2025 Woodlawn Little League

Local Rules

All Divisions

Updated 25 March 2025

These rules are a supplement to the 2024 Little League Baseball Rulebook. Managers, Coaches, and Umpires are expected to know the regulations and the playing rules of the game. Direct any questions on rules and regulations to the Umpire-in-Chief, Carey E.L. McIntyre, at 305-450-4924 (text or voice) or carey@mvsports.org.

No one is authorized to adopt or agree, formally or informally, to any rule that contradicts the Little League Rulebook. These local rules address local playing conditions, declare those "local league option" rules that the Woodlawn Little League Board of Directors has elected to adopt, and highlight and clarify certain Little League rules. Any contradictions to 2024 Little League Baseball Rule Book found in these local rules are not valid. Always defer to the most recent Little League Rulebook. However, more restrictive local rules should usually be followed. These rules are WLL local rules and are not universal. Defer to the Little League Rulebook for interleague and tournaments.

Note: rules that are League Option are denoted with (League Option) or highlighted Yellow; rules sections that are local are highlighted in Blue to denote they may not be in the Little League Rule Book.

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1. General League Rules

1.1. Team Duties

- The Home Team shall:
  - Occupy the dugout on the first base side
  - Provide 2 new game balls
  - Prepare the field for play (drag, rake, line, and setup equipment)
  - Supply the official scorer
  - Batter's Box Requirements:
    - Majors and below: 3 feet wide by 6 feet deep
    - Juniors and above: 4 feet wide by 6 feet deep
    - Use appropriate template from main Woodlawn fields
- The Visiting Team shall:
  - Occupy the dugout on the third base side
  - Operate the scoreboard, (if applicable and interleague) (i.e. turn on the power, get console, validate operation)
  - Help with field preparation when needed

1.2. Uniform/Equipment Requirements

- Both teams must:
  - Bring all required equipment to game site
  - Ensure equipment is in proper condition
  - Verify equipment meets division-level requirements
  - Maintain sufficient ball supply during game
- All players must wear league-provided uniforms
- Medical alert bracelets/necklaces are allowed but must be taped
- Any jewelry worn by a player that poses harm to injury will be subject to removal. This rule applies regardless of the composition of such jewelry, hard cosmetic item, or hard decorative item. Hard items to control the hair, such as beads, are permitted.
- Sunglasses are permitted
- All male players must wear athletic supporters
- Catchers must wear full protective equipment including:
  - Catcher's helmet with dangling throat guard
  - Chest protector
  - Shin guards
  - Protective cup (male players)
- Metal cleats are only permitted in the Intermediate Division and above (Field 4)
- All bats must conform to Little League specifications and bear the USA Baseball marking, specifically:
  - Bat barrel diameter limits
  - Bats with dents/cracks before each game
  - NOCSAE-approved equipment

- All softball infielders must wear a protective mask

1.3. Practice Limitations

- Teams are limited to three (3) practices per week before the season
- During the season, teams are limited to two (2) practices per week
- No practice session shall exceed two (2) hours
- Sunday practices are not permitted

1.4. Continuous Batting Order (League Option)

- Continuous batting order mandatory for Tee Ball, AA, and AAA
- All eligible players present must be included in the batting order
- Players arriving after the game begins are added to the end of the batting order

1.5. Mound Visits

- Visit limits:
    - Per Inning: 2 visits
    - Per game: 3 visits (Majors Division and below), 4 visits (Intermediate Division and above)

1.6. Youth Umpire Protocol

- WLL will appoint adult Game Coordinator who:
    - Remains for entire game
    - Participates in pregame conference
    - Has authority to disqualify:
        - Players
        - Managers
        - Coaches

1.7. Makeup Games

- Must be scheduled within 2 weeks
- Priority to division leaders
- Tournament qualifying games first
- Regular season completion requirements

1.8. Game Cancellation Protocol

- Two-hour minimum notice required
- Notification sequence:
    - League administrator
    - Opposing manager
    - Umpire coordinator
    - Team parents
- Rescheduling timeline:

- 48 hours to propose new dates
- Agreement within 96 hours
- League assigns date if no agreement

1.9. Roster Management

- Roster additions deadline: 3 weeks before season end
- Required documentation:
  - Proof of age
  - Proof of residence
  - Medical release
- Replacement player protocol:
  - 24-hour notification period
  - Priority to waitlisted players
  - Board approval required

1.10. Disciplinary Procedures

- Purpose and Philosophy
  - To maintain the highest standards of conduct in all Little League activities
  - To deter inappropriate behavior through clear, consistent enforcement
  - To ensure positive experiences for all Little Leaguers
  - To uphold the values of teamwork, sportsmanship, and fair play
- Roles and Responsibilities
  - Managing and coaching positions are privileges that come with significant responsibility
  - The league maintains a zero tolerance policy for misconduct by managers and coaches
  - Managers are accountable for their own actions and those of their players and coaches
  - All managers and coaches must sign an acknowledgment of receipt of these procedures
- Disciplinary System
  - Three Strike Rule
    - First Offense: Verbal warning from League Board Members or their representatives
    - Second Offense: Meeting with Board; possible probation or suspension for a time period appropriate to the offense
    - Third Offense: Meeting with Board for possible removal or longer-term suspension
  - Progressive Discipline Options
    - Verbal warning
    - Written warning
    - Single-game suspension
    - Multiple-game suspension

        - Season expulsion
    - Special Provisions
        - The Board reserves the right to bypass the Three Strike Rule for serious offenses
        - Suspensions mean not attending games in any capacity (including as a spectator)
        - Special attention will be given to violations of:
            - Minimum playing time rules
            - Pitcher eligibility and rest requirements
- Prohibited Conduct
    - Inappropriate outbursts against league officials, umpires, managers, or coaches
    - Abusive language toward anyone involved with league activities
    - Physical or verbal gestures deemed inappropriate by league officials
    - Inappropriate conversations around children or that offend others
    - Violations of Local and Official Little League Rules
    - Physical or verbal threats against any individual involved in the league
    - Failure to comply with official league directives or schedules
- Automatic Ejection Offenses
    - Physical contact with officials, staff, and players
    - Deliberate equipment throwing
    - Profanity directed at officials
- Appeals Process
    - Written appeal must be submitted within 48 hours of disciplinary action
    - Hearing will be conducted within 7 days of appeal submission
    - Board decision is final

1.11. Suspended Game Procedures

- Resumption requirements:
    - Continue exact situation
    - Same lineup continuation
    - Pitch count carries over
- Player eligibility:
    - Originally absent players may play
    - Original players may not be removed
- Completion timeline:
    - Next available date
    - Priority over practice schedules
    - Must complete within 2 weeks

1.12. Scorekeeping Requirements

- Official scorer duties:
    - Complete game summary
    - Pitch count verification

    - Substitution tracking
    - Playing time verification
- Required documentation:
    - Official scoresheet
    - Pitch count log
    - Game incident report (if applicable)
- Submission timeline:
    - Digital photo of scoresheet within 2 hours
    - Physical scoresheet within 24 hours

1.13. Spectator Management

- Umpires do not eject spectators; WLL board members are responsible for handling spectators
- Conduct requirements:
    - Remain in designated viewing areas
    - No artificial noisemakers
    - Positive cheering only
    - No alcohol or tobacco products
    - No heckling of players/officials
- Violation consequences:
    - First offense: Verbal warning
    - Second offense: Required to leave facility
    - Third offense: Banned for remainder of season
    - Serious infractions: Immediate removal and season ban
    - Law enforcement contacted if necessary
- Appeals process:
    - Written appeal within 48 hours
    - Review by disciplinary committee
    - Hearing scheduled within 7 days
    - Committee decision final
    - One appeal per incident

2. Safety Requirements

2.1. Player Safety

- All batters must wear protective helmets
- Base runners must wear protective helmets
- No head-first slides (Majors and below)
- On-deck batters not permitted (except Intermediates and above)
- Catchers must wear helmet during warmup

2.2. Bat Throwing

- First offense: warning
- Second offense:
  - Ejection for unsafe conduct
  - Last out replaces on base
  - Not counted as batting out

2.3. Concussion Protocol

- Immediate removal from play if concussion suspected
- Written clearance from licensed healthcare provider required for return
- Return-to-play protocol must be provided by healthcare provider
- Parent/guardian must receive concussion information sheet

2.4. Heat Acclimatization

- Coaches should be prudent and acclimate their players to heat
- WLL will make day of determinations and communicate to teams when necessary
- First week of practice (days 1-5):
  - Maximum 1.5 hours per session
  - Equipment progression: helmets only (days 1-2), upper body protective gear added (days 3-4), full equipment (day 5)
- Second week:
  - Full practice duration allowed
  - Mandatory water breaks every 20 minutes
  - Modified practice schedule when heat index exceeds 95°F

2.5. Coach Certification Requirements

- At least one coach per team must have current certification in: first aid, CPR/AED, and concussion management
- Certification is required before the start of each season
- Annual safety training attendance mandatory

3. Game Day Operations

3.1. Pre-Game Activities

- Teams may take infield practice 20 minutes before game time
- Visiting team takes infield first (10 minutes)
- Home team takes infield second (10 minutes) (exception: Tee Ball and AA share field prior to start of the game)
- Field must be clear 5 minutes before game time
- Managers must exchange lineups at home plate meeting (exception: Tee Ball and AA)

- Check bases for safety
- Managers identify ineligible pitchers
- Validate first aid kit and AED availability

3.2. Dugout Rules

- Only players, managers, and two (2) coaches allowed in dugout
- One adult must remain in dugout at all times
- Players must remain in dugout when not playing
- Limit food in dugout; all remnants must be cleaned by occupying team
- Players must clean dugout after each game
- No bat boys/girls allowed
- No parents may enter once the game begins

3.3. Pitch Count Management

- Official counter designation:
  - Home team primary
  - Visiting team verification
- Recording requirements:
  - Pitch count posted each half-inning
  - Manager verification every two innings
  - Final counts signed by both managers
- If a player reaches their pitch count while facing a batter, they may continue to pitch until:
  - The batter reaches the base
  - The batter is retired
  - The third out is made to complete the half-inning
- Violation penalties:
  - First offense: Warning
  - Second offense: Manager suspension
  - Third offense: forfeit

4. Player Participation

4.1. Minimum Play Requirements

- Every player must play at least 6 consecutive defensive outs
- Every player must have at least 1 at-bat
- No player shall sit out 2 consecutive innings defensively
- Free defensive substitution is allowed (except pitcher) (League Option)

4.2. Late Arrivals/Early Departures

- Players arriving late added to bottom of batting order
- No penalty for players leaving early

- Manager must notify umpire and opposing manager

4.3. Players Needed to Start Game (League Option)

- Minimum of 8 players required to start game
- 15-minute grace period allowed
- Teams playing with eight players does NOT take an out in ninth position of the batting order

5. Baseball Division Rules

5.1. Tee Ball Division

5.1.1. Game Format

- Games are 3 innings or 1 hour, whichever comes first
- Complete roster bats each inning
- No score is kept
- All players play defensively each inning
- Last batter of inning runs all bases

5.1.2. Batting

- Ball must travel past 15-foot arc to be fair
- Maximum 5 attempts to hit from tee
- No strikeouts
- No bunting

5.1.3. Defense

- Up to 10 players on defense
- Infield positions limited to standard 6 positions
- Outfielders must stay on grass
- Defensive coaches allowed on field for instruction

5.2. AA Division (Coach Pitch)

5.2.1. Game Format

- Games are 6 innings or 1 hour 30 minutes
- 5 run maximum per inning
- Maximum 7 pitches from coach
- A tee may be brought out after 7 pitches with no hit; use Tee Ball attempt rules
- 10 run rule after 4 innings

5.2.2. Pitching

- Coaches pitch from a minimum distance of 40 feet from home plate; not to exceed 46 feet

- In the event of player pitching, player pitches from 42 feet (WLL does not currently have AA player pitch)
- Coach must pitch overhand
- No walks
- Hit by pitch advances to first base

5.2.3. Base Running

- No stealing
- No leading off
- No advance on overthrows and passed balls
- 1 base per hit unless ball reaches outfield
- 2 base advancement limit for outfield hits
- Must stay on base until ball is hit

5.2.4. Defense

- 10 players (4 outfielders)
- Free substitution (except pitcher)
- Outfielders must be positioned on grass
- Infield fly rule not in effect

5.3. AAA Division

5.3.1. Game Format

- Games are 6 innings or 1 hour and 45 minutes
- 5 run maximum per inning (Suspended for Final Inning)
- The umpire determines the final inning and announces it to both team managers
- 10 run rule after 4 innings
- Time limits drop to 1 hour 45 minutes for doubleheaders

5.3.2. Pitching

- Player pitches from 46 feet
- Pitch count limits per Little League rules:
  - Ages 11-12: 85 pitches per day
  - Ages 9-10: 75 pitches per day
- Must follow required rest periods
- No balks called

5.3.3. Base Running

- Stealing allowed once ball reaches batter
- No leading off
- Runner must avoid contact or slide

5.3.4. Defense

- 8 players minimum
- Must play minimum 4 innings in field
- Infield fly rule in effect
- Free substitution (except pitcher)

5.3.5. Batting

- Uncaught third strike rule not in effect
- No slash bunting
- Continuous batting order
- Bunting allowed

5.4. Majors Division

5.4.1. Game Format

- Games are 6 innings or 2 hours
- The umpire determines the final inning and announces it to both team managers
- No run limit per inning
- 10 run rule after 4 innings
- 15 run rule after 3 innings

5.4.2. Pitching

- Pitch from 46 feet
- Pitch count limits:
    - Ages 11-12: 85 pitches per day
    - Age 10: 75 pitches per day
- Must follow required rest periods
- Illegal Pitches (not Balks) are called

5.4.3. Base Running

- Stealing permitted after ball reaches batter
- Stealing home allowed
- No leading off
- Uncaught third strike rule in effect
- Must slide or avoid contact

5.4.4. Defense

- 8 players minimum
- Infield fly rule in effect
- Minimum 6 defensive outs per player
- No player sits twice until all sit once

5.5. Intermediate (50/70) Division

5.5.1. Game Format

- Games are 7 innings or 2 hours 15 minutes
- The umpire determines the final inning and announces it to both team managers
- No run limit per inning
- 10 run rule after 5 innings
- 15 run rule after 4 innings

5.5.2. Pitching

- Pitch from 50 feet
- Pitch count limits:
  - Ages 11-12: 85 pitches per day
  - Age 13: 95 pitches per day
- Same rest requirements as Majors
- Balks enforced without warning
- Pitcher may remain in game at another position

5.5.3. Base Running

- Lead offs allowed
- Stealing at any time
- Must slide or avoid contact
- Uncaught third strike in effect
- Head first slides permitted

5.5.4. Defense

- 9 players
- Regular baseball rules apply
- Free substitution except pitcher
- Minimum 6 defensive outs per player

5.6. Juniors Division

5.6.1. Game Format

- Games are 7 innings or 2 hours 15 minutes
- The umpire determines the final inning and announces it to both team managers
- No run limit per inning
- 10 run rule after 5 innings
- 15 run rule after 4 innings

5.6.2. Pitching

- Regulation 60 feet 6 inch pitching distance (may be shortened to 54 feet)
- Pitch count limits:
  - Ages 13-14: 95 pitches per day
- Same rest requirements as above divisions
- Balks enforced without warning
- No pitch limits in postgame tiebreaker

5.6.3. Base Running

- Regular baseball rules apply
- Lead offs allowed
- Stealing at any time
- Head first slides permitted
- Must slide or avoid contact

5.6.4. Defense

- 9 players
- Regular baseball rules apply
- Free substitution except pitcher
- Minimum 6 defensive outs per player

5.7. Seniors Division

5.7.1. Game Format

- Games are 7 innings or 2 hours 30 minutes
- The umpire determines the final inning and announces it to both team managers
- No run limit per inning
- 10 run rule after 5 innings
- 15 run rule after 4 innings

5.7.2. Pitching

- Regulation 60 feet 6 inch pitching distance
- Pitch count limits:
  - Ages 13-16: 95 pitches per day
- Same rest requirements as above divisions
- Balks enforced without warning
- No pitch limits in postgame tiebreaker

5.7.3. Base Running

- Regular baseball rules apply
- Lead offs allowed
- Stealing at any time

- Head first slides permitted
- Must slide or avoid contact

5.7.4. Defense

- 9 players
- Regular baseball rules apply
- Free substitution except pitcher
- Minimum 6 defensive outs per player

6. Softball Division Rules

6.1. 8U Coach Pitch Division

6.1.1. Game Format

- Games are 6 innings or 1 hour 15 minutes
- 5 run maximum per inning
- Complete inning if time expires
- No standings kept
- 10 run rule after 4 innings

6.1.2. Pitching

- Coach pitches from 30 feet
- Maximum 6 pitches per batter
- No walks
- No strikeouts on foul balls
- Player in pitcher position must have 1 foot in circle
- Coach pitcher must avoid interference

6.1.3. Base Running

- No stealing
- No leading off
- 1 base on overthrows
- Must stay on base until ball is hit
- No advance when ball is returned to pitcher's circle

6.1.4. Defense

- 10 players (4 outfielders)
- Free defensive substitution
- Outfielders must start on grass
- All players must play infield at least 1 inning
- Infield fly rule not in effect

6.2. 10U Minors Division

6.2.1. Game Format

- Games are 6 innings or 1 hour 30 minutes
- 5 run maximum per inning
- 10 run rule after 4 innings
- Time limits drop to 1 hour 15 minutes for doubleheaders

6.2.2. Pitching

- Player pitches from 35 feet
- No walks - coach finishes after 4 balls
- Maximum 3 hit batters per pitcher per game
- Pitcher may return to pitch once per game
- Five warmup pitches between innings

6.2.3. Base Running

- Stealing allowed once ball leaves pitcher's hand
- No stealing home
- No leading off
- 1 base on overthrows
- Must slide or avoid contact

6.2.4. Defense

- 9 players
- Must play minimum 2 innings in infield
- Infield fly rule not in effect
- Free substitution (except pitcher)

6.3. 12U Majors Division

6.3.1. Game Format

- Games are 6 innings or 1 hour 45 minutes
- 5 run maximum per inning except last inning
- 10 run rule after 4 innings
- 15 run rule after 3 innings

6.3.2. Pitching

- Player pitches from 40 feet
- No pitch count limits
- Three innings maximum per game
- Maximum 5 innings per week
- Five warmup pitches between innings

6.3.3. Base Running

- Stealing allowed after pitch leaves pitcher's hand
- Stealing home permitted
- No leading off
- Uncaught third strike in effect
- Must slide or avoid contact

6.3.4. Defense

- 9 players
- Infield fly rule in effect
- Minimum 6 defensive outs per player
- Free substitution (except pitcher)

6.4. 18U Juniors/Seniors Division

6.4.1. Game Format

- Games are 7 innings or 2 hours
- No run limit per inning
- 10 run rule after 5 innings
- 15 run rule after 4 innings

6.4.2. Pitching

- Player pitches from 43 feet
- No pitch count limits
- 4 innings maximum per game
- Maximum 7 innings per week
- 5 warmup pitches between innings

6.4.3. Base Running

- Regular softball rules apply
- Stealing allowed after pitch leaves pitcher's hand
- No leading off
- Uncaught third strike in effect
- Must slide or avoid contact

6.4.4. Defense

- 9 players
- Regular softball rules apply
- Free substitution (except pitcher)
- Minimum 6 defensive outs per player

6.4.5. Equipment

- Metal cleats permitted
- Double first base required
- Face masks required for all infielders
- Approved bats only (ASA/USA Softball certified)

7. Weather and Field Conditions

7.1. Lightning and Thunder

- Play must be suspended immediately when:
  - Lightning is visible
  - Thunder is heard
- 30-minute waiting period required after each instance
- Clock restarts with each new lightning/thunder occurrence
- Games called after 30 minutes of cumulative weather delay
- Umpire-in-Chief and/or Board Member makes final weather decisions

7.2. Field Conditions

- League officials determine field playability before games
- During games, home plate umpires have sole authority
- Standing water or muddy conditions are grounds for postponement
- Fields must be deemed safe for all players

7.3. Temperature Guidelines

- Below 40°F: Games postponed
- Heat Index Above 95°F: Additional water breaks required every 2 innings
- Heat Index Above 105°F: Games postponed
- Extra innings suspended in extreme conditions

8. Protests and Appeals

8.1. Valid Protests

- Protests accepted only for:
  - Rule interpretation
  - Player eligibility
  - Mandatory play requirements
- Judgment calls cannot be protested
- Must be filed before next pitch or play

8.2. Protest Procedure

- Protests are only permitted in Majors and above

1. Notify umpire before next pitch
2. Note protest in official scorebook
3. Submit written protest within 24 hours
4. Include $100 protest fee (refundable if upheld)
5. League committee rules within 7 days

8.3. Invalid Protests

- Judgment calls
- Balls and strikes
- Fair/foul
- Safe/out
- Missed bases (unless appeal play)

9. League Operations

9.1. Selection of Managers

- Must apply annually
- Background checks required
- Board approval need
- Must attend training sessions
- Skills assessment participation required

9.2. Draft Procedures

- Snake draft format
- Manager's children protected
- Siblings paired unless requested otherwise
- No trades after draft day
- Maximum 2 coaches' children protected

9.3. Schedule

- Regular season April through June
- Fall ball August through October
- Playoffs end by June 30
- All-Star selection by June 15
- Make-up games scheduled within 2 weeks

Additional Notes

Amendments

These rules may be amended by majority vote of the Board of Directors. Any changes will be communicated to all managers and posted on the league website.

Rule Conflicts

In case of conflict between these Local Rules and Official Little League Rules, Official Little League Rules shall take precedence.

Effective Date

These rules are effective as of January 1, 2025, and supersede all previous versions of Local Rules.

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Approved by Board of Directors

January 1, 2025

Woodlawn Little League