

Revised April 1, 2026

Wayne County Rural League

2026 Baseball Rules

Pee Wee (8u)

Wayne County Rural League follows the IHSAA rules for baseball with the following modifications/additions. Any other rules are not valid or enforceable.

Rule 1 – Field & Equipment

Section 1 - Field

- Base lines will be 60'
- Pitching Rubber or chalk line will be 43' with 16' circle
- 15' Arc from home plate arching from 1st base foul line to 3rd base foul line
- Running Lane – 45' from first base to home and 3' wide

Section 2 – Baseballs

- NFHS/IHSAA approved baseballs
- Home team will provide 2-balls for every game (1 new &

1 used)



Section 3 – Bats

- Only requirement is having the manufactured USA Engraved/Stamped Logo on the bat
- No USSSA bats allowed – no double stamped bats
- Penalty for illegal bat
 - 1st Offense – Batter is automatically out with coach restricted to dugout and forfeit of 1st round game of tournament
 - Additional Offenses – Game is forfeited as well as disqualification from season ending tournament

Section 4 – Helmets

- Must be worn while on the field of play (batter's box, base runner, on deck circle)

Section 5 – Catcher's Equipment

- All teams must have a full set of equipment
 - Catcher's helmet with mask
 - Chest Protector
 - Shin Guards

Section 6 – Other Equipment

- Heart guard and face mask for pitcher position

Rule 2 – Players, Substitutes and Coaches

Section 1 – Players, Positions

- Age of player is determined by age on September 1st.
- Minimum of 7 players to start game
- 10 Players on the field - 4 outfielders – no rover
- All rostered players must play a minimum of 2 innings (6 outs) in the field
- All rostered players must bat in the lineup
- Pitcher position must start with both feet inside the 16' circle while the ball is pitched
- Rostered player must play in 50% of regular season games to participate in the tournament. (Scorebook will be used for confirmation)

Section 2 – Substituting

- Player(s) may be brought up from a lower division to bring a team to 10 players
 - Lower division commitment comes 1st – if game scheduled, player is not eligible to play up
 - Must be a registered player on a league team and on a roster in the community and have played at least 50% of the season
 - A substitute must bat at the end of the lineup.
 - Opposing coach must be notified at the start of game of move up player(s)
 - Permanent move up – league commissioner must be notified – player cannot return to lower division
 - Pull up player remains in the game if the player they are substituting for arrives for the game,
- No automatic out if a team is playing with a minimum of 9 players, less than 9 will be charged with an out for each missing player.

Section 3 – Injured/Ejected Player

- Ejected player will be an out when they come up in the batting order
- If a player is injured, they may re-enter the game
 - If injured player needs to seek medical attention and leaves the game, the injured player will be removed from the lineup and the team will not take an out.
 - If injured player does not need to seek medical attention, and they elect not to return to their next at bat, that will result in an out.

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Bleeding

- Injured player must be removed from game and cleaned up
- Open wounds must be covered
- Clothing with blood on it must be changed
- Once bleeding has stopped, player may re-enter the game, at umpire's discretion
- Game should be stopped for player to get ready

Section 4 – Coaching

- No swearing or obscene gestures at practice or games
- No smoking/vaping or chewing tobacco products on the field or in the dugout
 - Penalties
 - 1st offense – Warning
 - 2nd Offense - Automatic ejection from game and suspended from following game
 - 3rd offense – Banned from participation in any game function (i.e. scorekeeper)
- 2-minute time limit between innings for team to take the field
 - 1st offense- Warning
 - 2nd offense- Runner(Last out) is placed on second
 - 3rd offense- Coach removed from game
- Cannot Touch Base Runners while ball is in play
- Must be off the playing field and remain behind the fence or in the dugout while on defense
- Only base coaches allowed on playing field
- Adult Pitcher
 - No Walks
 - Strike out – 3 swings or 6 pitches, except on foul ball
 - 6th pitch foul – batter receives another pitch
 - 6th pitch hits pitcher - dead ball and batter receives another pitch
 - Pitch called “No Pitch” – dead ball
 - Pitcher must have both feet in the circle
 - Picks up bat after contact has been made and move to foul territory

Rule 3 – Starting and Ending Game

Section 1 – Games

- 6 inning game
- 6 run limit per inning/per team
- 90-minute time limit (regular season and tourney)
- All tournament games will be played to completion, with run rule.
- Umpire must be on the field
- All regular season games must be played

Section 2 – Starting a Game

- 15-minute grace period is allowed before game is called a forfeit.

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- No communication of game cancellation by home team to visitor, will result in home team forfeit.
- Umpire and head coaches have a plate meeting to discuss ground rules and answer questions.

Section 3 – Ending a Game

- Time limit is reached
- Mercy Rule:
 - Up 13 at end of 3 ½ (home team) or 4 innings
 - Up 7 at end of 4 ½ (home team) or 5 innings
- Game is tied at end of 6 innings – umpire’s discretion to continue or call due to darkness
 - If called due to darkness – reschedule at earliest convenient time to complete (games restarts with new ball/strike count and point in inning where game was postponed)
 - Player missing from rescheduled game, will be an automatic out.
- 15-minute warning is to be given prior to time limit expiring
- Upon reaching time limit – current inning is to be completed

Rule 4 – Suspension of Play

- When thunder is heard or lightning in any form (cloud-to-cloud, cloud-to-ground, etc.) is seen, which means that the thunderstorm is close enough to strike your location with lightning, play will be suspended.
- Once play has been suspended, resumption of play, if warranted, should not occur until at least 30 minutes has passed since the last thunder was heard or last flash of lightning was witnessed.
- 15 minutes pass and there is another delay, restarting the 30 minutes, game will be called complete or rescheduled.
- Games cancelled due to rain or the above conditions
 - Less than 4 innings completed – game starts over
 - 3 ½ innings completed; home team is ahead in the game; game is considered complete
 - 4 or more completed innings (top of the 5th or more) will be considered a completed game

Rule 5 – Batter & Defense

Section 1 – Fair vs Foul

- Ball inside the 15’ arc – Foul
- Ball touched by fielder and then lands in 15’ arc – Fair
- Ball hits beyond 15’ arc then rolls back inside 15’ arc – Foul

Ball stops on 15’ arc line – Fair

- Section 2 – Defense
- No infield fly rule
- Infielders play even or behind baselines at the start of the pitch.(back of baseline is the back side of bag)
- First baseman can play no more than 5 normal steps in front of runner when 1st base is occupied
- Play is over when the lead runner has stopped, and infield has possession of the ball

Rule 6 – Batter- Runner and Runner

- Base runners CANNOT steal or leadoff
- Base runners are allowed to leave the base upon contact of ball by the batter
- Base runner leaving prior to contact by batter
 - First Offense – team warning – if ball has been hit, runners return to bases and pitch is not counted
 - Second Offense – immediate out of runner and other runners return to previous base. Pitch is not counted
- Thrown Bat
 - 1st Offense – batter is warned and play stands
 - 2nd Offense – batter is out. All runners return to original base
 - Warning is per batter not per team
 - Umpire determines bat was thrown in anger, player may be ejected without warning
- Sliding
 - Avoid contact with fielder that has the ball
 - Runner will not be called out simply by not sliding but called on basis of intentional contact being made.
 - No headfirst slides, or runner will be called out.
 - Dive back to bases are allowed
- Any contact involved with play; runner with malicious intent will be out.
 - If incident occurs; both coaches and umpire must meet to make determination of malicious intent, if this cannot be agreed upon the commissioner will be involved in solving the matter

Rule 7 – Scoring and Record Keeping

- All teams must keep score.
- Home team scorebook is the official book of the game.
- All regular season games must be played prior to the tournament

Rule 8 – Umpiring

- Umpires DO NOT need to be patched
- Umpires control games
 - If a coach argues a call in a disrespectful manner – warning will be given, and coach is restricted to the bench
 - If a 2nd warning is given, the coach will be ejected
 - Upon 2nd warning, commissioners will be notified, and a verbal warning will be given

If conduct is repeated after above verbal warning, commissioners will determine if the coach may return in the future.

Rule 9 – Others specific to WCRL

- Games need rescheduled, but not necessarily played, within 7 days
- Games will not be postponed if a team is short players
- Games scheduled that conflict with school affiliated events can be rescheduled.
- All other reschedules must be approved by the commissioners of that community.
- End of season tournament
 - List of approved subs must be submitted to WCRL Board by noon, 2 days prior to the tournament start date.
 - If an illegal player (not on approved list) is playing, team will be disqualified.
 - If there are more than 4 players on a team registered with an organization such as USSSA(travel ball), or equivalent organization they will not be eligible for tourney/trophies.
 - A team playing outside of the WCRL season (March 17th - November 1st) will not be eligible for tourney/trophies
 - If a coach is thrown out of a tourney game (not championship game) the coach is removed from that game, and suspended from the next game.
 - If removed from the tourney championship game, they must pay \$300 fine (\$150 will go to the hosting community, \$150 will go to WCRL funds).
 - All tournament games will be played to completion (ie. Time limit or run rule)

Rule 10 – Zero Tolerance

No tolerance is defined as any action including but not limited to swearing, arguing, fighting, heckling, threatening, acting out or not following the rules in any way.

Coaches may discuss a call within a controlled and respectful manner only. Prior to the start of every game the umpire will notify the coaches of this rule and the coach is responsible for his/her team and their fans. An announcement will also be made by the umpire to the crowd before the start of the game.

The umpire or commissioner has the authority to remove the violator

Commissioner can over-rule the umpire decision on a case by case basis

Consequences of violation:

- Coach or Player – 1 game suspension (next scheduled game)
- Spectator(s) – Anyone causing a disturbance with umpires or coaches will be asked to leave the property of the ball diamond. If they refuse to leave, their team will forfeit the game. If offending spectator is a parent/guardian, they will be removed from the game and commissioners will be notified. The player will not be ejected from the game. If the same parent repeatedly causes issues, they will be banned from all WCRL properties for one year.

An ejected person has the right to dispute the suspension by contacting their league's commissioner.

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