

West Torrance Little League

2026 Spring Standing Rules

MISSION

Provide family-friendly baseball competition that instills teamwork, sportsmanship and character in all who participate.

PURPOSE

The objective of the West Torrance Little League shall be to implant firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage, and respect for authority so that they may be well-adjusted, stronger, and happier children and will grow to become good, decent, healthy and trustworthy citizens. All Directors, Officers, Managers, Coaches, Parents, and Members shall devote themselves to teaching our players baseball skills, and equally importantly, fundamental principles of good sportsmanship, competition, fair play, and the commitment to doing one's best. We will strive to provide each player with an enjoyable and educational Little League experience, to foster both a love of baseball and an appreciation of the life lessons that baseball can teach.

GENERAL

Regular season rules listed in the Official Regulations and Playing Rules for Little League Baseball shall be used except as noted herein. Managers are responsible for knowing and understanding the current Official Regulations and Playing Rules (available via LittleLeague.org or the official Little League app). Any definitions, clarifications or apparent contradictions shall be resolved through the Chief Umpire. A link to download the official Little League rulebook app will be distributed at the Annual Managers Meeting, to be scheduled before Opening Day.

The Chief Umpire has jurisdiction across all divisions and issues that may arise; however, it should be noted that if the Chief Umpire is a manager/coach/parent within a game, such interpretation comes about, the President or Vice President would step into the role/responsibility (whichever, but must not be in the same division of play as the rule interpretation). Should the Chief Umpire, Vice President, and President all be associated with the same division another board member will step into the role.

1. WTLL PREMISES:

- a. **No Drugs, Alcohol, Use of Tobacco or Firearms on Premises:** No person(s) shall possess or consume and/or use any form of alcohol or drugs. Nor shall such person(s) be intoxicated and/or be under the influence of any alcoholic beverage or drug on the WTLL premises. No person(s) shall use tobacco (e.g., cigarettes, "chew", etc.) on the WTLL premises (field/dugout/stands/etc) during a game or practice. No person(s) shall be in possession of a firearm on the WTLL premises at any time.

Any person, manager, coach, or board member who has been found in violation of this rule by the WTLL Board shall be suspended. The violator will be relieved of his or her duties for the remainder of the current spring season and fall ball season. He or she may also be suspended the following season.

The WTLL Board shall find and vote on a suitable replacement for the suspended person(s). As used in this rule "suspended" means and includes no participation within WTLL as a manager, coach, board member, team parent, umpire, snack bar worker, or work party volunteer.

- b. **Traffic Flow:** All WTLL vehicle traffic for games and practices should travel South to North - entering the complex through the South gate (Halison St.) and exit the complex via the North gate (Towers St.)
- c. **Restricted Areas, etc:** Children are not allowed in the Boardroom (above Major/Rookie field snackbar), snack bars and/or storage areas without adult supervision. Children under age 18 are not allowed to operate any League equipment such as tractors, lawn mowers, etc.

- d. **Site Safety:** All managers, coaches, spectators and players are asked to help in keeping the area clean and safe. No bicycle, skateboard riding, scooter riding, e-bike riding, and/or pets shall be allowed in the spectator or snack bar areas. No horseplay is allowed. Be courteous to all people at the field and in the neighborhood. No one is allowed to pass the fence line on the hills around the fields (except to retrieve batted balls).
- e. **Unsportsmanlike Conduct:** The Rules Subcommittee (League President, Vice President, Player Agent & Chief Umpire) may take appropriate action to resolve any incidents of unsportsmanlike conduct or general behavior and ethics that do not conform to the generally accepted standards of propriety inside/outside the playing field, including foul/inappropriate language. The Board of Directors and Field Umpires are empowered to eject, suspend or disqualify any person(s) from the West Torrance Little League Baseball complex. The game will be suspended while action is taken but time will continue based on the action. Judgment will be based on the situation NOTE: WTLL's Chief Umpire oversees incidents that occur on the field during play. All efforts should be made to contact him/her. Members of the Board of Directors shall not intervene, unless they are contacted by the Chief Umpire unless he/she is not present in which a decision shall be made by those Board members present. If a member of the Board of Directors is participating on the field, as a team manager, coach, umpire, other team volunteer or otherwise – this member is not to be consulted for rules interpretation or behavior questions; and another Board Representative must be located for consultation.

2. SNACK BAR:

- a. **Snack Bar Duty:** Each player's parent is responsible for providing a snack bar worker for two (2) games. These games would be regular season or playoff games, depending on the needs directed by the Snack Bar Director/Coordinator. Should player's parent not work their scheduled shift, or find a suitable substitute for their shift, their Snack Bar Deposit will be forfeited.
- b. **Snack Bar Security:** One male adult (Manager, Coach or their designee) from each team playing the last game of the day is to remain in the snack bar area to provide security for the Snack Bar personnel until they are ready to leave the premises. The managers, coaches (or designees) should lock the gates after everyone has left. There should be a minimum of two adult males providing security at each snack bar.

3. FIELD/SITE PREP and CLEANUP:

- a. **Field Prep:** Before a game begins, the HOME TEAM is responsible for preparing the field: Dragging/Raking (if required), putting in the bases, chalking/painting of foul lines and batter's box. This must be completed prior to the scheduled start of the game. Foul lines should NOT be redone if foul lines are clearly visible from the previous game.
- b. **Field Cleanup:** At the end of the game, the VISITOR TEAM is responsible for cleaning up the field: dragging the infield (FOUL LINE TO FOUL LINE KEEPING DRAG ONE FOOT AWAY FROM GRASSLINE, DO NOT DRAG DIRT INTO OR ON TO THE GRASS), raking baselines (RAKE PARALLEL TO BASE LINE, NOT SIDE TO SIDE). *The purpose of dragging & raking the field is to ensure a level surface with no areas where water can puddle. Baselines should be flat or slightly inclined to allow water to drain away from infield.* All field equipment must be put back in storage areas and doors locked. This includes bases, rakes, drags, etc.
- c. **Dugout Cleanup:** Players, Managers and Coaches are responsible for cleaning their dugout after each game/practice. Dugouts should be swept clean and trash cans should be emptied. PLAYERS ARE NOT TO BE RELEASED UNTIL THIS IS ACCOMPLISHED.

- d. **Bleacher/Snack Bar Area Cleanup:** Parents/fans from each team are responsible for picking up all trash around the bleachers and snack bar areas after each game. In addition, the trash cans must be emptied into the large garbage bins at the end of each day (or more frequently if needed).
- e. **Locks:** Managers and Coaches are to lock all padlocks and chains after the last game of the day. This includes all dugouts, field gates, and storage. The last one to leave the premises is responsible for locking the park gate(s). Additionally, the first Manager to open the Halison entrance gate is also responsible for opening the Towers gate to allow traffic to exit.
- f. **Field Training:** All Managers and Coaches are to attend the annual WTLL Field Training session, prior to the start of the season. This session is conducted by WTLL's Field Director, and teachings from this session are to be relayed to each parent volunteer of the Manager/Coaches respective teams. Should Managers/Coaches not be able to attend this session, they will send a substitute representative from their team to attend in their absence.

4. FIELD READINESS / MAKE-UP GAMES:

- a. **Field Readiness/Game Cancellations:** In the case of inclement weather conditions (primarily rain) the league Field Director, in consultation with league President &/or league Vice-President, will, determine if and when the particular field is able to be used or how long it will take to ready the field. This may warrant canceling any given game (or scheduled practice) to ensure that as many games as possible can be played after the field is readied on that given day. Please keep in mind Little League rule 3.10 which addresses the teams/managers agreement on fitness of the playing field.
- b. **Darkness:** Games called because of darkness will be in the judgment of the Chief Umpire. The light on the snack bars may be used as an indicator for failing daylight that creates hazardous playing conditions.
- c. **Make-up Games:** No game shall be rescheduled without approval from the league President, Vice-President, Division Coordinators and Chief Umpire. Managers and coaches shall not take it upon themselves to reschedule any game.

5. REGISTRATION:

- a. **Division Age Guidelines:** Age Determination Date for Little League Baseball is the actual age of a child as of August 31 of the current year. Age Determination Date for Little League Softball is the actual age of a child as of December 31, the year before the Spring season. These respective dates identify the "league age" as it relates to a player's eligibility to participate in any of Little League's divisions of play. League Age guidelines per division are stated at time of registration.
 - i. **Baseball Divisions by Age:**
 - a. Tee Ball: Players who are league age 4-5 years old
 - b. Rookie: League Ages 5-6
 - c. Farm*: League Ages 7-8
 - d. Minor*: League Ages 9-10
 - e. Major*: League Ages 11-12
 - f. 5070: League Age 13

* Denotes requiring player assessment before division draft. Note that Players may request to attend assessments for the division above which they are designated for (Reference WTLL bylaws).
 - ii. **Softball Divisions by Age:**
 - a. 6U: League Ages 5-6
 - b. 8U*: League Ages 7-8
 - c. 10U*: League Ages 9-10
 - d. 12U*: League Ages 11-12

* - denotes requiring player assessment before division draft

- b. **Player Assessments:** Players must attend their respective divisions Assessment time & date, or coordinate with Player Agent to attend a different time OR make-up Assessments.
 - i. Players not attending the Player Assessment Date, as scheduled; will not be eligible to be drafted.
- c. **Player Absences/Replacement:** The manager must notify the Player Agent immediately if any player misses two (2) consecutive games or three (3) consecutive practices. The manager must also inform the player agent of any disciplinary actions involving play time before it occurs (exception is disciplinary actions associated with tardiness on game day).

The Player Agent must notify the League President of such actions. A manager that loses a player for the season due to moving, injury, illness, or any unforeseen circumstances, must notify the Players Agent immediately. The player agent should then assign the next player on the waiting list for that division. In the Major Division, if no player is on the waiting list, the Player Agent, League President, League VP, and respective Division Coordinator will seek to assign a replacement player within 10 days.

Should a team need a replacement player for a single game, the Team Manager must notify Player Agent at minimum 48-hours before the scheduled game time to identify a Call-Up player from the division immediately below the division of play needing a player. Player Agent will evenly rotate calling up eligible players, as needed. Only second year players in a division are eligible to be called-up.

- d. **Refund Policy:** When players are removed for any reason from the Little League program, there will be no refund of the donation. If a player withdraws from WTLL after being drafted to a team, no refund of the donation is required, and the player will be dropped from WTLL for the remainder of the season.

6. COACHING

- a. **Approval of Coaches:** All coaches at any level for any season must pass a safety background check conducted by the League Board of Directors and be approved by a majority vote of the Board. The Board of Directors can decline a person's request to coach a team for any reason (ex. not enough teams, historical coaching methods/behavior deemed detrimental to player development & overall league growth). The Board of Directors may provide rationale as to why a person was declined, but it is not required.
- b. **Practice Guidelines:** The Field Director will allocate field time to each approved manager based on remaining field availabilities after the game schedule & field maintenance requirements are established. President and Vice President will be consulted on field availability before finalizing practice schedules. Each Competitive Division team (Farm, Minor, Major, 5070; 8U, 10U & 12U Softball) will be allowed one field practice (90 mins) and one cage practice time each week (60 mins). Cage time will be allotted from Major/12U Softball division down to Farm/8U Softball division. If there are not enough available cage times for each Farm/8U Softball team after the Major/12U & Minor/10U teams' allotment – then no cage time will be allotted to any Farm/8U team. Each Non-Competitive team (Tball, Rookie & 6U Softball) will be allotted one field practice (60 mins), but no cage time. No additional practice time (field or batting cage) will be available unless all teams within such division can utilize similar extra time. Additional practice time will be distributed from the Major/12U division first, then Minor/10U, and finally Farm/8U division – only if unused field time exists. Should there be a need to adjust game schedules (make-up games due to inclement weather or other circumstances), **games will always take precedence over practices.**

Only official league scheduled games & practices are covered by Little League insurance. **Should managers/coaches offer additional practices for players beyond WTLL sanctioned activity, these individual managers/coaches assume all liability and financial responsibility. Families are not responsible for reimbursing any costs affiliated with extra practices, nor can managers/coaches receive payment for their services.** Should managers/coaches choose to invite paid coaches to their practices, &/or schedule practices at non- WTLL facilities, the manager/coaches are not allowed to seek reimbursement from families.

- c. **Post Practice Field Cleanup:** Teams are required to follow similar cleanup procedures as stated above for games: dragging the infield (FOUL LINE TO FOUL LINE KEEPING DRAG ONE FOOT AWAY FROM GRASSLINE, DO NOT DRAG DIRT INTO OR ON TO THE GRASS), raking baselines (RAKE PARALLEL TO BASE LINE, NOT SIDE TO SIDE). *The purpose of dragging & raking the field is to ensure a level surface with no areas where water can puddle. Baselines should be flat (or slightly inclined up to infield grass) to allow water to drain away from infield.* All field equipment must be put back in storage areas and doors locked. This includes bases, rakes, drags, etc.
- d. **Post Practice Dugout Cleanup:** Players, Managers and Coaches are responsible for cleaning the dugout after each practice. Dugouts should be swept clean and trash cans should be emptied.
- e. **School Rules (for practices):** Players are not allowed on school property for practice prior to 3:30 PM. No bicycle riding, skateboarding or scooter riding is permitted on school property. Violation may result in loss of the school property for practice.

7. GAMES (ALL DIVISIONS):

- a. **Uniforms:** All players must be in full uniforms (shirts, socks, pants, cap, etc.) and properly dressed (shirt tucked in, cap on straight, etc) during their respective games.
- b. **Player Safety:** All male players are required to wear a protective cup during their respective game.
- c. **Copy of Rules:** All managers, coaches, umpires and league officials shall carry an Official Rule Book (or have the Official Little League Rule Book app on their phone) and a copy of the Standing Rules.
- d. **Batting Practice:** Batting practice is NOT allowed on any WTLL field/facility or batting cages, by any player, on the day of his/her game. Acceptable alternatives include the use of whiffle balls, hitting sticks, and/or soft toss into a portable screen. **Note: Hitting directly into the backstop and/or fence is never allowed.**
- e. **Game Balls:** Each team is responsible to supply 1 new game ball for each game. Game balls will be provided by WTLL's Equipment Director at the beginning of the season in quantity that will allow 1 new ball to be used per game. Additional balls may be distributed before playoffs.
 - i. Farm, Minor & Major to use Diamond DLL-1 baseballs, or similar
 - ii. Tee Ball & Rookie to use Diamond DFX baseballs, or similar
- f. **Official Start Time/Time Limit:** The official start time of a game is the scheduled start time even if the game starts late. Time limits (e.g., "hard stops", "no new inning after x:xx") are covered in the respective Division rules.
- g. **Rain-Out Games:** Games that are "rained out" will be rescheduled as soon as possible, subject to field availability. Regular Season **games canceled or delayed** by weather or other extenuating circumstances shall be replayed/restarted as mutually agreed upon by both managers and **such date/time must be approved by the Vice President.**

Playoff games will be rescheduled/restarted at the next available time slot at the Vice President's discretion (or Chief Umpire/President, should Vice President be a manager in the same competitive division). Should a playoff game get rescheduled, eligible pitchers are based on the original scheduled game date. Subsequently, pitchers eligible for the next playoff game are based on when the game is played. Playoff games will always take priority over team practice schedules. Should a team practice get bumped due to a playoff makeup game – the Vice President will try to identify another field/day/time where such a team can still get their weekly field practice – though this is not guaranteed.

- h. **Calendar Week:** A calendar week for the purposes of WTLL is defined as starting on Sunday and continuing through Saturday.
- i. **Ejections:** The on-field umpire(s) and only members of the Board of Directors have the absolute right to eject someone from the game, stands or premises. One warning will be given as a courtesy, and then the umpire or Board member has the authority to eject an individual for disruptive or inappropriate behavior. The definition of disruptive or inappropriate behavior is solely in the eyes of the on-field umpire or respective Board Member.

Any player who deliberately throws equipment while either on the field or in the dugout may be immediately ejected by the On-Field Umpire.

When a manager, coach, or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. A manager or coach ejected from a game must not be present at the game site for the remainder of that game. Any manager, coach, or player ejected from a game is suspended for his or her team's next physically played game and may not be in attendance at the game site from which they are suspended. A parent ejected from the game must leave the facilities before the game may resume and could face additional penalties dependent on a board review.

NOTE: The Head Umpire for the game must notify WTLL's Chief Umpire within 24 hours of the ejection. The Official Scorekeeper must also note the ejection in the Official Score Book.

8. GAME RULES (ASSESSMENT DIVISIONS – FARM, MINOR, MAJOR, 50/70)

- a. **Lineup Cards:** Each manager must include the entire team roster on the game lineup card with notations if a player is absent, sick or sitting out of the game because of disciplinary reasons.
- b. **Official Scorekeeper (Home Team):** Each home team is to provide an official scorekeeper where applicable (Major, Minor and Farm). This scorekeeper must use the official scorebook which is kept in cabinets mounted outside the snack bar(s) unless otherwise instructed. The official scorekeeper should not have any communications with either team except for the lineup changes. Each team will have at least two designated scorekeepers who are required to attend an instructional meeting provided by the League or District 27 prior to their team's first game. Scorekeeper must note any ejection(s) or protests in the official scorebook, and alert League Chief Umpire of such ejection(s) or protests.
- c. **Pitch Count Recorder (Visitor Team):** Each visitor team is to provide an official "Pitch Count Recorder" in the applicable Baseball divisions (Major, Minor, & Farm). The pitch count recorder must use the official "Little League – Game Pitch Log" as distributed to the managers and kept in the cabinets mounted outside the snack bar(s) unless otherwise instructed. The VISITOR team is responsible for reporting game results and the pitch counts on the WTLL web site within one (1) day of the game. The official pitch count recorder is encouraged to keep both managers posted of each pitcher's pitch counts every half-inning, and/or at key pitch counts (e.g., approaching 41 pitches) as requested by a particular

manager. The official “Pitch Count Recorder” total takes precedence over any other count, should there be any discrepancies with a secondary count from a coach/manager/parent.

d. **Pitching (Pitch Counts/Innings Maximum/Rest Requirements)**

- i. Warming Up: League approved managers/parents
- ii. **Pitch Counts / Rest Requirements:** The official Little League pitch count guidelines for maximum pitch counts in a game and the required rest periods between games (**OPTION 1**) will be adhered to (see pertinent excerpts from REGULATION VI – PITCHERS below).

REGULATION VI – PITCHERS: (Excerpts are provided below ... Managers/Coaches are responsible for remaining in compliance with the entire Regulation as stated in the Little League Rulebook).

- a) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
- b) **[Pitch Counts]:** The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:
 - a. **League Age:**
 - 13-16:** 95 pitches per day – 50/70 ONLY
 - 11-12:** 85 pitches per day – Majors ONLY
 - 9-10:** 75 pitches per day
 - 7-8:** 50 pitches per day
 - 6 and under:** Not allowed to pitch

NOTE: For any 12-year-old playing Majors AND 50/70, the players respective teams’ managers MUST notify each other of respective pitch counts. Pitches are count per player overall, regardless of number of teams they participate.

Players playing up a division are still limited to their age-appropriate pitch count.

- b. EXCEPTION: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs [whichever condition occurs first]: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning or the game.
 - c. NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that calendar day.
 - d. Regulation VI-PITCHERS (a) Any player on a regular season team may pitch. EXCEPTION: Any Player, who plays the position of catcher in 4 or more innings in a game, is not eligible to pitch on that calendar day.
 - e. A pitcher who has pitched and been removed (as pitcher) from the game cannot re-enter the same game as a pitcher, regardless of whether the pitch count limit in Regulation VI has been met.
- c) **[Rest Requirements]:** Pitchers league age 14 and under must adhere to the following rest requirements:
- a. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest, days rest (see e. below), must be observed.
 - b. If a player pitches 51-65 pitches in a day, three (3) calendar days of rest, days rest must be observed.

- c. If a player pitches 36-50 pitches in a day, two (2) calendar days of rest, days rest must be observed.
 - d. If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
 - e. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest must be observed.
 - f. EXCEPTION: 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 occurs [whichever condition occurs first]: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning or 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.
 - g. A player may not pitch in more than one game in a calendar day
- e. **Substitutions:** When a player arrives late or departs early from a game during the regular season the scorekeeper should note it in the scorebook. In the Assessment Divisions, the scorekeeper should also place a check next to each player's name in the scorebook the first time they play an infield position (to include pitcher and catcher) to ensure that the "infield play" requirement is met. If a player has not played an infield position and is not in such a position in the fourth inning the Chief Umpire should be notified. During the season ending Major Baseball tournament, substitutions also must be tracked consistent WTLL rules.
- f. **Mandatory Play – Offense:** During the regular season, the batting order shall be such that every player is listed in a continuous order. This may not be changed once the game has started. Players may change positions on the field, but the batting order will remain the same. Players arriving late are placed in the last position in the original batting order. If a player leaves a game early (for any reason) his spot is skipped over in the lineup. It is not an automatic out.
- g. **Pregame Infield Practice:** Assuming that time permits (all games should start on time).
- i. The Visiting team is entitled to take 5 minutes of infield practice (infield only) commencing 15 minutes prior to the scheduled start time.
 - ii. The Home team is entitled to take 5 minutes of infield practice (infield only) commencing 10 minutes prior to the scheduled start time.
- NOTE: During a team's infield practice, the other team should remain in the dugout or on its half of the outfield.
- h. **Mandatory Play – Defense:** During the regular season, players shall not sit on the bench for more than one (1) consecutive inning and not more than a total of two (2) innings in a regulation game. Players must not sit out consecutive innings during any "extra innings".

In addition, players must play an infield position (P, C, 1B, 2B, SS, 3B) for at least one full official defensive inning (3 outs, or 5 runs if stated within division rules). Infield play requirement must be fulfilled within the first 4 innings.

Defensive mandatory play rules stated above can be waived if a player arrives less than 15 minutes prior to the start of the game -OR- leaves prior to the commencement of the 4th Inning. In these situations, a player must not sit on the bench for more than one consecutive inning. NOTE: A player who is absent for part of an inning is considered absent for the full inning. Absences will not be considered as an inning on the bench.

- i. **Defense Positioning:** At the beginning of each pitch, infield positioning must include two (2) position players stationed to the left of 2nd Base, and two (2) position players stationed to the right of 2nd Base. Three (3) outfielders must remain in outfield grass. Pitcher and Catcher need to be at their respective positions, as well. After the pitch leaves the pitcher's hand, players can freely move around the field. Defensive players must keep clear of their base and base path unless in possession of the ball and making a play.
- j. **Incomplete Games:** Games started, but do not complete the regulation number of innings for any reason (rain, darkness, etc) will be resumed on the date of the next scheduled game between the two teams. The resumed game will be played prior to the regularly scheduled game (if one exists) and will only play the minimum number of innings
- k. **Hard Stop / No New Inning:** If *Hard Stop -OR- No New Inning* time (see respective Division Rules) is reached before an inning is completed, the score reverts back to the last completed inning. All pitches thrown, and innings pitched will be counted even if a game score reverts to the previous inning. NOTE: If Home Team is ahead or takes the lead after the visitors "at-bat" in the final inning, the inning is considered complete and the game is over.

Hard Stop is defined as stop play and clear the field/dugouts immediately. It does not mean finish the inning.

- l. **Ties:** Regular season games can end in a tie and will be counted as such in the standings.
- m. **Forfeits:** Team will be able to play a game with eight (8) players during the regular season. If fewer than eight (8) players are available at ANY time during the game, then the game will be ruled a forfeit.
 - i. Should the corresponding managers agree, a game may be played as an "exhibition" game with less than eight (8) players. In this case, players may be borrowed from the opposing team as necessary to field a team. The forfeit remains in effect for the team with less than eight (8) players, even if an "exhibition" game is played.
 - ii. Teams will not be able to forfeit during Playoff Round Robin. Should a team not be able to field their respective team, Managers must work with WTLL Board member in charge of scheduling to reschedule said Round Robin game. Should a team not have enough players for an Elimination game, the team must take a Forfeit AND replacement players will be called upon to allow a final game to be played. This is to continue to ensure appropriate pitching requirements are even throughout all teams during this Elimination competition.
- n. **Managers/Coaches in Dugout:** Each dugout may contain one manager and two coaches that have been board approved and are on the roster. Each team may have additional assistant coaches that are board approved. If the primary manager/coach is not available, an assistant may fill in. On Offense, two coaches are allowed on the field of play within base coaching boxes. On Defense, one coach is allowed on a bucket by the dugout, others must be in the dugout or off the field of play. Exception in Farm division, an additional coach is allowed on the field of play (foul territory) to help position players.
- o. **No Coaching from the Stands, etc.:** Managers, Coaches and parents are not allowed to coach from the stands, coach from the sidelines, or stand behind home plate. Rookie and T-Ball Managers/ Coaches are allowed on the field during play.
- p. **Do Not Leave Playing Field/Dugout without Umpire Permission:** Managers, coaches, and/or players are only allowed to leave the playing field and/or dugout with an umpire's permission during a game. That individual must return as quickly as possible and is prohibited from mingling in the stands or with spectators. Only players listed on the team roster are permitted in the dugout. Note: No player shall be

served at the snack bar during the time the player's team is playing. The player may be removed from the game for this offense (at the umpire's discretion).

9. PLAYOFFS (See *WTLL Playoff Rules Addendum*)

- a. A season-ending tournament will be held at the end of the season within "Assessment Divisions" (Farm, Minor & Major). All teams in the division will participate. Tournament will consist of Pool Play, following by Elimination Round.

WTLL MAJOR DIVISION (REGULAR SEASON)

Little League rules of the current year will prevail with the exception to the following:

1. Game Length

- a. **Regulation Number of Innings:** Game is considered complete, and count towards official standings after 4 Innings (3 ½ innings, if home team is winning).
- b. **Hard Stop Time:** 2:00 after scheduled start time. Should a game start late, the Hard Stop time is still 2 hours from scheduled start time.
- c. **No New Inning:** After 1:45 after scheduled start time. Should a game start late, no new inning will start after 1 hour 45 mins from scheduled start time.

2. Run Rule

- a. There is no maximum run rule in the Major division

3. Mercy Rule

- a. 12 run lead after 4 innings, or 8-run lead after 5-innings, the game is officially over. Should both coaches decide to continue playing, the winning team at time of Mercy is declared the official winner. Remaining innings played still follow standing rules, including pitch counts & required rest remaining in effect.

4. Pitching/Defense

- a. **Pitching Distance:** The pitching rubber shall be set at forty-six (46) feet from the back of home plate
- b. **Pitch Counts/Rest Day/Rules** – See League Standing Rules (Section 7: Gameplay – Assessment Divisions)
- c. **Intentional Walks:** No intentional walks are allowed during Regular Season
- d. **Three (3) Hit Batters / Automatic Removal:** Three (3) hit batters by individual pitcher within a single game is automatic removal of pitcher
- e. **Obstruction:** Unless attempting to field a ball, fielders without possession of the ball must provide a clear path for the runners within the baselines. Any fielder deemed blocking a runner's forward momentum without possession of the ball will receive one overall warning to the team, with the next team infraction resulting in ejection of the fielder causing the second infraction.
- f. Managers are STRONGLY encouraged to allow players to pitch at least one inning if they want to pitch. WTLL will not "force" a player to pitch who does not want to.

5. Batting/Running

- a. Only USA Little League approved bats can be used.
- b. Keep one foot in batter's box at all times during an at bat, unless a timeout is called (refer to Green Book).
- c. Runner can't leave base until pitched ball crosses plate or pitch is hit.
- d. Stealing allowed – ALL Bases
- e. No advancing to any base when the Pitcher has the ball on the rubber and the Catcher is in position to receive the pitch.
- f. "No Dancing" while baserunner is at third base. Once the runner makes a movement to return to third base, they have given themselves up and forgo ability to advance; unless there is an overthrow back to the pitcher, at which time the runner may advance at their own risk.
- g. Infield Fly Rule in effect.
- h. Bunting is allowed in Major division. No "slash" bunting is permitted ever – defined as, when batter pulls back a bunt, and swings normal.
- i. Runners Interference: Should a runner interfere with a fielder's attempt to field the ball within the baseline, the runner will be called out.
- j. Runner must slide or veer to avoid contact when a defensive player is in **possession of, or attempting to catch**, the ball while in proper defensive position, or the runner is out. A runner who willfully and/or

dangerously collides with a defensive player without a reasonable attempt to avoid the collision will be ejected from the game.

- k. **A “courtesy runner” for the Catcher is mandatory with 2 outs. If, when the batting team reaches 2 outs, the batting teams’ catcher (for the following ½ inning) is on base, it is mandatory that the “last player to make an out” be used as a pinch-runner (free substitution) in an effort to speed up game play by allowing the catcher time to get ready for the next defensive inning. This will ONLY be used in regular season, not for pool-play or season-ending tournament.**

6. **Dropped 3rd Strike**

- a. On a third strike, the catcher must catch the pitch, or the batter may attempt to advance to 1st base. If the ball is dropped or passes by the catcher, the ball is considered “live”.
- b. The catcher must tag or throw out the runner if first base is open.
- c. If there is less than 2 outs and first base is occupied the batter is out. The runner can run at their own risk but must be tagged.
- d. With two outs, all runners in a force play must run and the catcher can choose the base to make the play.
- e. If the batter doesn’t realize a dropped 3rd strike has occurred and leaves the batter’s box towards their dugout, he/she shall be called out. This is a judgement call by the on-field umpire as to when he/she has ceased being a potential runner by being out of the baseline.

WTLL MINOR DIVISION (REGULAR SEASON)

Little League rules of the current year will prevail with the exception to the following:

1. Game Length

- a. **Regulation Number of Innings:** Game is considered complete, and count towards official standings after 4 Innings (3 ½ innings, if home team is winning).
- b. **Hard Stop Time:** 2:00 after scheduled start time. Should a game start late, the Hard Stop time is still 2 hours from scheduled start time.
- c. **No New Inning:** After 1:45 after scheduled start time. Should a game start late, no new inning will start after 1 hour 45 mins from scheduled start time.

2. Run Rule

- a. An offensive team's half of the inning is complete once they have recorded three (3) outs or they have scored five (5) runs. Five (5) run maximum per inning batting. There will be no "Open Innings", where a team batting can score more than 5 runs in a given inning. EXCEPTION: All runs over 5 count if scored on an over-the-fence Home Run.

3. Mercy Rule

- a. No mercy rule during the regular season

4. Pitching/Defense

- a. **Pitching Distance:** The pitching rubber shall be set at forty-six (46) feet from the back of home plate.
- b. **Pitch Counts/Rest Day/Rules** – See League Standing Rules (Section 7: Gameplay – Assessment Divisions)
 - i. **NOTE:** 11-year-olds will utilize the 9- & 10-year-old pitch count restriction of 75 pitches per day. 12-year-olds are not permitted to pitch in Minor, per Little League Baseball (LLB) rules.
- c. **Intentional Walks:** No intentional walks are allowed during Regular Season.
- d. **Three (3) Hit Batters / Automatic Removal:** Three (3) hit batters by individual pitcher within a single game is automatic removal of pitcher.
- e. **Obstruction:** Unless attempting to field a ball, fielders without possession of the ball must provide a clear path for the runners within the baselines. Any fielder deemed blocking a runner's forward momentum without possession of the ball will receive one overall warning to the team, with the next team infraction resulting in ejection of the fielder causing the second infraction.
- f. Managers are STRONGLY encouraged to allow players to pitch at least one inning if they want to pitch. WTLL will not "force" a player to pitch who does not want to.

5. Batting/Running

- a. Only USA Little League approved bats can be used.
- b. Runner can't leave base until pitched ball crosses plate or pitch is hit.
- c. Stealing allowed – ALL Bases.
- d. No advancing to any base when the Pitcher has the ball on the rubber and the Catcher is in position to receive the pitch.
- e. "No Dancing" while baserunner is at third base. Once the runner makes a movement to return to third base, they have given themselves up and forgo ability to advance; unless there is an overthrow back to the pitcher, at which time the runner may advance at their own risk.
- f. Infield Fly Rule in effect.
- f. Bunting is allowed in Minor division. No "slash" bunting is permitted ever – defined as, when batter pulls back a bunt, and swings normal.
- g. Runners Interference: Should a runner interfere with a fielder's attempt to field the ball within the baseline, the runner will be called out.

- g. Runner must slide or veer to avoid contact when a defensive player is in **possession of, or attempting to catch**, the ball while in proper defensive position, or the runner is out. A runner who willfully and/or dangerously collides with a defensive player without a reasonable attempt to avoid the collision will be ejected from the game.
- h. **A “courtesy runner” for the Catcher is mandatory with 2 outs. If, when the batting team reaches 2 outs, the batting teams’ catcher (for the following ½ inning) is on base, it is mandatory that the “last player to make an out” be used as a pinch-runner (free substitution) in an effort to speed up game play by allowing the catcher time to get ready for the next defensive inning. This will ONLY be used in regular season, not for pool-play or season-ending tournament.**

6. Dropped 3rd Strike

- a. The dropped 3rd Strike Rule does not apply in Minor Division games

WTLL FARM DIVISION (REGULAR SEASON)

Little League rules of the current year will prevail with the exception to the following:

1. Game Length

- a. **Regulation Number of Innings:** Game is considered complete, and count towards official standings after 4 Innings (3 ½ innings, if Home team is winning).
- b. **Hard Stop Time:** 1:45 after scheduled start time. Should a game start late, the Hard Stop time is still 2 hours from scheduled start time.
- c. **No New Inning:** After 1:30 after scheduled start time. Should a game start late, no new inning will start after 1 hour 30 mins from scheduled start time.

2. **First-Base:** For safety purposes, a double base must be used at 1st Base.

3. Run Rule

- a. An offensive team's half of the inning is complete once they have recorded three (3) outs or they have scored five (5) runs. Five (5) run maximum per inning batting. There will be no "Open Innings", where a team batting can score more than 5 runs in a given inning. EXCEPTION: All runs over 5 count if scored on an over-the-fence Home Run.

4. Mercy Rule

- a. No mercy rule in the Farm division

5. Pitching/Defense

- a. **"Kid Pitch (No Walks)"** (aka "Spring Training") will be in effect to **begin the regular season. We may elect to move to "Full Kid Pitch" towards the end of the season, pending discussion with Farm Managers on readiness.** Should a pitcher throw 4 called balls, before the batter hits the ball in fair territory or strikes out; a league approved manager/coach of the offensive team, will pitch to complete the at-bat, until the batter hits the ball fair or strikes out. Batter cannot "walk" during coach pitch portion of the at-bat.
- b. **Pitching Distance:** The pitching rubber shall be set at forty-one (41) feet from the back of home plate
- c. **Pitch Counts/Rest Day/Rules** – See League Standing Rules (Section 7: Gameplay – Assessment Divisions)
 - i. **NOTE:** 9-year-olds are not permitted to pitch in Farm
- d. **Intentional Walks:** No intentional walks are allowed during Regular Season
- e. **Three (3) Hit Batters / Automatic Removal:** Three (3) hit batters by individual pitcher within a single game is automatic removal of pitcher
- f. **Obstruction:** Unless attempting to field a ball, fielders without possession of the ball must provide a clear path for the runners within the baselines. Any fielder deemed blocking a runner's forward momentum without possession of the ball will receive one overall warning to the team, with the next team infraction resulting in ejection of the fielder causing the second infraction.
- g. All "coach pitch" shall be pitched overhand from one knee at the front edge of the mound, at a similar (no less than) velocity to that of the "Kid Pitch" in an attempt to most closely mirror the angle and velocity of the player/pitcher.
- h. All Farm players are required to pitch 1 inning during the course of the season.
- i. Opposing team (Batting team) dugout needs to quiet down once the pitcher has the ball and is standing on the pitcher's plate. This is to allow the defensive coach an opportunity to coach from foul territory, in positioning/calling attention to players in field &/or providing pitching instruction/tips.

6. Batting/Running

- a. Only USA Little League approved bats can be used
- b. Runner can't leave base until pitched ball crosses plate or pitch is hit

- c. Prior to a defensive fielder fielding the ball and attempting to throw, runners may advance as many bases as they want when they hit a fair ball off a “kid pitch”. Runners may only advance one base at a time on a fair ball hit off a “coach pitch”.
- d. Runners may only go one extra base on an overthrow from a defensive fielder (batters can not run all the way to 3rd or home on a single overthrow). Runners may advance an additional base on additional overthrows during the same play.
- e. Stealing Bases: No stealing of 2nd or 3rd base on any cleanly caught ball or any ball kept in front of the catcher, including balls in the dirt. Runner may steal 2nd or 3rd on a passed ball on the catcher. Pitch must go behind the catcher in order for the runner to advance. Maximum of 1 base per pitch.
NOTE: A runner cannot advance to the next base on any overthrow in attempt to catch the runner stealing. A runner can only advance a maximum of one (1) base per pitch & steal attempt.
- f. No advancing to any base when the Pitcher has the ball on the mound and is no longer actively continuing the play.
- g. Infield Fly Rule does not apply in Farm Division games
- h. Bunting: Bunting is allowed for instructional purposes during the regular season ONLY. No bunting is allowed during the Season Ending Tournament (Pool Play or Elimination Round). No “slash” bunting is permitted ever – defined as, when batter pulls back a bunt, and swings normal.
- h. Runners Interference: Should a runner interfere with a fielder’s attempt to field the ball within the baseline, the runner will be called out.
- i. Runner must slide or veer to avoid contact when a defensive player is in **possession of, or attempting to catch**, the ball while in proper defensive position, or the runner is out. A runner who willfully and/or dangerously collides with a defensive player without a reasonable attempt to avoid the collision will be ejected from the game.
- j. **A “courtesy runner” for the Catcher is mandatory with 2 outs. If, when the batting team reaches 2 outs, the batting teams’ catcher (for the following ½ inning) is on base, it is mandatory that the “last player to make an out” be used as a pinch-runner (free substitution) in an effort to speed up game play by allowing the catcher time to get ready for the next defensive inning. This will ONLY be used in regular season, not for pool-play or season-ending tournament.**

WTLL ROOKIE DIVISION

Little League rules of the current year will prevail with the exception to the following:

1. Game Length

- a. **"No New" Inning: 1:00 after scheduled start time. No new inning should start after 1:00 hour, but the inning must be completed so that both teams have an equal number of at-bats.**
- b. **Hard Stop Time:** 1:30 after scheduled start time. Should a game start late, the Hard Stop time is still 1 hour 30 mins from scheduled start time.
- c. If another game is scheduled to be played on the field, the current game will have a "hard stop" of fifteen (15) minutes prior to the starting time of the next game. This hard stop will take precedence over the 1:30 time limit, if necessary.
- d. **Ending Games Early:** If managers of both teams feel it's best to end a game early, due to whatever reason (i.e. – attention spans weaning), they can end a game at any time – as long as all players on both teams have had the same number of at-bats.

2. Only Board approved Managers and Coaches are allowed on the field during play. At least one (1) approved Manager or Coach MUST be in the dugout.

3. Managers and Coaches will handle all Umpiring from their respective positions on the field during play.

4. **First-Base:** For safety purposes, a double base must be used at 1st Base.

5. Run Rule & Mercy Rule

- a. Score is NOT kept in this Division; therefore, the five (5) Run Rule and Mercy Rule do not apply. There is no Run Rule in Rookie Division.

6. Pitching

- a. **START OF SEASON:** For the first approx. 3 games/weekends, ROOKIE division will use the "blue arm" pitching machine in lieu of "coach pitch" to better simulate hittable kid pitches. After approx. 3 games/weekends, the Board will obtain feedback from Managers to then decide whether to continue with the "blue arm" or to move to "coach pitch." For either "blue arm" or "coach pitch" the process will remain the same. The offensive Manager or Coach shall pitch (or operate the blue arm) to his/her own team. Each batter shall receive a maximum of five (5) pitches, except as noted below. If the batter has not hit the ball in play after the 5th pitch*, the batter will have three attempts to put the ball in play off a tee**.
 - i. *If the 5th pitch results in a foul ball, the batter will receive one additional "coach pitch". Subsequent foul balls will continue to extend the at-bat by one pitch.
 - ii. **If the ball is not put in play after three attempts off the tee, the player shall return to the dugout and an out shall be recorded.
- b. Balls and strikes will not be kept.
- c. Walks are not allowed.
- d. Any batter struck by a pitched ball from his/her own Manager or Coach, will NOT be awarded first base, instead, a "No Pitch" will be called.
- e. All "coach pitch" shall be pitched overhand from one knee at the front edge of the mound, at a similar (no less than) velocity to that of the "Kid Pitch" in an attempt to most closely mirror the angle and velocity of the player/pitcher.

7. Batting/Running

- a. Only USA Little League approved bats can be used
- b. The batting order shall be such that every player is listed in a continuous order. This may not be changed once the game has started. Players may change positions on the field, but the batting order will remain the same. Players arriving late are placed in the last position in the original batting order. If a player leaves a game early, his/her spot will be skipped over in the lineup, BUT it is NOT an automatic out.

- c. Runners may only advance one base at a time per hit. Last batter in the lineup is to run around all bases, clearing the bases – hitting a “home run”.
 - d. **Outs:** “Outs” will begin to be enforced on the 6th game of the ten game season in Rookie Division games. Runners should return to the dugout upon making an “out”, however, the inning will not turn over after 3 outs. Each inning, teams will bat their entire roster/lineup. Should 3 outs be made before the entire lineup bats, the offensive team MUST clear the bases before the next batter.
 - e. **Stealing Bases:** No stealing within Rookie Division games
 - f. **Advancement on Bases:** Limited to one base per at-bat.
 - i. Ball hit into the outfield grass (either in the air or the ground), the batter and any runners on base may continue to advance until the ball is thrown back towards the infield. The batter and runners can only advance to the next base from the point of the throw. For example, a batter that has already passed 1st Base could continue to 2nd Base but a batter that has failed to reach 1st Base would be held at 1st Base.
- NOTE: The throw from the outfield does not need to make it to the infield or be caught by an infielder. It simply needs to be fielded and thrown towards the infield.
- g. Infield Fly Rule does not apply in Rookie Division games
 - h. There will be NO base advancement of runners on overthrows.
 - i. Bunting is not allowed in Rookie Division games

8. Defense

- a. Teams must play with no less than 8 defensive players on the field (or “all available players” if less than 8) but may play their entire roster in the field, with no players sitting out, at coaches discretion.
- b. Teams must play with a catcher, pitcher and all infield positions (1B, 2B, SS, 3B) before placing players in the outfield.
- c. Players should be rotated to different defensive positions throughout the game and should play the infield at least every other inning.
- d. No player should sit one (1) inning on the bench, unless injured, when their team is in the field if subs are being used instead of a full roster. If more than 8 fielders, defense should put additional players in the outfield.
- e. Defensive team must wait until all baserunners clear the bases before fielders can run to the dugout to hit.

9. Dropped 3rd Strike

- a. The dropped 3rd Strike Rule does not apply in Rookie Division games

10. Playoffs

- a. Rookie Division will not have a season ending tournament. This Division shall be noncompetitive and have no concern to specific Division standings. At the end of the season, all players will receive a participation trophy.

WTLL T-BALL DIVISION

Little League rules of the current year will prevail with the exception to the following:

1. Game Length

- a. **Hard Stop Time:** 1:15 after scheduled start time. Should a game start late, the Hard Stop time is still 1 hour 15 mins from scheduled start time.
- b. If another game is scheduled to be played on the field, the current game will have a “hard stop” of fifteen (15) minutes prior to the starting time of the next game. This hard stop will take precedence over the 1:15 time limit, if necessary.
- c. **Ending Games Early:** If managers of both teams feel it’s best to end a game early, due to whatever reason (ie – drained attention spans), they can end a game at any time – as long as all players on both teams have had the same number of at-bats.

2. Only Board approved Managers and Coaches are allowed on the field during play. At least one (1) approved Manager or Coach MUST be in the dugout.

3. Managers and Coaches will handle all Umpiring from their respective positions on the field during play.

4. The distance between bases will be fifty (50) feet.

5. **First-Base:** For safety purposes, a double base must be used at 1st Base.

6. Run Rule & Mercy Rule

- a. Score is NOT kept in this Division; therefore, the five (5) Run Rule and Mercy Rule do not apply. There is no Run Rule in Rookie Division

7. Batting/Running

- a. All players should hit off the hitting tee.
 - i. During the last inning of each game ONLY, the player has the option to hit off a tee or receive a maximum of two (2) pitches from a coach under the following guidelines:
 1. Coaches must pitch overhand from one knee.
 - a. Coaches must determine which (if any) batters are ready for “coach pitch” and should not default to “coach pitch” for ALL batters.
 - b. Coach pitch must move swiftly to avoid loss of engagement for defensive players, there will no stopping to guide/coach once pitches start.
 2. If the batter has not hit the ball in play after the 2nd pitch, the batter will then have to utilize the tee.
 - a. If the 2nd pitch results in a foul ball, the batter will still be required to use the tee, there is a 2 pitch MAX regardless of outcome
- b. **Bats:** Only USA Little League approved Tee Ball bats can be used
- c. **Lineup:** The batting order shall be such that every player is listed in a continuous order. This may not be changed once the game has started. Players may change positions on the field, but the batting order will remain the same. Players arriving late are placed in the last position in the original batting order. If a player leaves a game early, his/her spot will be skipped over in the lineup, BUT it is NOT an automatic out.
- d. Runners may only advance one base at a time per hit. Last batter in the lineup is to run around all bases, clearing the bases – hitting a “home run”
- e. **Outs:** “Outs” will not be enforced during the season to allow runners the opportunity to get familiar with base running from base to base. Teams bat the entire roster/lineup each inning.
- f. **Stealing Bases:** No stealing within Tee Ball Division games
- g. **Advancement on Bases:** Limited to one base per at-bat.

- i. Ball hit into the outfield grass (either in the air or the ground), the batter and any runners on base may continue to advance until the ball is thrown back towards the infield. The batter and runners can only advance to the next base from the point of the throw. For example, a batter that has already passed 1st Base could continue to 2nd Base but a batter that has failed to reach 1st Base would be held at 1st Base.

NOTE: The throw from the outfield does not need to make it to the infield or be caught by an infielder. It simply needs to be fielded and thrown towards the infield.

- h. Infield Fly Rule does not apply in Tee Ball Division games
- i. Bunting is not allowed in Tee Ball Division games

8. Pitching

- a. There is no/limited pitching in Tee Ball. Please see Batting section for specifics.
- b. Balls and strikes will not be kept.
- c. Walks are not allowed.
- d. Any batter struck by a pitched ball from his/her own Manager or Coach, will NOT be awarded first base, instead, a "No Pitch" will be called.
- e. All "coach pitch" shall be pitched overhand from one knee.

9. Defense

- a. Teams may play with full rosters on the field each defensive inning.
- b. Teams must play with one (1) pitcher and all infield positions (1B, 2B, SS, 3B) before placing players in the outfield.
 - i. Coaches may elect to use two (2) pitchers defensively, rather than an additional outfielder.
- c. No player should play catcher within the Tee Ball division.
- d. Players should be rotated to different defensive positions throughout the game and should play the infield at least every other inning.
- e. No player should sit one (1) inning on the bench, unless injured, when their team is in the field. If more than 8 fielders, defense should put additional players in the outfield.
- f. Defensive team must wait until all baserunners clear the bases before fielders can run to the dugout to hit.

10. Dropped 3rd Strike

- a. The dropped 3rd Strike Rule does not apply in Tee Ball Division games

11. Playoffs

- a. Tee Ball Division will not have a season ending tournament. This Division shall be noncompetitive and have no concern to specific Division standings. At the end of the season, all players will receive a participation trophy.