

West Seattle Little League

Minors Baseball Manager Information

- **Make sure everything has been put away and locked up before leaving the field****
- **Managers of the last game of the day are responsible for making sure the snack crew have locked up the Snack shack before leaving the field****

Minors Baseball Instruction Guidelines

WSLL uses the [Youth Baseball Skills Matrix](#) within our baseball divisions to outline the necessary skills, team concepts, and practice construction suggestions for coaches. Outlined are: 1) Instruction Guidelines (links to appropriate matrix for that division and a checklist of Concepts Learned by the end of the season); 2) Game Guidelines; and 3) Rules

Skills Matrix Stage 2 – Discover (ages 10-12)

- Teach more advanced rules associated with Minors division
- Understand [USA Baseball Pitch Smart Guidelines](#) and educate athlete on injuries and how to communicate symptoms to parent/coach
- Coaches develop their own practice plans, but ensure each practice covers: 1) having fun through Deliberate Play!; 2) skill development as outlined in [USA Baseball Coach "B" Certification](#); 3) Situational plays

Concepts Learned

- Objective of the game, basic rules, positions, and terms.
- [Relax, Ready, Move \(page 10\)](#) pre-pitch routine
- [3Bs \(Ball, Base, Back-up\)](#)
- Force out vs. tag out
- Tagging up
- Cut-offs
- Anticipate the ball coming to you. Where is the play?
- [Aim small, miss small](#)
- Communication (pop-up, IF/OF, and rundowns/pickle)

General Game Guidelines

Home Team:

- Occupies the 3rd base dugout
- Sets up and breaks down the field before and after game play.

- Provides an official scorekeeper who is responsible for tracking pitch counts for both the home and visiting team pitchers. Following the game, the Manager enters the final score on the website to track standings.
- Provides umpire & umpire indicator. The umpire shall call balls and strikes from behind home plate.

Away Team:

- Occupies the 1st base dugout
- Encouraged to help with field prep/breakdown
- Provides a secondary scorekeeper and a scoreboard operator (Bar-s)
- Provides field umpire

Pre-Game Plate Meeting:

- The manager from each team meets with the umpire ~10 mins before the start of the game.
- Provide lineup cards to home plate umpire
- Discuss ineligible pitchers
- Discuss time-limit constraints (if applicable)
- Discuss players arriving late or leaving early

Post-Game Checklist:

- Each team must clean out its own dugout and vacate the dugout as quickly as possible to enable the next game team enough time to set up.
- No post game team meetings should be held until the dugouts are cleared and cleaned out. Exceptions are made for the last game of the day on field.
- Home team drags the infield
- Home team drags the pitching mound and repairs any divots/holes on the mound or on the side of the pitching rubber.
- Last game of the day at Bar-S:
 - Home team stores bases in storage shed
 - Home team covers home plate and pitching mounds
 - Visiting team returns scoreboard equipment to the umpire shed
 - Two members of the Home team, including manager, coach or other designee shall verify:
 - ALL Snack Shack volunteers have left and the Snack Shack is secured.
DO NOT LEAVE FIELD UNTIL VOLUNTEERS HAVE LEFT.
 - Garbage is taken to the dumpsters
 - Shed Doors all locked
 - Restrooms locked
 - Bollards installed at the north and south entrances

- Keys properly returned to appropriate lockboxes

Minors Baseball Playing Guidelines

- Hard baseballs will be used.
- No dropped 3rd strike rule.
- No slug/slash bunting. Dead ball, automatic out.
- No infield pre-game warm up, only in the outfield.
- Pitchers may be warmed up by a player or coach. Player needs to be wearing a facemask with a throat guard.
- Continuous batting order. All players present at the start of the game will be placed into the batting order. Players showing up late for the game shall be inserted into the bottom of the batting order.
- 5 run max per inning. The five-run limit will **not** apply in the sixth or final inning or in any extra innings; however, the fifteen and ten run rule remains in effect, as do any applicable time limitations. The final inning must be determined prior to the start of the inning.
- Time Limits: A normal game is six innings. No time limit for games, unless the field is scheduled for another game that day.
 - Weeknights - No time limit. Only limit is darkness. Games can end in a tie due to darkness.
 - Weekends - Schedule imposed time limit. Hard stop 30 minutes prior to the next scheduled game.
 - Continuation of play at a later date will be necessary only if fewer than four (4) innings (3 1/2 innings if the Home Team is ahead) of play has been completed.

Minors Baseball Official Local Rules

- The Minor Division will follow the official regulation and playing rules as defined by Little League International, with the following exceptions applied to Regular Season games and End of Season, and are allowed as they constitute an increase above the minimum playing times required by Little League International.
 - Increase minimum play to 9 defensive outs (3 inning) minimum. - 6 of the 9 defensive outs (2 innings) must be consecutive.
 - Both starters and substitutes may re-enter the game on defense but remain in the same batting position - Note a pitcher may not re-enter the game once a pitcher has been removed.
 - Continuous batting order - All players present at the start of the game will be placed into the batting order. Players showing up late for the game shall be inserted into the bottom of the batting order.

- A minimum of 8 players are required to play an official game. The 9th player position in the lineup will be given an ‘out’ for each at bat.
- The Minors Division End of Season (EOS) tournament will follow the official Little League International Tournament rules and playing time minimums.
 - Minimum playing times and substitutions will follow LLI rule 3.03.
 - Continuous batting order
 - Seeding will be based on the results of the regular season standings. Teams will be ordered based on:
 - Win-Loss Record (0.5 wins for each tie)
 - Head-to-head matchup results
 - Runs allowed (all games)
 - Runs allowed (only in head-to-head matchups)

The winner of the EOS Tournament will represent the League in the District 7 Tournament of Champions.

Pitching Counts, Eligibility & Days Rest

- Pitching eligibility will be in accordance with Regulation VI of the official Regulations and Playing Rules of Little League International (LLI).
- Pitch Counts League Age Pitches Allowed per Day:

League Age	Pitch Counts
11	35 (or 3 consecutive outs)
9-10	75
7-8	50

**Note if a pitcher reaches the pitch-count limit for their age while facing a batter, the pitcher may continue to pitch until the batter reaches base, the batter is retired, or the third out is made to complete the half-inning.

- Days Rest Requirements Pitchers league age 14 and under must adhere to the following rest requirements:

If a player pitches in a day	Calendar Days Rest Required
66 or more	4
51-65	3

36-50	2
21-35	1
1-20	0

****Note:** If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur: (1) that batter reaches base, (2) that batter is retired, or (3) the third out is made to complete the half-inning of the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

Pitching & Catching

- If a player has played the position of catcher in four (4) or more innings in a game, that player is not eligible to pitch on that calendar day. Receiving one or more pitches at the position of catcher constitutes an inning of play at that position. Warming up a pitcher prior to the start of the inning does NOT constitute playing an inning at the catcher position.
- Any pitcher who delivers 41 or more pitches in a game may not play the position of catcher for the remainder of the day.
- A player who has played the position of catcher for 3 innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.
- A pitcher that has been removed from a game may not re-enter the game as a pitcher.
- Players with a catchers mask and catchers glove may warm up pitchers before & during games, including in the bullpen. While not recommended, coaches can warm up a pitcher to speed the game along.

Injured Player Rule

- Per Rule 4.04 Note 2: 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.
- If the injured, ill, or absent player returns he/she is merely inserted into their original spot in the batter order and the game continues.

Pool Player Rules

- Pool Players may only be used when a team has nine, eight, seven or six players assigned to a team available to play a game. When nine players assigned to a team are available to play, the manager may elect to ask for one pool player.
 - A maximum of two Pool Players may be assigned to a team. If a team needs more than two Pool Players, the game should be rescheduled.
- The Division's Player Agent will use the pool to assign players on a rotating basis to those teams that are short of players.
 - Managers/Coaches do not have the right to randomly pick and choose players from the pool or otherwise. If a team selects a replacement player that is not part of the Pool Player program and assigned by the Player Agent to that team for that specific game, the game (whether played or not) will be counted as a forfeit per Little League rules for the team violating the League's Pool Player program rules.
- Pool Players assigned from the pool are not allowed to pitch or catch
- Pool Players will bat at the bottom of the batting order, if two pool players, then they will be assigned to the bottom of the batting order in alphabetical order.
- If the addition of Pool Players makes a roster 10 players total, each Pool Player must sit out a minimum of two innings.
- Pool players who are called and arrive at the game site must be given the same minimum playing times as defined by the WSL Minimum Playing Time Rules. In the event a player normally assigned to the team arrives at game time to complete the team's minimum roster, the Pool Player will play and must still be given the minimum playing time.
- If a rostered player arrives to a game unexpectedly, that rostered player must be allowed to play in the game in addition to the Pool Player who has been assigned.
- Any team that finds out at, or just before, game time they do not have enough players to play, will be given 15 minutes grace for the league to try to obtain a Pool Player.