow into finer, stronger, and happier individuals who become confident, ethical, and engaged citizens.

II. Division Objectives

A. Baseball Spring Season

Spring Little League Baseball is designed to give children of all ages and skill levels the opportunity to develop a love of the game and to participate in a fun as well as competitive activity while developing their physical skills and an appreciation for teamwork and sportsmanship.

At the lower age levels (Tee Ball, Rookies), players learn the fundamentals of the game in a noncompetitive setting where fun, exercise, and participation are emphasized. As players move into higher levels (AAA, Minors, Majors, and Senior League), teams will win and lose games in a progressively more competitive environment. Throughout all divisions, participation, effort, and enjoyment of the game remain core priorities.

Players of varying skill levels participate at all levels of our program. Even at the most competitive divisions, enthusiasm, effort, and sportsmanship are valued, and all players are given meaningful opportunities to play and continue developing their skills.

Senior League

This division is for players ages 13 through 16 and represents the highest level of play within the Little League Baseball program. This division is designed for players who wish to continue developing advanced baseball skills in a competitive, team-oriented environment while maintaining a strong emphasis on sportsmanship and respect for the game.

Senior League follows official Little League International rules, including full baseball regulations appropriate to the age group, and prepares players for continued play at the middle school and high school levels. Games are competitive and instructional, with a focus on advanced fundamentals, situational awareness, and teamwork.

All registered players are placed on teams and are expected to participate fully in practices and games. Teams typically play multiple games per week, along with scheduled practices. Participation, commitment, and effort are expected, while ensuring players continue to enjoy the game and represent the League positively on and off the field.

Majors

This division is for 11- and 12-year-olds, and the most skilled 10-year-old players who played in Minors the prior season. All 11- and 12-year-old players must register for Majors. All players who register for Majors must attend a workout prior to the start of the season.

10-year-old players who are interested in playing Majors must register for Minors but will be able to indicate their interest in playing Majors within the Minors registration system.

12-year-olds will automatically be placed on a Majors team unless the parents of a given child and the League agree that Minors is more appropriate. 10- and 11-year-old players who attend the workout and do not qualify to be placed in Majors based on their performance during the workout will automatically be placed on a team in the Minors Division.

If the parents of an 11-year-old player prefer that their son play in Minors, there is an opportunity to indicate this in the registration process.

This league is the most competitive level available. There is a three-inning minimum defensive play rule in this league. All players are always in the batting order, whether or not playing defense when it is their turn at bat. Teams play two or three games per week (Friday evening and weeknights), plus one weeknight practice. Teams are formed in early March and will practice (indoors and outdoors) 2-3 times per week until the season starts.

Minors

This division is generally for 9- and 10-year-old players. Some 11-year-old players may be assigned to Minors after the Majors workout but must register for Majors. All 9-year-old players (who have already played AAA for one year) and 10-year-old players must register for Minors.

10-year-old players who wish to attend the Majors workout must register for Minors but will be given the opportunity within the Minors registration system to indicate their interest in attending the Majors workout. 10-year-olds who attend the Majors workout may be selected for a Majors team, pending performance at the workout and space availability. Minors is the appropriate division for nearly all 10-year-old players, and only the most skilled 10-year-olds will be selected for a Majors team.

All players who register for Minors and who are not otherwise selected for a Majors team must attend a workout prior to the start of the season. 9- and 10-year-olds will automatically be placed on a Minors team unless the parents of a given child and the league agree that AAA Ball is more appropriate.

Practices for Minors typically begin with indoor practices in early March. Minors games are played according to the official Little League Baseball rules (with slight modifications). Teams will play two games a week (on Friday and one weeknight) and will typically also have one weeknight practice per week.

All players play the field for at least four innings, and all players bat in the lineup. Some restrictions on maximum pitching innings, maximum innings at the same defensive position, and a that all players play at least one defensive inning in both the infield and outfield, and that teams use many different pitchers, to ensure that players get exposure to a number of positions.

AAA

This division is generally an 8-year-old division and is also for those 9-year-olds who have not played AAA in the prior year. **NOTE:** 8- and 9-year-old players registering for AAA must have played Rookie Ball previously.

The AAA level is designed to be a transition from coach pitching at the Rookie level to full-time player pitching at the Minors level. It is designed for 7-year-olds who have played in the Rookie level previously, 8-year-olds, and 9-year-olds who are new to the game.

In AAA, players will participate in practices and games. Games will keep score and follow more traditional baseball rules. The season starts with coach pitch, with the goal of transitioning to full player pitch by mid-season.

AAA teams play one or two games per week, on Saturday mornings or afternoons and one game during the week, and typically also have one practice per week.

Rookies

This division is designed for 6- and 7-year-olds, as well as 8-year-olds who are new to baseball. This league focuses on the fundamentals of the game and helping children learn to love baseball. Practices and games will be held, although no formal scores or standings will be kept. Pitching will be done by coaches, and players will have the opportunity to learn all the positions. Rookies is the appropriate level for those getting started with the game.

Tee Ball

Tee Ball plays on Sunday mornings. Each session includes a practice and a 2- or 3-inning game. Players will learn the game, hit the ball from a stationary tee, run the bases, and be taught proper throwing and catching techniques—all while **HAVING FUN WITH THE TEAM. NO SCORES WILL BE KEPT, AND THERE ARE NO OUTS.** Teams will consist of either all boys or all girls, and parents can request to have their child play with friends.

Post-Season Baseball

West Windsor Little League offers its best players the opportunity to compete in post-season baseball each summer. Post-season teams are more competitive than recreational teams, though fun, development, and sportsmanship are primary points of emphasis.

As such, post-season players are expected to commit to an extensive practice schedule and attend all games.

There are two types of post-season teams:

- **District Teams** represent our league in postseason tournament play, advancing from District to State to Regional levels. The 10-11-12 year old team competes for a chance to reach the Little League Baseball World Series in Williamsport, PA, while Senior League teams also advance through postseason play with the opportunity to compete in the Senior League Baseball World Series in Easley, South Carolina.
- **Special Tournament Teams** face top-tier teams in summer tournaments throughout District 12.

Both provide a tremendous opportunity for players to improve their skills while competing against the best teams from other towns.

Post-season teams are divided by age: players aged 7-9 join Special Tournament Teams, and those aged 10-16 play on District Tournament Teams. Registration kicks off in April.

Tryouts take place in early May. Practices and games begin shortly thereafter and continue into August, depending on how well a team performs.

Fall Baseball Season

The fall baseball season is a relaxed eight-week program starting after Labor Day weekend. Teams are grouped into three age brackets (6/7, 8/9, and 10/11/12) and play games against other towns in the district in addition to other WWLL teams. The emphasis is on fun, with no scores kept for any division.

- The 6/7 division is coach-pitch only.
- Games are played on Friday nights and weekends, with one weeknight practice.
- Registration for Fall Ball takes place in late July and early August.

B. Softball Spring Season

Teams will be announced, and practices will commence, in April. The season runs from mid-April to mid-June.

The program is designed to give players of all skill levels the opportunity to participate, develop their love of the game, and improve their physical abilities.

Majors

This division is for 11- and 12-year-old players. 10-year-old players may be permitted to play Majors based on a tryout and available roster spots.

- Team assignments are by draft only, and all Majors players will participate in a workout as needed for the Majors managers in February.
- 10-year-old players interested in Majors must register for Minors but will be able to indicate their interest in Majors within the Minors registration system.
- This is a competitive league with scores and standings.
- Games are played by official Little League rules, with local rule modifications.
- Majors Softball is 100% player-pitch.
- Teams play two games per week), with periodic practices or clinics during the regular season.
- Majors teams also play interleague games against other NJ District 12 teams, with some games requiring travel to other area towns.

Minors

This division is for 8-, 9-, and 10-year-old players. 10-year-old players interested in playing Majors must register for Minors but will be able to indicate their interest in Majors within the Minors registration system.

This division introduces more advanced skills and a more competitive environment. Player pitching is introduced, with coaches pitching instead of issuing walks for the first four weeks of the season.

- Players are taught and allowed to steal bases.
- Minors teams play with a regulation 11" softball.
- Games are held on Mondays, Wednesdays, and Fridays.
- Team assignments are by draft only, and all Minors players will participate in a workout as needed for the Minors managers in February.
- Minors teams also play interleague games against other NJ District 12 teams, with some games requiring travel to other area towns.

Rookies

This division is for player ages 6 or 7. This is the next step up from Tee Ball for softball players. A fun atmosphere is maintained while focusing on skill development.

- Players will work with professional trainers and participate in official games.
- No scores or standings are recorded—this is a fun, instructional league with an emphasis on continued skill development.
- Batters will hit against coach pitching to learn how to hit a moving ball.
- Players will learn to assist in a putout at a base and play using most of the basic Little League Softball rules.
- Players should feel comfortable with a ball being thrown or hit to them and be able to protect themselves with their glove.
- Sessions will consist of combined practices and games on Sundays.
- Beginners/Rookies teams also play interleague games against other NJ District 12 teams, with some games requiring travel to other area towns.

Post-Season Softball

West Windsor Little League offers its best players the opportunity to compete in post-season softball each summer. Post-season teams are more competitive than recreational teams, though fun, development, and sportsmanship are primary points of emphasis.

As such, post-season players are expected to commit to an extensive practice schedule and attend all games.

There are two types of post-season teams:

- **District Teams** represent our league, competing for statewide honors by advancing from District to State to Regional tournaments. The 10-11-12 year old team even gets a shot at the Little League World Series in Williamsport, PA.
- **Special Tournament Teams** face top-tier teams in summer tournaments throughout District 12.

Both provide a tremendous opportunity for players to improve their skills while competing against the best teams from other towns.

Post-season teams are divided by age: 8–9-year-olds compete on Special Tournament Teams, 8–10-year-olds play on the District 10s Team, and 10–12-year-olds join the District 12s Team. Registration kicks off in April.

Tryouts take place in early May. Practices and games begin shortly thereafter and continue into August, depending on how well a team performs.

Fall Season Softball

Fall Ball follows the same rules as regular-season spring interleague play but is more relaxed and focused on instruction and development.

- Games may be played against other teams in District 12 with some games requiring travel to other area towns.

III. General Rules

A. Managers and Coaches

The following criteria are used in the selection of managers and coaches. By agreeing to become a manager or coach, you agree to follow all guidelines and perform all required duties. Failure to substantially follow all guidelines and perform all duties may result in your removal as a manager and/or not being reappointed for the following season.

All manager appointments are made by the VP of Baseball and the VP of Softball with approval from the President and Player Agent.

General Requirements

- Must complete a satisfactory background check.
 - All adults who wish to manage or coach must complete the Background Check through JDP.
 - Any other adults involved in the league, including Board of Directors members, must also complete this background check.
 - This requirement applies to anyone who will be in the dugout or on the field at any time during the season.
- Must be able to work with children ages 4-16.
- Must be available to devote 6-10 hours per week during the season.
- Must complete a Little League Volunteer Application form annually and submit the completed form to the Safety Officer.
- Must complete all safety courses set by the Board of Directors.

Recommended Experience

- Tee Ball Softball and Baseball: No prior experience required, a child in this division.
- Instructional Division (Rookies Softball and Baseball, AAA Baseball): 1 year as a coach or manager, or a child in this division.
- Minors Division: 2 years as a coach or manager, with at least 1 year in the Instructional, Minors, or Majors League Divisions.
- Majors League Division: 3 years as a coach or manager, with at least 1 year in the Minors Division.
- Senior League Division: 4 or more years of coaching or playing experience at the Little League, middle school, high school, or equivalent level, with demonstrated knowledge of advanced baseball rules, player safety, and game management. Prior Majors-level coaching experience is strongly recommended.

Note: Experience may be from this league or other baseball organizations. Final discretion for approval rests with the Board of Directors.

Training Requirements

- All managers and coaches must attend a Little League-sponsored Safety Clinic at least once every three years.
- At least one member of the coaching staff for every team must have attended the Safety Clinic in the current year.
- All managers are strongly encouraged to attend an in-house clinic annually.
- Clinics provided by other leagues are acceptable to meet these requirements.

B. Financial Obligations

West Windsor Little League is not subsidized by any township; all expenses fall on the League, a 501(c)(3) organization. Fees help cover our yearly Little League Charter cost, liability and property insurance, facility maintenance at the RJ Ward Complex and the Indoor Facility at West Windsor Community Park, as well as equipment, uniforms, and more.

Spring Season Fee

- Spring Season fees are due at registration and can be paid online via your SportsConnect account or by mailing a check to West Windsor Little League, PO Box 324, West Windsor, NJ 08550.
- Registration fees vary by division.

Post-Season Summer Tournament Fee

- Post-Season fees are not charged during registration. You will only be charged following your child being placed on a team and accepting the placement.
- Fees can be paid online via your SportsConnect account or by mailing a check to West Windsor Little League, PO Box 324, West Windsor, NJ.
- Registration fees vary by division and cover tournament team fees and uniforms.

Fall Season Fee

- Fall Season fees are due at registration and can be paid online via your SportsConnect account or by mailing a check to West Windsor Little League, PO Box 324, West Windsor, NJ 08550.
- Registration fees vary by division.

Registration Fee Refund Policy

- Refunds are only available prior to uniforms being ordered.
- Refunds can be issued as a check or a credit to your original credit card.
- A \$25 administrative fee will be deducted from all refunds.

Scholarships

- Scholarships are available for qualifying families.
- To qualify, households should be on Free or Reduced-Price Lunch Programs, SNAP, or TANF benefits.
- Depending on the level of need, families may still be required to pay the Volunteer Bond at registration.

If you believe you meet these qualifications, please contact the league President at president@wwll.org to request assistance.

Volunteer Bond

Please remember that our league is completely run by volunteers. We rely on your time and support to make our league a success.

Spring Season Bond

As part of the registration process, all families pay a \$100 volunteer bond per registered child.

To earn back your \$100 bond, the following volunteer requirements must be satisfied:

- Volunteer Tasks: Work two (2) Volunteer Tasks for each registered child.
- Concession Stand: Work one (1) Concession Shift at the Ward Concession Stand per registered child. Sign-up for Concession Shifts will be done separately.

If you have more than two children registered, the maximum volunteer requirement is:

- Four (4) Volunteer Tasks
- Two (2) Concession Shifts

Additional Concession Shifts worked may count toward your Volunteer Task requirement.

Exemptions:

- Team Managers (Rookies level and above) are exempt from the two (2) Volunteer Tasks and one (1) Concession Shift for the child they manage.
- Assistant Coaches are exempt from the two (2) Volunteer Tasks for the child they coach but must still complete (1) Concession Shift to earn back their bond.

Once the required two (2) Volunteer Tasks and one (1) Concession Shift have been completed, the \$100 bond will be refunded. Refunds will be issued 2-3 months after the season ends.

Fall Season Bond

As part of the registration process, all families pay a \$50 per child volunteer bond per registered child. To earn back your \$50 bond, the following volunteer requirements must be satisfied:

- Volunteer Tasks: Work One (1) Volunteer Task for each registered child.
- Managing or Assistant Coaching your child's team will count as One (1) Volunteer Task.

Once the required one (1) Volunteer Task has been completed, the \$50 bond will be refunded. Refunds will be issued 2-3 months after the season ends.

C. Indoor Facility Guidelines

These guidelines pertain to the use of the WWLL Indoor Facility by WWLL teams. Individual use and use by teams not affiliated with WWLL have additional guidelines.

The Indoor Facility is heavily used during late winter and early spring. The following rules outline the various time periods and the frequency that teams can reserve the facility.

Please note that the WWLL Board may alter these dates based on when the WWLL season starts.

Eligibility and Reservations

- Priority use is given to WWLL programs and teams.
- Reservations and availability are displayed on the WWLL website Indoor Facility Calendar.
- Teams must make reservations to use the facility. To book a time, email your league coordinator and the Indoor Facility Coordinator at indoorfacility@wwll.org.
- During winter/pre-season, space is limited, and priority is given to older age groups in WWLL.
- Reservations are generally made in one-hour increments starting at the top of the hour (this guideline may be relaxed during the off-season).

If an individual wants to use the facility during a team session, the team may try to make space for the individual user, but the team has priority in the space.

Safety Rules

- Bats may only be used inside the tee boxes or batting tunnels.
- Equipment must only be used for its intended purpose.
- Children may NOT set up a pitching machine.
- Always test a pitching machine before allowing a child into the tunnel.
- Children may not operate a pitching machine without direct adult supervision.

General Use

- The facility is open daily from 8:30 AM to 11:00 PM.
- Access the facility using a key fob or 5-digit code. Swipe your Key Fob or enter your 5-Digit code every time you enter.
- Key fobs and/or 5-Digit codes will not be issued until facility use has been paid for via the WWLL website or a check mailed to West Windsor Little League, PO Box 324, West Windsor, NJ 08550.

Unauthorized Use

- If it is found that a key fob or digital access code has been shared with another team or individual, you will forfeit your team's and individual rights to use the facility moving forward and forfeit all remaining prepaid team and individual swipe fees.

Facility Rules

- Inspect the facility for safety issues before allowing children to use any equipment.
- Do not use batting tees to hold open doors or hold back nets—this equipment is expensive and can be damaged by improper use.
- All balls and equipment must be cleaned up after use and within the reserved time slot.
- Failure to properly clean up after using the facility may result in denial of future facility access.
- No food or beverages other than water or sports drinks are allowed in the facility.
- Use the trash and recycling cans provided in the facility.

Defined Time Periods

- Peak Period: Jan 1 – Start of Spring Rec Season
- Spring Rec Season: Mid-March – Mid-June
- Summer Season: End of Rec Season – August
- Fall Season: September 1 – October 31
- Offseason/Clinic Period: November 1 – End of December

Reservation Rules Peak Period (Jan 1 – Start of Spring Rec Season)

Spring WWLL Teams may book up to 2 weeks in advance.

Majors Softball & Baseball

- Maximum of 3 hours per 2-week period on the calendar.
- One weekday session permitted at a time—additional weekday sessions cannot be booked until the current session is complete.

Minors Softball & Baseball

- Maximum of 3 hours per 2-week period on the calendar.
- One weekday session permitted at a time—you cannot book an additional weekday session until your current session is complete.
- Maximum of one weekday session per week.

AAA Baseball

- Maximum of 1 hour per week on the schedule, contingent on availability based on the number of Majors and Minors teams.
- No guaranteed time slots.

Rookies Softball & Baseball

- No guaranteed time slots.

Travel Teams and/or Private Teams

- May book up to 2 weeks in advance.

- Maximum of 1 hour per week.
- Time may be limited to 1 hour per week depending on demand for Travel Team time slots.
- Maximum of 1 time slot per weekend.
- No more than 1 weeknight hour may be booked at any time.
- No more than 3 hours may be booked at any time (i.e., pending reservations).

Potential Block Outs for WWLL Workouts

- Middle of February through the end of March
- Fridays: 5 PM – 9 PM
- Saturdays: 9 AM – 6 PM
- Sundays: 9 AM – 6 PM

High School Softball & Baseball Winter Training

- Starting January 1
- Monday – Thursday at 8 or 9 PM (Assumes a total of four teams).

Reservation Rules Spring Rec Season (Mid-March – Mid-June)

Travel Teams and/or Private Teams

- May book up to 4 weeks in advance.
- Maximum of 2 hours per week.
- Limited to 1 weeknight hour per week.

Spring WWLL Teams

- No guaranteed time slots.
- Time can be booked a maximum of 2 weeks in advance.
- The week runs from Sunday to Saturday.
- No more than 2 hours may be booked at any time (i.e., pending reservations).
- Open slots can be booked by any team less than 24 hours in advance, overriding the above limitations.

Majors Softball & Baseball

- Maximum of 2 hours per week.
- Maximum of 3 hours per two-week period.

Minors Softball & Baseball

- Maximum of 1 hour per week.

AAA Baseball

- Maximum of 1 hour per week.

Rookies Softball & Baseball

- No guaranteed time slots.

Reservation Rules Offseason/Clinic Period (Nov. 1 – End of December)

Baseball and Softball Clinics (*as scheduled*)

Travel Teams / Private Teams

- A team can book up to 1 hour per week.
- Baseball will have one designated weekend day and Softball will have the other designated weekend day.
 - Time slots on these days will be split among the travel managers at the discretion of the VPs of Baseball and Softball.
- Travel teams may book up through End of December at the discretion of the VP of Baseball and Softball.
- Travel team reservations are subject to being bumped with 24-hour notice for clinics and workouts.

- Other available times during the week or on weekends should be reserved for other interested groups (*high school teams, older teams, individual card usage, etc.*) at the league's discretion.

D. Travel Team Guidelines and Travel Player Participation Policy

These guidelines are for travel team managers, coaches, and individuals scheduling fields outside of West Windsor Little League recreational teams. If additional details are needed beyond what is provided, please contact the President at president@wwll.org before using the fields.

Travel Team Policy

All teams must **submit their certificates of insurance** before field scheduling. The certificates must include the following names and locations:

- West Windsor Little League, 260 North Post Road West Windsor, NJ 08550
- West Windsor Township: 271 Clarksville Road, West Windsor, NJ 08550
 - Indoor Facility at West Windsor Community Park, 193 Princeton-Hightstown Road, West Windsor, NJ 08550
 - Fields at West Windsor Community Park, 193 Princeton-Hightstown Road, West Windsor, NJ 08550
 - Plainsboro Township / Plainsboro Community Park: 41 Plainsboro Road. Plainsboro, NJ 08536

All teams must submit their rosters, including player addresses, prior to field scheduling.

- Field use costs may vary depending on the team's composition.
- Teams with more than 50% of players residing outside of West Windsor LL boundaries will be charged a 50% premium.
- All age-eligible WWLL boundary players on any travel team who wish to use WWLL fields and/or facilities **MUST** register and fully participate in the WWLL Spring Season.
 - Failure to do so will result in the team losing access to all WWLL controlled fields and facilities.
 - Exceptions to this rule may only be granted by a $\frac{2}{3}$ vote of the Board of Directors.

Field Use Guidelines and Rental Fees

Field use is rented out as a flat rate each Spring and Fall season. Payment must be made prior to scheduling any field usage for the season. If field use is required beyond these dates, please contact the Fields Coordinator, fields@wwll.org, to discuss further arrangements.

- Spring Season (April 1 – June 30) - Rental fee is \$750
- Fall Season (September 1 – October 31) - Rental Fee \$750
- The rental fee covers the use of fields at:
 - RJ Ward Complex
 - West Windsor Community Park
 - Plainsboro Community Park
 - The use of paint/line machines, rakes, and general field maintenance (including mowing, fertilization, weed control and irrigation as needed).
 - Field Lights
- Field scheduling is managed by the Field Coordinator, fields@wwll.org.
- WWLL reserves the sole right to determine field assignments.
- Once fields are deemed ready for play for the season, each team is allowed one practice (maximum two hours) per week and any home games scheduled.

- WWLL recreation teams get priority on field and time request for games and practices.
- The travel team and/or private team renting the fields must be a participant in any games scheduled on the home field. No exceptions.
- Travel and/or private teams are responsible for maintaining the fields and facilities after all practices and games. This includes, but is not limited to, raking the fields, returning bases and equipment to the sheds, inserting base plugs, ensuring dugouts are clean and free of garbage (including sunflower seeds), turning off all field lights, and locking the bathrooms.
- Failure to properly maintain the fields and facilities will result in an immediate suspension of field usage.

E. Baseball Draft Process

Baseball Workout Criteria

Throwing & Fielding

- *Infield*: Warm-up throws, then field ground balls from left, center, and right.
 - Focus: Footwork, glove work, arm strength, accuracy.
- *Outfield*: Warm-up long toss, then catch fly balls from various angles.
 - Focus: Range, footwork, glove work, arm strength, accuracy.

Batting

- Warm-up swings followed by six machine-pitched swings.
 - Focus: Mechanics, bat speed, contact quality, power.

Pitching

- Warm-up pitching, then evaluate pitching mechanics.
 - Focus: Form, control, accuracy, velocity.

Draft Process

- Majors Division:
 - Teams will be formed by Managers choosing from the available pool of players, with the final approval from the VP and Player Agent.
 - This draft includes all returning Majors Division players and Majors-eligible players until the remaining number of returning players equals the remaining picks in the draft.
 - If a player registers after the draft has been completed, they will be assigned to the team that would have picked next, pending approval from the VP and Player Agent. If the VP and Player Agent determine that this placement would significantly impact team balance, the player may be reassigned to a different team.
- Minors Division:
 - Teams will be formed by Managers choosing from the available pool of players, with the final approval from the VP and Player Agent.
 - This draft includes all returning Minors Division players and Minors-eligible players until the remaining number of returning players equals the remaining picks in the draft.
 - If a player registers after the draft has been completed, they will be assigned to the team that would have picked next, pending approval from the VP and Player Agent. If the VP and Player Agent determine that this placement would significantly impact team balance, the player may be reassigned to a different team.
- AAA Division:
 - Teams will be assembled by the Player Agent and the VP of Baseball to ensure a competitive balance.
- Rookie Division:

- Teams will be assembled by the Player Agent, and the VP of Baseball to ensure a competitive balance.

F. All-Star Selection Process and Eligibility for All-Star Selection

Availability Requirements for District and Special Tournament All-Star Teams

To be eligible for selection, players must have no conflicts during the tournament season that would prevent the team from fielding a full roster at any level of competition.

- Tournament All-Star team participation requires significant commitment.
- Players must be available from June 1st through mid-August.
- Players with conflicts that, in the judgment of the VP of Baseball, VP of Softball, Player Agent, and District Team Manager, would prevent the team from fielding a full roster will not be considered for selection.
- District tournament players will be required to complete an attestation confirming they have no scheduling conflicts during the tournament dates before submitting their registration payment.

Baseball District Team All-Star Selection

Eligibility

- 8-9-10 Team (“10s Team”): Players league ages 8, 9, and 10 are eligible.
- 9-10-11 Team (“11s Team”): Players league ages 9, 10, and 11 are eligible.
- 10-11-12 Team (“12s Team”): Players league ages 10, 11, and 12 are eligible.

Selection Process

- Players will register for the Special Tournament Team or District Tournament team that corresponds to their Little League age.
- District Tournament teams will be formed in a top-down order: the 12s Team (league ages 10–11–12) will be selected first. Once that roster of 12 is finalized, the 11s Team (league ages 9–10–11) will be selected from the remaining eligible players. After that roster is finalized, the 10s Team (league ages 8–9–10) will be selected from the remaining eligible players.
- A maximum of twelve (12) players will be selected for each team.
- Players may only be rostered on one District Tournament team. The only exception is if an additional player is required to complete a full roster of twelve (12).
- To be eligible, players:
 - Must have participated in eight (8) regular spring season games by the start of Tournament play.
 - Must register by the posted deadline.
- If needed, a workout will be held for evaluation, with at least three independent evaluators.

Manager Selection

- The district team manager will be chosen by the President, VP of Baseball, and Player Agent.

Roster Oversight

- Team roster selections will be made by a committee consisting of the VP of Baseball, Player Agent, and the District Team Manager. Selections will be based on Spring season manager feedback, workout evaluations (if held), and any other criteria the committee deems appropriate.

Senior League Baseball District Team All-Star Selection

Eligibility

- Senior League District Tournament teams are open to players league ages 13 through 16, as defined by Little League International age charts.

- Players must be properly registered with the League and meet all residency and school enrollment requirements established by Little League International.
- Players must have participated in the required number of regular season games as outlined by Little League International tournament eligibility rules.

Selection Process

- Due to expected participation numbers, the Senior League District Tournament team will be formed from eligible registered Senior League players without a formal draft process.
- A maximum of twelve (12) players may be rostered on the Senior League District Tournament team.
- If more than twelve eligible players register, the League may hold a workout or evaluation to assist in roster selection.
- If the number of registered and eligible players does not exceed twelve, all eligible players may be rostered without evaluation.

Manager Selection

- The Senior League District Tournament Manager will be appointed by the President, VP of Baseball, and Player Agent.

Roster Oversight

- Final roster approval rests with the VP of Baseball, Player Agent and District Team Manager to ensure compliance with Little League International rules and District requirements.

Softball District Team All-Star Selection

Eligibility

- 8-9-10 Team (“10s Team”): Girls league ages 8, 9, and 10 are eligible.
- 10-11-12 Team (“12s Team”): Girls league ages 10, 11, and 12 are eligible.
- 9-10-11 Team (“11s Team”) may be formed if there are enough players remaining after the 10s and 12s Teams have been selected.

Selection Process

- Players will register for the Special Tournament Team or District Tournament team that corresponds to their Little League age.
- District Tournament teams will be formed in a top-down order: the 12s Team (league ages 10–11–12) will be selected first. Once that roster of 12 is finalized, the 11s Team (league ages 9–10–11) will be selected from the remaining eligible players. After that roster is finalized, the 10s Team (league ages 8–9–10) will be selected from the remaining eligible players.
- A maximum of 12 players will be selected for each team.
- Players may only be rostered on one District Tournament team. The only exception is if an additional player is required to complete a full roster of twelve (12).
- To be eligible, players:
 - Must have participated in eight (8) regular spring season games by the start of Tournament play.
 - Must register by the posted deadline.
- If needed, a workout will be held for evaluation, with at least three independent evaluators.
- The district team manager will be chosen by the President, VP of Baseball, and Player Agent.
- Team roster selections will be made by a committee consisting of the President, VP of Baseball, Player Agent, and the District Team Manager. Selections will be based on Spring season manager rankings, workout evaluations (if held), and any other criteria the committee deems appropriate.

Softball District Team All-Star Selection

Eligibility

- 10s District Teams: Girls of softball age 8, 9, and 10 are eligible
- 12s District Teams: Girls of softball age 10, 11, and 12 are eligible
- An 11s District Team may be formed if there are enough players to field a team after selecting the 10s and 12s District Teams.

Selection Process

- The top-ranked girls at each age level will be selected.
- To be eligible, players:
 - Must have participated in eight (8) regular spring season games by the start of Tournament play.
 - Must register by the posted deadline.
- The district team manager will be chosen by the President, VP of Softball, and Player Agent.
- If needed, a workout will be held for evaluation, with at least three independent evaluators.
- The first 9 players will be chosen by consensus of the VP of Softball, District Team Manager, and Player Agent.
- The remaining players will be selected by the District Team Manager.

G. INDEMNITY

The Local League shall indemnify, defend and hold harmless any Director for any loss, cost, expense, claim, or suit suffered by a Director while such Director is performing his duty as a Director hereunder, but only to the extent of the Local League's insurance coverage.

IV. Playing Rules

A. 2026 Baseball Rules of Play

The WWLL Baseball Rules and Operating Instructions clarify, emphasize, and, in some cases, modify the Official Little League Rules established by Williamsport.

- All managers and coaches are responsible for reading and understanding both the Official Little League Rules and the WWLL Rules and Operating Instructions.
- The WWLL Rules Committee and League Coordinators have approved these rules.
- Where there is a conflict between the Official Little League Rules and WWLL League Rules, follow WWLL League Rules.
- Any questions regarding League Rules should be directed to the League Coordinators.

General Rules and Procedures Applicable to All League Divisions

Division	Primary Ages	Exceptions
Majors	12 & 11	Some 10s may be selected based on skill level and roster needs.
Minors	10 & 9	Some 11s may play at this level. Some 8s may be selected based on skill level and roster needs.
AAA	8 & 7	Some 9s may play at this level.
Rookies	7 & 6	Some 5s may be selected based on skill level and roster needs. Some older players (if new to the game) may be permitted.

Safety Rules

Player safety is the League's #1 priority and must always be considered when interpreting rules or making game decisions.

1. Casts may not be worn during games.
2. Male players must always wear a hard protective cup during games and practices.
 - "No cup, no play" rule applies.
 - Tee Ball players may wear a soft cup.
3. Medical Authorization and Safety Equipment
 - Managers must carry players' medical authorization forms to all games and practices.
 - Each team should also have a small medical kit and a cell phone.
4. On-Deck Batter Rules
 - **There is no on-deck batter.** Only the player at bat may hold a bat.
 - On-deck hitters must be ready to hit with a helmet on, but MAY NOT hold a bat or take practice swings.

- No donuts or other removable weights are permitted on bats at any time.

5. Fake Bunts

- Fake bunts are not permitted at any level of play.
- If a batter squares to bunt, they must attempt to bunt or take the pitch. They are not permitted to swing/slash.

6. Pitching Restrictions

- If a pitcher hits three batters in one game, or two batters in one inning, the pitcher must be removed from that position by the manager.

Background Checks

- Anyone involved with the children, including managers, coaches, or volunteers, must undergo a background check before working with the players.
- It is the Vice President's responsibility to enforce this rule.

Player and Coach Conduct

1. The dugout must be cleaned after each game to remove all litter.
2. Players may not chew gum in the dugout or on the field.
3. Smoking and all smokeless tobacco products are prohibited, including for managers and coaches, during both practices and games (including areas behind the dugout).
4. Inappropriate language or conduct will not be tolerated.
 - Any obscenity, threats, or intimidating behavior toward an opponent or umpire will result in ejection from the game and field area.
 - Such incidents will be reviewed by the WWLL Disciplinary Committee for further action.
 - Any unsportsmanlike conduct by managers, coaches, or parents will be addressed by the WWLL Executive Committee.

Ejection and Suspension Appeals

- Any manager, coach, or player ejected from a game will receive an automatic one-game suspension (see Rule 4.07).
- Suspended individuals may appeal the suspension by submitting an application to the Player Agent.
- The Player Agent will convene a meeting of the WWLL Disciplinary Committee, consisting of:
 - League President
 - Vice President (for the affected division)

- Player Agent
- If an appeal is made, the suspension will not be served until after the appeal meeting.
- The Disciplinary Committee's decision is final.
 - If the suspension is reversed, it will not be served.
 - If the suspension is upheld, it must be served immediately in the next physically played game.

Parental Conduct

1. Inappropriate language or conduct before, during, or after games or practices will not be tolerated. Any obscenity directed at an opponent or umpire will result in ejection and league review for further action.
2. Parents are expected to be supportive and positive, not just toward their own children but also toward other players.
3. Respect for Coaches and Managers
 - Parents must treat managers and coaches with respect.
 - Yelling at or challenging coaches at any time is inappropriate.
 - Maintain a professional demeanor in all interactions with managers and coaches.

General Game Procedures

Field Setup and Maintenance

Home Team Responsibilities

- Rake and line the fields before the game.
- Take the first base dugout.
- Provide two new game balls for each game. Balls can be obtained and signed out from the concession stand by the team manager.

Visiting Team Responsibilities

- Post-game field maintenance.
- Ensure that field lights are turned off before leaving the field at the end of the night.
- If time permits before the start of the game:
 - The visiting team will practice on the infield for the first 5-10 minutes.
 - The home team will practice for the final 5-10 minutes leading up to game time.

Field Maintenance Guidelines

- Rake the infield dirt away from the grass lip to prevent buildup.
- When raking the outer lip of the infield, make sure to move dirt back into the infield—not onto the outfield grass or lip.
- Rake baselines properly by using a lengthwise motion or a short stroke away from the grass lip and toward the middle of the running lane.
- Clean out bases before and after each game so they sit flat.

Additional field maintenance instructions are provided separately.

Game Rules and Procedures

1. Coaches and Dugout Rules

- Each team must provide the other team with their lineup roster before the game.
- Two adult base coaches are permitted.
- A manager and up to three coaches are permitted in the dugout.

2. Pitcher Warm-ups

- The pitcher receives eight (8) warm-up pitches at the start of the game.
- Five (5) warm up pitches are permitted between innings or when a new pitcher enters the game
- Regardless of the number of warm-up pitches thrown, the time between innings should not exceed two minutes.
- Umpires are empowered to enforce these time limits.

3. Balks and Illegal Pitches

- Balks are not called in WWLL games.
- Illegal pitches are called as a ball (per Rule 8.05).
- In Minors, a warning will be issued before an illegal pitch is called.

4. Bat Throwing

- Bat throwing is strictly prohibited.
- Only one warning will be issued.
- Upon a second infraction, the batter will be called out.

5. Coach Conferences with Players

- A manager or coach must request and receive permission from the umpire before leaving the dugout to conference with a player on the field.

Obstruction and Interference Rules

6. Obstruction (Rule 7.06a & 7.06b)

- Defensive players must not block the plate or base without possession of the ball.
- If a defensive player blocks a base without the ball, the runner will be declared safe due to obstruction.
- Players should straddle the plate or bag to receive a throw or step in front of the bag/plate to take a throw.
- Rule 7.06b, Note 2 overrides Rule 7.08a3 if both situations occur simultaneously.
- This rule is in place for player safety.

7. Interference (Rule 7.09)

- Defines interference by a batter or runner using 12 examples.
- Obstruction explains why a batter/runner is called safe.
- Interference explains why a batter/runner is called out.

8. Sliding and Collisions

- Runners may not initiate dangerous contact.
- Jumping over, hurdling, or sliding feet-first into a defensive player in possession of the ball is prohibited and will result in an out.
- At the umpire's discretion, the player may also be ejected from the game.
- Runners must slide or go around when the defensive player has possession of the ball.

Gameplay Rules and Protests

9. Mandatory Play Requirements

- Managers should make every effort to meet mandatory play requirements for players who arrive late.
- No penalty will be assessed for violating mandatory play if a player arrives late.

10. Protests (Rule 4.19G)

- Protests must be resolved before the next pitch or play.
- Games may not be played under protest.
- Rulings on the field will stand and game results will remain official.
- Any rulings by the League Coordinator will apply to future games only and will not affect past results.

Mercy Rule

11. 10-Run Rule (Rule 4.09E)

- A 10-run mercy rule is in place for all divisions.
- The rule may be enforced after 3½ innings at the discretion of the losing manager, provided the losing team has batted at least four times.
- Since Minors and AAA are developmental leagues, managers are encouraged to continue to play beyond the mercy rule if agreed upon by both teams.
- Teams are encouraged to continue playing until the time limit, even if one team is ahead by more than ten runs.

Pitch Count Rules

1. Pitch Count Tracking

- Managers must maintain a record of pitchers who pitched in recent games.
- Each team must keep a scorebook for the season.
- After each game, the number of pitches thrown must be emailed to the League Coordinator and Managers.
- If there is a dispute over pitch counts, it must be addressed with the League Coordinator before the next game.

2. Pitch Count Limits and Required Rest Days

- WWLL follows the Official Little League pitch count rules unless explicitly modified by division-specific rules.
- The following chart outlines the required days of rest based on the number of pitches thrown:

Number of Pitches Thrown	Required Rest Days
0 - 20 0 days	0 days
21 - 35 1 day	1 day
36 - 50 2 days	2 days
51 - 65 3 days	3 days
66 or more 4 days	4 days

3. Maximum Pitch Count by Age:

Age	Maximum Pitches Per Day
7 - 8	50
9 - 10	75 (60 for AAA)
11 - 12	85

4. Exceeding Pitch Count Limits

- If a pitcher reaches their maximum pitch count while facing a batter, they may continue pitching until one of the following occurs:
 1. The batter reaches base.
 2. The batter is put out.
 3. The third out of the inning is recorded (*e.g., a runner is thrown out stealing during the at-bat*).
- The official pitch count will be recorded as the number of pitches thrown at the start of the at-bat when the threshold was reached.

5. Pitcher-Catcher Restriction

- A pitcher who throws 41 or more pitches in a game cannot play catcher for the remainder of the day.

6. Compliance and Enforcement

- Managers must strictly comply with pitch count guidelines.
- Days of rest apply to all games, scrimmages, and practices, including games played outside of WWLL (*e.g., Warriors*).
- Any abuse of pitch count guidelines reported by a parent or league official will result in a consultation with the VP of Baseball and Player Agent.
- Continued violations will impact future consideration as a WWLL team manager.

Umpires and Game Conduct

1. Respect for Umpires

- All players, coaches, and parents are expected to always show respect for umpires.
- WWLL has a zero-tolerance policy for umpire abuse.
- All team members, coaches, and parents must be courteous and respectful toward umpires.

2. Handling Disputes

- Only rule interpretations—not judgment calls—may be disputed.
- Disputes must be respectfully addressed to the umpire who made the call.
- Only the umpire who made the call can defer to another umpire for help.

- A manager or coach cannot request an umpire override a call unless the umpire has asked for assistance.
3. Little League is a learning and development process, for both players and umpires.
 - WWLL's youth umpires are also developing, and coaches, players, and parents should keep this in mind when handling disputes. Disrespect towards any of WWLL's youth umpires can result in a one game suspension.
 4. Umpire Assignments
 - When one umpire is assigned to a game, they will be positioned behind the plate.
 5. Game Suspension Authority
 - Once a game has begun, the umpire has sole discretion to stop a game due to darkness, inclement weather, or dangerous conditions.
 - If a game is called, the score will revert to the last completed inning.
 6. Youth Umpires
 - When only youth umpires are present at a game, the League Coordinator for Umpires has the final authority in resolving any disputes, rule interpretations, or questions that arise.
-

Time Limits, Game Length, and Curfews

1. All games (except championship playoff games) will have time limits.
 2. Regulation Games
 - A regulation game is 6 innings.
 - A game is considered "official" after 4 innings (*or after the top of the 4th if the home team is ahead*) if stopped due to weather, darkness, or other factors.
 3. Time Limits
 - No new inning may start after 1 hour and 50 minutes from the start of the game.
 - The time reference is from the last out of the previous inning.
 - Majors Division Exception:
 - The time limit is 2 hours if there is no game scheduled immediately after (e.g., weekday games unless there is a scheduled doubleheader or the last game of the day on Saturdays).
 4. Weather Delays and Curfew Rules
 - If a game is delayed at the time of curfew, the game is considered final at that point.
-

- If the game has reached official status (4 innings completed), the winner is determined based on official rules (e.g., score reverts to the last completed inning).
 - The game will not restart after curfew.
5. Game Delay Adjustments
- Significant delays (more than 5 minutes) will suspend the game clock (*includes warm-up time*).
 - Clock restarts after the first pitch resuming play.
6. Curfew
- No inning may start after:
 - 9:05 PM (Sunday–Thursday)
 - 9:35 PM (Friday & Saturday)
 - A new inning officially begins when the final out of the previous inning is recorded.
7. Tied Games
- Games tied at the time of curfew or after the time limit expires will be recorded as a tie.
8. Rookie and Tee Ball Games
- Time limits for Saturday games will be strictly enforced.
-

League Organization and Playoffs

1. Scheduling
- The League Coordinator(s) will develop the game schedule with approval from the League Board of Directors.
 - Schedules will ensure adequate time for playoffs.
2. Playoff Format
- Playoffs will emphasize multiple games in a short period, requiring teams to utilize multiple pitchers.
 - Playoffs will follow a pool play format, followed by single-elimination games.
 - Regular season records will determine playoff pool assignments.
-

Majors Rules

The following rules apply only to play in the Majors League. Games will be governed by the Official Little League Baseball Rules, except were modified by WWLL League Rules.

Majors League-Specific Rules

1. Mandatory Play Requirement

- Every player must play at least 3 innings (9 outs) in the field by the end of the 5th inning.
- A player who does not meet the mandatory play rule must start in the field the next game and play:
 - The missed outs from the previous game plus
 - An additional 9 outs before they can be removed.
- All players will be in the batting order and will bat in turn, regardless of whether they are in the defensive lineup.
- No pinch hitters are allowed.
- Penalty: The offending manager will receive a warning from the league. Additional penalties may be levied by the VP of Baseball in consultation with the Player Agent.
- Note: Mandatory play rules may not be protested. Illegal substitution violations must be appealed immediately or are waived.

2. Catcher Safety Equipment

- Catchers must wear full protective gear, including:
 - A catcher's mitt (*not a fielder's glove*).
 - A throat guard.
- Managers who require larger/smaller catcher's gear or a left-handed catcher's mitt should contact the league's equipment manager.

3. Intentional Walks

- No intentional walks are allowed during the regular season.
- Intentional walks are permitted in playoffs.
- Pitchers are not required to throw the pitches for an intentional walk; however, the four balls will still count toward their running pitch count totals.

4. Uncaught Third Strike Rule (Rule 6.09B):

- This rule will NOT be in effect for the first half of the season.

Minors Call-Ups to Majors

1. Call-Up Process

- Players will be called up permanently from the Minors League and be assigned to the Majors team by the VP of Baseball and Player Agent.
- If a selected player declines, another 10-year-old Minors player is selected until one accepts the call-up.

2. Call-Up Deadline

- No call-ups will be allowed after May 1st.
- Players lost after that date will not be replaced.

3. Permanent Move

- Once a player is called up to the Majors, they may not return to the Minors.

4. Temporary Fill-Ins

- A pool of Minors League players will be established to provide players to Majors League teams that are short on players for a regularly scheduled game.
- Pool Selection Process:
 - Input from Minors Division Managers, Minors Coordinator, and the VP of Baseball.
 - Final pool (8-12 players) approved by the League President and Player Agent.
- Pool Player Rules:
 - Managers may not borrow players from an opposing team.
 - Managers do not select players—they are assigned on a rotating basis.
 - If a selected player cannot attend, the next player in line will be assigned.
 - Pool players may pitch but no more than 20 pitches per game.
 - Pool players must play at least 9 consecutive outs and bat at least once.

Minors Rules

Minors League games are instructional and recreational. Managers and coaches should prioritize player development and rotate players in different positions to build skills.

Emphasis on Development

- Managers should develop multiple pitchers and catchers.
- All players should experience outfield play, as outfield positioning is critical at the Majors level.
- Skills development and fun should be prioritized over winning.

Minors Pitching Restrictions

1. Pitching Development

- Managers should allow as many players as possible to pitch to build pitching depth.
- At least 75% of the roster should be given an opportunity to pitch (*if interested*).

2. First 6 Games of the Season

- Maximum of 50 pitches per outing.
- Maximum of 30 pitches per inning.
- If a player throws 40+ pitches in a game, they are not eligible to pitch in the next game.

Minors Specific Game Rules

1. Lineups and Defensive Play

- Managers must exchange positional game plans and lineups before each game.
- No player may sit out more than two innings per game or two innings in a row.
- Every player must play at least one inning in the infield and one inning in the outfield.
- No player may play more than three innings at any single position.

2. Base Running and Scoring

- Run Limit:
 - No batter may hit after the 5th run scores in an inning.
 - A maximum of 6 runs may be scored per inning.
 - If a team has scored 4 runs and runners are on base, only runners on second or third may score before the inning ends.
 - Exception: If a batter hits a home run over the fence, all runners, including the batter, may score.

3. Dead Ball Rule

- Play is dead when the pitcher has control of the ball on the mound (one foot on the dirt).
- Runners already advancing may continue or return to their previous base without risk.
- If the pitcher throws to a base, play resumes, and runners may advance at their own risk.

4. Stealing and Overthrows

- Max of 2 stolen bases per inning (no stealing home).
- Overthrows: Runners may only advance one base on an overthrow.

5. Intentional Walks and Illegal Pitches

- No intentional walks allowed.
- No illegal pitches will be called.

6. Catcher Equipment Requirements

- Catchers must wear full protective gear, including a catcher's mitt.
- If a manager needs larger/smaller catcher's gear or a left-handed mitt, they should contact the league's equipment manager.

7. Time Limit and Game Ending

- No new innings start after 1 hour and 50 minutes.
- If the home team is ahead and the time limit is reached, managers may agree to play the final half-inning (*only if it is the last game of the day*).
- The visiting manager may stop the game at any time after consulting with the home manager.

AAA Rules

AAA Division games are instructional and recreational. Managers and Coaches should prioritize player development over competition.

- Managers should develop as many pitchers and catchers as possible.
- Players should rotate defensively to gain experience in multiple positions.
- Every player should learn outfield play since outfield positioning is critical at the Majors level.
- Skills development and fun should take priority over winning.

AAA Pitching Restrictions

To develop pitching depth, managers should allow as many players as possible to pitch.

First 6 Games of the Season:

1. A player may not pitch more than 3 outs per game.
2. A player may not throw more than 30 pitches per outing.

After the First 6 Games:

1. A pitcher may not pitch more than 2 innings per game.
2. Pitchers may not exceed 50 pitches in a game.

AAA Specific Rules

1. Transition from Coach to Kid Pitch

- The season will begin with a mix of coach and kid pitch and gradually transition to all kid pitch.
- Transition timing will be determined by the AAA Coordinator and AAA Coaches, and the VP of Baseball.
- Example Transition Plan:
 - First 3 games: 2 innings kid pitch.
 - Next 3 games: 4 innings kid pitch.
 - Remainder of season: All kid pitch.

2. Illegal Pitches

- No illegal pitches will be called (Rule 8.05 is not in effect).

3. Coach Relief Rule

- If a pitcher walks or hits 4 batters in a row, or 5 batters in an inning, a coach will take over pitching for the remainder of the inning.
- Once a coach begins pitching, the batter:
 - Receives a maximum of 5 pitches.
 - No-called strikes.
 - Three swinging strikes is considered a strikeout.

4. Walk Rule

- Four balls = a walk.
- If bases are loaded, five balls = a walk.

5. Intentional Walks are not permitted.

6. Minimum Play Requirements

- Teams with 11 players:
 - No player may sit out more than one inning before the 6th inning.
- Each player must play at least 4 innings in the field before the 6th inning.

7. Batting Order

- All players bat, regardless of whether they are playing in the field.
- The batting order is set at the beginning of the game and should remain the same.

8. Position Rotation

- Each player must play at least two innings in the infield and one inning in the outfield.

- No player may play more than two innings at any one position.
- Exception: Catchers may play up to 3 innings per game.
- Can use 10 players in the field, with 4 outfielders.

9. Run Limit per Inning

- A maximum of five (5) runs may be scored per inning.

10. Dead Ball Rule

- Play is dead when the pitcher has control of the ball on the mound (one foot on the dirt).
- Runners already advancing may continue at their own risk.
- Runners may not continue running past the base they are advancing to when the pitcher has control of the ball.

11. Overthrows

- Runners may advance only one base on an overthrow.

12. Stealing

- No stealing of any base is permitted.

13. Bunt Rule

- Batters may not wag the bat during a bunt attempt to distract the pitcher.
- Penalty: The pitch will be automatically called a strike.

14. Catcher Equipment

- Catchers may wear a fielder's glove but are encouraged to use a catcher's mitt. They must have full catcher's gear including a helmet, chest protector and shin guards.

15. Game Time Limits

- No new inning may start after 1 hour and 50 minutes (1:50).
- Exception: If the home team is ahead and it is past the 1:50 time limit, managers may agree to play the bottom half-inning if it is the last game of the day.
- The visiting manager may opt to stop the game during the half-inning after consulting with the home manager.

Rookie Rules

The General Rules and Procedures at the beginning of this document apply to the Rookie Division unless explicitly stated otherwise.

Safety Guidelines

1. Player safety is the #1 priority.
2. Managers must make weather-related game decisions based on field conditions and safety concerns.

Rookie Division Game Play

1. No Scorekeeping
 - No official score is kept.
 - No winners or standings are recorded.
2. Game Length
 - Games are a maximum of 6 innings.
 - No inning may begin after 1 hour and 30 minutes (1:30).
3. Pre-Game Requirements:
 - Players must arrive 30 minutes before each game.
 - All warm-ups must be supervised by a coach or manager.
 - Lineups and fielding positions should be prepared before arriving.
 - Players must be in full uniform, including wearing their hats.
 - The home team must provide two new balls for each game.
 - A team must have a minimum of 6 players to play.

Defense Rules

1. Team Defense Setup
 - A maximum of 10 fielders and a minimum of 6 fielders per team.
 - Pitcher: Positioned with both feet on the mound dirt area.
 - Catcher: Must wear full protective gear (may use a fielder's glove if preferred).
 - Infielders: 4 players.
 - Outfielders: 4 players (must stand at least 10 feet beyond the outfield grass perimeter).
2. Rotation and Playing Time
 - No player may sit out more than one inning in a row or two innings per game.
 - Players must rotate positions every two innings.
3. Coach Support on Defense:
 - Up to two coaches may be on the field for defensive instruction.

- Coaches must stay in the left-center or right-center and cannot interfere with play.

Offense Rules

1. Helmets

- All batters and base runners must wear helmets.

2. On-Deck Batters

- No on-deck batters are allowed.
- No bat may be held until the player is ready to hit.
- No practice swings or weighted bats are permitted.

3. Batting Order

- All players bat regardless of whether they play in the field.
- Batting order remains the same throughout the game.

4. Bunting

- Bunting is prohibited.

Coach Pitching Rules

1. Coach Pitching Position

- The coach pitcher must sit (e.g., on an upturned bucket) or kneel.
- The pitching position should be no more than 10 feet in front of the mound.
- Pitches should be overhand with a full-arm motion (not lobbed in).

2. Pitch Counts to Batters

- Maximum of 5 swings or 7 total pitches.
- If the batter does not hit after 5 swings or 7 pitches, a batting tee is used.
- No strikeouts.

3. Rules for Hitting

- No walks.
- A fair batted ball that hits a coach is in play.
- If a coach accidentally fields a fair ball, the batter is awarded first base.

4. Base Running Rules

- No advancing on overthrows.
- Only one overthrow per play is allowed.

- Slide or Avoid Rule applies.
-

B. 2026 Softball Rules of Play

All teams are provided with the Little League Softball Official Regulations and Playing Rules. All managers and coaches should familiarize themselves with the key rules that the league is required to follow.

This document summarizes important rules from the official handbook and includes additional rules specific to West Windsor Little League Girls Softball.

- The Official Regulations and Playing Rules apply in all cases unless otherwise specified below.
- In games against teams from other towns, these rules do NOT apply; instead, District 12 Rules will be followed.

West Windsor Little League General Softball Rules

1. Dugouts and Game Balls

- Home team will take the first base dugout and provide the umpire with game balls.
- Visiting team will take the third base dugout.
- Game balls must be signed out by the home team manager from the Kelly Score Booth.

2. Game Time Limits

- No inning may start after 1 hour and 50 minutes from the start of the game.
- A new inning officially begins when the third out (or final run in case of a run rule) of the previous inning is recorded.
- A two-hour drop-dead time limit applies to all games.

3. Tie Games and International Tie Breaker Rule

- If a game is tied after six innings or when time expires, the International Tie Breaker will be used for regular season games only.
- Tie Breaker Rule:
 - Starting with the top of the next inning, and in every half-inning thereafter, the last scheduled batter from that team's lineup will start on second base.
 - If the tie remains unresolved after time constraints, the game will be completed at a later mutually agreed-upon date.
 - The league coordinator must be notified to reschedule and arrange for umpires.

4. Batting Order

- Managers must include all present players in the continuous batting order.

- Players arriving late will be placed at the bottom of the batting order.
5. Dugout Conduct and Clean-Up
- No food is permitted in the dugout.
 - Teams must clean their dugout before leaving.
 - Coaches should encourage players to keep the area tidy.
6. On-Deck Batters
- No on-deck batters are allowed.
 - A bat should not be touched until the batter is ready to step up to the plate.
7. Field Maintenance
- Home team
 - Lines the baselines and the 8-foot pitching circle before the game.
 - Visiting team
 - Rakes the field and cleans out both dugouts after the game.
8. Weather-Related Game Decisions
- Before the game: The league coordinator will decide if fields are playable.
 - Once the umpire arrives, their decision overrides all prior determinations.
 - If games are canceled due to weather, both managers must agree on a rescheduled date and notify the VP of Fields/Facilities to arrange for field and umpire availability.
9. Announcer Booth and Scoreboard
- The home team is responsible for selecting an adult volunteer to supervise the announcer booth and scoreboard.
 - If these duties are not properly supervised, the league may lose access to the booth and scoreboard.
10. Umpire Conduct and Ejections
- Abuse of umpires will NOT be tolerated.
 - Any coach or manager ejected for umpire abuse will be suspended for the following game.
 - Ejected managers/coaches must leave the complex immediately and may not return until their suspension is served.
 - Before resuming duties, an ejected manager/coach must meet with: VP of Softball, League Coordinator, and Player Agent

- The umpire must report all ejections promptly to the Umpire Coordinator.

11. Pitching Rules

- Pitchers' innings and rest periods must follow the Official Little League Softball Rule Book without deviation.
- One pitch thrown = one full inning pitched.

12. Defensive Player Limits

- Maximum of 9 defensive players.
- Minimum of 8 defensive players required.
- No more than 6 infielders.
- Outfielders must remain beyond the infield dirt.
- A team with 9 or more eligible players must field 9 defensive players.

13. Bunting Rules

- Bunting is permitted.
- Fake bunting is permitted.
- Slap bunting is NOT permitted and will result in an automatic out.
- Slap hitting IS permitted.

14. Base Running Rules:

- No Base-on-Balls Continuation:
 - A runner advancing to first on a walk may NOT advance to second until the next pitch, unless there is an attempted play in the field (e.g., a pickoff attempt at third base).
- Courtesy Runner Rule:
 - Allowed only for the catcher of the next inning to avoid game delays.
 - The courtesy runner must be the last batted-out player.
 - The last batted-out player may also be used as a substitute runner for an injured player.

15. Safety Base at First Base

- The red safety base at first base (Ward Field) is for the batter/runner's initial run through first base only (per LL Rule 7.15).

16. Intentional Walks are not permitted.

17. Slide or Avoid Rule

- Runners must slide or avoid a fielder attempting to make a play.

- Hurdling or intentionally colliding with a fielder is prohibited and will result in the runner being called out at the umpire's discretion.

18. Sportsmanship Rules

- Obscenities and poor sportsmanship (by players, coaches, managers, or parents) will NOT be tolerated.
- Disparaging comments toward other teams, umpires, or individuals are strictly prohibited.
- Managers, coaches, or players using obscenities will be immediately removed from the game.
- Issues should be reported to league coordinators, the VP of Softball, and the Player Agent.

Majors Softball Local Rules

1. Eligibility

- Players must be Little League Age 10, 11, or 12 (as of January 1 of the current year).
- Players who have played at least two years in WWLL Minors are also eligible.

2. Minimum Play Requirements

- No player may sit out more than two innings per game.
- No player may sit out two consecutive innings.
- Each player must play at least one inning in the infield and one inning in the outfield per game.

3. Run Limits

- No new batters may come to the plate after the 6th run has been scored in an inning.
- A play must be completed before the inning ends.
- A maximum of 9 runs can be recorded per inning.

4. Mercy Rule

- If a team is ahead by 15 runs or more after 3 innings, or 10 runs or more after 4 innings, the game will end.
- Teams may continue to scrimmage if both managers and the umpire agree.

5. Stealing

- Stealing is permitted.

- Runners must maintain contact with the base until the pitcher releases the ball.

6. Game Rules

- Infield Fly Rule is in effect.
- Dropped Third Strike Rule is in effect.

7. Look-Back Rule

- Once the ball is in control of the defensive team inside the circle, runners must stay on base.
- If a runner steps off the base with no defensive play occurring, they are out.
- If a runner is already off base when the ball enters the circle, they must immediately decide whether to advance or return.
- No hesitation, stopping, or reversing direction is allowed.
- Warnings will not be given by the umpire.

8. Rule Violations and Warnings

- Umpires have sole discretion over warnings for rule violations.

Minors Softball Local Rules

1. Minimum Play Requirements

- No player may sit out more than two innings per game.
- No player may sit out two consecutive innings.
- Each player must play at least one inning in the infield and one inning in the outfield per game.
- During playoffs or championship games, players may play up to three innings at catcher.

2. Game Rules

- No Infield Fly Rule.
- No Dropped Third Strike Rule.

3. Run Limits

- Before May 1: A modified 5-run rule will be in effect.
 - No batter may bat after the 5th run has scored in an inning.
 - If a team has 4 runs scored and runners on base, those runners may attempt to score.

- A maximum of 6 runs can be scored in an inning.
 - The inning ends when:
 - The 6th run scores, OR
 - A defensive out is made, OR
 - The play is dead.
 - Exception: If the batter hits a home run over the fence, all runners may score.
 - After May 1: Maximum of 3 runs per inning.
4. Base Running and Stealing
- No leading off.
 - Runners may not leave the base until the pitch crosses the plate.
 - Stealing is permitted as follows:
 - Maximum of 2 steals of second base per inning.
 - Maximum of 2 steals of home per inning.
 - Unlimited steals of third base.
 - Advancing on a wild pitch or passed ball is considered a steal.
 - No stealing when a coach is pitching.
5. Overthrows:
- No base advancement is allowed on an overthrow during a stolen base attempt.
 - If a runner is thrown out attempting to steal, they are out and must return to the dugout.
 - Advancement on an overthrow during a hit is NOT considered a steal.
6. Defensive Coach:
- One defensive coach may stand in the outfield at the start of the season to help guide players.
 - After May 1, defensive coaches will no longer be permitted on the field.

Pitching Softball Rules

1. Hit By Pitch Limit

- If a pitcher hits 3 batters in one game, they must be removed from the mound for the remainder of that inning.

- A new pitcher must enter the game to complete the inning.
- If a pitcher hits 5 batters in a single game, they may no longer pitch for the rest of that game.
- Umpires have discretion to determine if a batter made no effort to avoid the pitch. If so, the batter will not be awarded first base.

2. Regular Season and Playoff Pitching Limits

- A pitcher may pitch a maximum of 3 innings per game but only 2 consecutive innings before the 5th inning.

3. Coach Pitch Rules (Before May 1)

- Each batter will be pitched to by a player from the opposing team.
- Upon ball four, the coach will pitch.
- The coach must pitch from the 35-foot rubber.
- The umpire will continue calling balls and strikes.
- A batter can strike out looking or swinging on a coach pitch, but they cannot walk.
- If the third strike occurs, the batter is out.
- If the ball is not put into play after six additional pitches from the coach, the batter is out.
- If the final pitch is fouled off, the at-bat continues until the batter swings and misses or puts the ball in play.

4. Coach Interference and Fielding

- Coach pitchers must make every effort to leave the pitching circle once a ball is put into play.
- If a coach accidentally fields a live ball, the batter is awarded first base.
- If a coach is hit by a batted ball, the ball remains in play.
- Coaches may not provide instruction from the pitching circle.

5. Player Pitch (Starting May 1)

- Games will transition to full player pitch.
- Upon ball four, the batter will walk.