

# **West Bend Little League**

## **Midwest League**

### **2023 By Laws (In accordance with Little League operating manual)**

#### **Section 1 - Midwest League Outline**

1. The Midwest League consists of teams with no more than 13 players per team. All players will be of league age 8 or 9 or 10 years old, with no draft restrictions other than those prescribed by Little League Baseball, Inc.
2. All players under the league age (8 years old or younger) will be required to place in the top 50% at their preseason try-out (based upon 9 and 10 year old scores only) to be able to participate in the Midwest League. Exceptions could be made for siblings and 7 year olds pending board approval.
3. At the conclusion of each season all the Midwest League teams will cease to exist. As such, any returning 7-9 year old players will need to try-out and be re-drafted the following season for Midwest League play.
4. All teams in the Midwest League will qualify for the season ending tournament held in early July. Season records will determine seeding.

#### **Section 2 - Midwest League playing rules**

1. The manager of each Midwest League team agrees that a minimum of 2 practices a week will be scheduled. The manager of each Midwest League team agrees that a maximum of 5 practices a week can be scheduled. The manager of each Midwest League team agrees that each player can be required to attend a maximum of 2 practices a week.
2. The manager of each Midwest League team agrees that after a player has attended 2 practices in any given week, additional excused absences from practice will not result in any game time penalty.
3. The manager of each Midwest League team agrees to use a full team roster batting order. All players eligible and present will be placed in the batting line-up as the manager sees fit. If a player arrives after the start of the game, the player is inserted at the end of the batting order. The batting roster is NOT a frozen roster. It can change from game-to-game.

7. Each player will fulfill a minimum of 9 defensive outs each game. They do not need to be consecutive. If a game does not go six innings, those players not getting their minimum game play will be given special consideration by the coach for the next game.
8. If a player is not present at the start of a game and is recorded as absent in the scorebook, the manager does not have to enter the player in the game. If a player arrives late and is inserted into the lineup, the player must be inserted at the end of the batting order. Also, if a player has to leave early, the spot is just vacant – not an automatic out.
9. Games will be 6 innings with no new inning to start after 1 hour and 35 minutes. Tie games: If the game is tied at the end of 6 innings or at the end of regulation time limit, the game will continue by use of a “California” tie breaker system. Each team will begin their inning with 1 out and a runner on 2<sup>nd</sup> base (player that is scheduled to bat last in that inning). The game will continue this way until a winner is determined. If a game is scheduled after your game, the tie game should be either (1) moved to an open diamond provided umpires are available or (2) suspended and rescheduled to finish later. Only the director has the ability to call a game a tie.
10. Before the start of each game a manager from each team will meet with the umpires to go over ground rules, starting time, and ending time of the game.
11. There is a 10 run slaughter rule that is in effect after 4 innings are complete or if the home team is ahead by 10 after 3 ½ innings.
12. A team may only score 4 runs in their half inning. If a ball is put in play and there is an opportunity for more than the 4th run to score, the play will continue, but any run(s) after the 4th will not count. This will mark the end of the inning.
13. In the event of a rain-out, managers must notify the league director or league scheduler within 48 hours to schedule a make-up. Should a game be called prior to it becoming an official game, the game can be rescheduled at the discretion of the league director. This game will be resumed from the exact point of suspension.
14. Pitching rules will follow the Official Little League playing rules:
  - a. 9/10 years old - only 75 pitches per day
  - b. 7/8 years old - only 50 pitches per day

c. Rest requirements:

- i. 66 or more pitches in a day - 4 calendar days rest
- ii. 51-65 pitches - 3 calendar days rest
- iii. 36-50 pitches - 2 calendar days rest
- iv. 21-35 pitches - 1 calendar day rest
- v. 1-20 pitches - no rest

vi. A pitcher who reaches 40 pitches may complete the at bat and still maintain the ability to catch the remainder of the game. This is a threshold.

vii. Any player who has played the position of catcher in 3 or less innings during a game can then pitch, deliver up to 20 pitches and still be allowed to return to catch the remainder of the game. Note that the 20 pitch limit is subject to the threshold rule (see below).

viii. Threshold rule: If a player reaches a rest threshold during a batter, the pitcher will be allowed to finish the batter and then revert back to the closest pitch count threshold. If they continue to pitch past that batter, then the next highest day of rest plateau must be honored.

ix. A player may not pitch three consecutive days.

x. If a pitcher wears a long sleeved shirt under they uniform is must be a solid color and no lighter in color than medium gray (solid dark colors are recommended).

c. Opposing coach will track pitch count for opposing team's pitches. A team representative will sign off on EACH total. Each manager is responsible for the pitch count book.

d. After each game both coaches will e-mail the league director the pitch counts, including pitcher's name, age, whether or not he/she surpassed a threshold by finishing a batter, and how many calendar days rest player needs after that game. Example:

Name	Pitches	Finished Batter Y/N	Age	Days Rest
Jake L	57	N	10	3
Calvin K	38	Y	9	1

e. Maximum number of innings by a pitcher is two. One pitch in an inning counts as a full inning.

f. Each team must have 6 outs pitched by 9 year old pitchers (or younger) before the 4th inning is completed. This would include 7 and 8 year olds as well.

15. Base stealing will be allowed. Stealing of home will be allowed. However, you will only be able to successfully advance home ONCE per inning. This applies only on plays where a ball has not been put into play off a bat (non-batted ball plays only).
16. There is no leading off before the pitch is thrown. After the pitch crosses the plate the runner may steal or take a secondary lead. Once the ball is thrown back to the pitcher, he has secured the ball and is on the mound, the runner should return to the base.
17. Coaches should work with players to recognize when a runner on 3<sup>rd</sup> could possibly score on a passed ball. Batters should be taught to get out of the batter's box to avoid contact.
18. If there is a play at any base (but especially at home), the runner must avoid contact. This rule will be enforced per Little League International rules and left to the discretion of the umpiring crew.
19. Managers need to place emphasis on rotation of players through the infield and outfield positions.
20. A courtesy runner MUST be used for the catcher when there are two outs or when four (4) runs have already been scored in the inning to help keep games moving. The courtesy runner should be whoever made the last out. This courtesy runner can only be used in these situations.
21. The slash bunt is illegal. This is not to be confused with a drag bunt.  
The definition of a slash bunt is where the batter initiates a bunting stance, pulls off as the pitcher delivers the ball and then takes a full swing at the ball in an attempt to 'slash' the ball past a drawn infield. Once a batter initiates a bunt, he/she must either bunt or take the pitch. If the opinion of the umpire is that the batter is trying to perform a slash bunt, the umpire can call the player out. If this happens, the umpire is asked to consult with the league director for disciplinary action against the manager.
  - o Exaggerated fake bunting with the intent of distracting the pitcher or players is poor sportsmanship and will not be tolerated, if this does happen both benches will get a warning and the next time it happens an out will be issued. This is a bit of a subjective rule, but one that can be understood. A fake bunt on a 3 – 0 count is part of baseball and something pitchers need to learn how to handle. This rule is designed to promote proper sportsmanship.
22. Intentional Walks - At the start of a batter with a fresh count, a pitcher/coach may declare they want to intentionally walk the batter without throwing a pitch. Four pitches would be counted in the pitch count book for the walk.
23. No negative chatter is allowed at any point during games by players, members of the coaching staff or spectators.
24. No chanting by players, members of the coaching staff or spectators is allowed.

25. Speed of play - Batters are required to keep at least one foot in the box while taking signs. The penalty is a warning given by the umpire as a delay of game infraction. Subsequent infractions will result in a strike being called on the batter. There are going to be reasonable exceptions to this. This rule is to cover the normal pitch-catch-throw back to pitcher process in which there are no steals, passed balls or anything else going on to require the batter to vacate the box.

26. Only three outfielders will be allowed in the field at one time. The intent of this rule is to encourage and teach real baseball to children.

### **Section 3 - Midwest League draft by-laws**

Unless stated below in the West Bend Midwest League By-laws, the rules for the draft will be stated in the Little League Operating Manual.

1. There will be one manager's freeze and one coach's freeze provided they are related to the manager or coach. If a coach or manager has siblings they will be allowed to be frozen.
2. Players will be ranked at try-outs by members of the community and members of the West Bend Little League Board of Directors with a score.
3. Players ranking will be a composite score of all the judges.
4. Players will be placed on teams by ranking.
5. All trades MUST be approved by the Player Agent and League Director.

### **Section 4 - Midwest Playoff Tournament**

1. Teams will be seeded by their regular season record in their respective league.
2. If there are an odd number of teams the 1st seed will have a bye.
3. Pitching rules will carry over from the regular season.
4. Batting rules will carry over from the regular season
5. All games will adhere to the regular season time limits. Exception: There will be no time limit for the Championship Game.
6. Tournament is single elimination.
7. All teams make the playoffs.
8. Home team will be the team with the higher seed. In the championship game, where both teams could be identical seeds, a coin flip will be used to determine home team.