

Local League Rules for



Last amended January 11, 2023

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## Parent Code of Conduct

1. I pledge to get my child to practice and games on time.
2. I pledge to use positive encouragement to fill my child's emotional tank.
3. I pledge to reinforce the ELM Tree to Mastery with my child; E for Effort, L for Learning, and M for bouncing back from Mistakes.
4. I pledge to honor the game by showing respect to officials, managers, coaches, team parents, and players. If an official makes a mistake, I will honor the game and be silent.
5. I pledge to refrain from yelling instructions to my child. I will limit my comments to encouraging my child and other players.
6. I pledge to refrain from making negative comments about any participant of West Sacramento Little League.
7. I pledge to respect the West Sacramento Little League Board of Directors and present my opinions and criticisms to officers of the League in a constructive manner.
8. I pledge to always be mindful that as an adult, I am a role model to our youth, and I will behave accordingly.
9. Failure to abide by this Code of Conduct will result in consequences as deemed appropriate by the WSLI Board. Continued behavior contrary to the Code of Conduct could lead to suspension or expulsion from the league.
10. I will honor this Code of Conduct in my words and actions.
11. I understand that I must live within the West Sacramento Little League Boundaries, as defined on the West Sacramento Little League Website, to legally play for West Sacramento Little League. I understand that I must provide 3 proofs of residency and outlined in the Little League Rule book. Providing false information and / or the failure to be able to provide the required information will impact my child's ability to play in the league and disqualify him / her from any tournament eligibility.

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Name(s) of Child(ren)

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Date

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Parent/Guardian Name (Printed)

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Parent/Guardian Signature

## Specific League Rules and Policies

### Little League International Rules

West Sacramento Little League follows the most current rules provided by Little League International in addition to our local league rules as allowed by Little League International.

### Minimum Play

The minimum required play for all players is 6 defensive outs and 1 at bat. If a player's time is cut short due to unintentional circumstances, then their minimum playing time from the previous game must be made up at next game. They must start at the next game and they are to complete the previous games' minimum play first, then immediately play the current games minimum play in succession. Every player should get to play at least one-half of all the games in which they participate.

### Substitutions

*Rule 3.03 (Majors Division Only)* Regarding the governing substitutions and re-entry of starters. The rule prohibits the re-entry of starting players into the game until their substitute has completed one time at bat and has played defensively for six consecutive outs.

*Rule 4.04* – The batting order shall be followed throughout the game unless a player is substituted for another. However, a player may be entered and/or re-entered defensively in the game anytime provided the requirements of their mandatory play have been met.

### Batting Order

- The continuous batting order is mandatory for Minor League Divisions (AAA and Below)
- Minor League Division (AAA and below) when a child is injured, becomes ill, or is unable to continue playing for whatever reason, the batter will be skipped with no penalty for the missed batter as the missed batter cannot be substituted out.

### Tie Breaker Policy

The overall best record in each division will be the winner of the season for that division. In the event of a tie, the following process will apply in order:

Two-way tie:

- A single playoff game will be conducted to determine the division winner

Three-way tie +

- A single playoff game will be played between 2 teams to determine the division winner. Below is how those two teams will be decided:

- Round 1: # of runs allowed between the tied teams to be counted. The two teams with the least runs allowed among the tied teams will advance to a single playoff game to determine the division winner.
- Round 2: If # of runs allowed results in a tie, then # of runs scored among the teams tied for runs allowed will be counted. The team with the most runs scored against the other team will advance to a single playoff game to determine a division winner.
- Round 3: Single game playoff game to determine winner

*Example:*

*Team A, B, and C all have 6-4 records.*

*Round 1:*

*Team A, B, and C are tied for season record so we will count runs allowed against each other for the season.*

*Team A allowed 10 runs against teams B and C*

*Team B allowed 26 runs against Teams A and C*

*Team C allowed 26 runs against Teams A and B*

*Team A advances to the single game playoff round. Teams B and C move to tie breaker round 2.*

*Round 2:*

*Team B and C are tied for runs allowed so we will count runs scored against each other for the season.*

*Team B scored 15 runs against team C*

*Team C scored 14 runs against team B*

*Team C advances to the single game playoff round. Team C is awarded 3<sup>rd</sup> place for division.*

### Unsportsmanlike Conduct

Unsportsmanlike conduct is unacceptable. Any reports of this behavior will be investigated by the board of directors disciplinary committee and may lead disciplinary action.

Unsportsmanlike conduct includes, but is not limited to, the following:

- Violation of the player code of conduct
- Violation parent code of conduct
- Intentional delays of the game by managers, coaches, scorekeepers or players for purposes of running out the clock for advantage
- Using baseball equipment in a way that is not the intended use of said equipment with or without the intention to harm. (ex: Throwing a bat out of frustration)
- Verbal or Physical abuse or threats of umpires, coaches, players, parents, or volunteers

- Falsifying of documents
  - Pitch count
  - Misrepresenting information about a players age or eligibility

Rain out, Unsafe Playing Conditions, Suspended, and Make-up Games:

1. No game will start if the safety officer and/or president decide that the playing field is not considered a safe playing environment. The safety of every player is our number one priority.
2. No game will start in any type of rain, even light sprinkles. In this case, the game will be delayed for the maximum of 20 minutes. If the rain does not stop, then the game will be considered a "rain out" and rescheduled.
3. If a game has started and it begins to sprinkle lightly, the game will continue to be played under the following conditions:
  - The playing field is safe
  - There is no standing water at all on the playing field
  - The base paths and areas around the bases are safe for running
  - The pitcher's mound is safe from slippery conditions
  - The baseball is not being continually wiped due to water and/or mud, which could possibly cause unusually errant pitches or throws that may cause injury to the players
4. If it is determined that the game cannot be continued because of one of the conditions listed above or because it begins to rain consistently, then the game will be delayed for a maximum of 20 minutes up to a maximum of 2 times during the game. Once the 20 minutes, 2 times a game maximum has been exhausted, the game will be suspended due to rain and/or unsafe playing conditions.
5. After consulting with WSL's Safety Officer and Chief Umpire, only the President has the authority to cancel or suspend a game. If there is a conflict of interest for the Safety Officer and the Chief Umpire, the President will make the determination without the consultation. Once a game starts, the Chief Umpire has the authority to delegate his responsibility to the game umpires.
6. Make-Up Games: There is no requirement for making up games in the lower divisions (AA and below) however, if both managers desire to do so, then please work with the Coaching Coordinator to schedule any make up games.
7. Any rain out in the Majors or AAA division must be made up by the end of the season. the game must be made up at the first available date designated for make-up games as noted on the official league schedule. Games will be made up in the order that the rain-out occurred. No other considerations to the date of the make-up will be entertained. Please work with the Coaching Coordinator to schedule any make up games.

WSLL will notify managers of rainouts as soon as it is known the game will be cancelled. Managers are responsible for notifying parents.

# All Stars Eligibility and Selection

## Athlete Eligibility

To be eligible for All Stars, a player must meet the following requirements:

1. Attend at least 70% of scheduled league games
2. To make the 11U or 12U All Star team, player must be in the Major division
3. Upload commitment to player code of conduct
4. No disqualifying disciplinary action
5. Attend at least 1 evaluation day
  - a. If your child is unable to participate due to injury, please inform the player agent. They are still required to attend the evaluation day

## Athlete Selection Process

The managers from each team meet and collectively select players based on performance, attitude, coachability, and eligibility.

\*Please note, game changer statistics are a very small consideration during this process, but coaches offer more detailed information on a player's performance.

## Coach Eligibility

1. 1. No disqualifying disciplinary action
2. Coached in the regular season.

## Coach Selection Process

We use a blind selection process for selecting all-star coaches in each age category. Coaches will have the opportunity to apply and will be required to answer questions. A non-voting member will scrub the applications for eligibility and for identifying information (team names, coaches names, etc) and that information is removed. The board of directors will review the responses made by each applicant and select the coach based on their responses.

# Division Rules

## T-Ball: (League Ages 4-5)

1. No scorekeeping. Please inform all fans not to keep score and please do not discuss score with the players.
2. Field Preparation: It is the home team's responsibility to set up the field before the games (bases, chalking, checking the field for foreign objects, holes, etc.) and the visiting team's responsibility to prepare the field after the game. This includes picking up trash left by players and fans.
  - a. Field set up to be completed 30 minutes before game time
  - b. Home Team is responsible for providing ~~the~~ 2 game balls for all games.
3. The home team uses the 3<sup>rd</sup> base dugout and the visiting team uses the 1<sup>st</sup> base dugout.
4. There is no on deck circle. The next batter shall have his or her helmet on, but shall stand behind the screen, and shall not have a bat in hand until it is his or her turn to bat.
5. Playing Rules:
  - a. Outs will not count.
  - b. There is no coach or player pitching allowed in T-ball. The tee must be used every at-bat.
  - c. Continuous batting order rule is in effect.
  - d. Each team is to bat 50% of their order each inning, meaning each child will have at least 2 at-bats per game (with most games going 4 innings)
  - e. Last batter clears the bases
6. Duration of the game: We encourage you to play at least four (4) innings. A one-and-a-half-hour time limit is appropriate, regardless of the number of innings played. The team managers should agree upon a good stopping point after the home team has batted.
7. Rotation of Players: The players should be rotated among the defensive positions every inning. Please do not put your best players at pitcher, first, and second base all the time. Spread the action around so that all the players can play in the infield and the outfield.
8. The game will be played regardless of the number of players present at the start of the game. A team may contribute players to their opponent's team if desired.
9. Helmets must be worn by each batter and runner on base. Face masks are recommended for all players but are not mandatory.

### **Maximum Number of Volunteers Per Team:**

1 Team Manager

3 Coaches

1 Team Parent



## Rookie: (League Ages 5-6)

1. No scorekeeping. Please inform all fans not to keep score and please do not discuss score with the players.
2. Field Preparation: It is the home team's responsibility to set up the field before the games (bases, chalking, checking the field for foreign objects, holes, etc.) and the visiting team's responsibility to prepare the field after the game. This includes picking up trash left by players and fans.
  - a. Field set up to be completed 30 minutes before game time
  - b. Home Team is responsible for providing ~~the~~ 2 game balls for all games.
3. The home team uses the 3<sup>rd</sup> base dugout and the visiting team uses the 1<sup>st</sup> base dugout.
4. There is no on deck circle. The next batter shall have his or her helmet on, but shall stand behind the screen, and shall not have a bat in hand until it is his or her turn to bat.
5. Playing Rules:
  - a. Outs will not count.
  - b. There is no coach or player pitching allowed in T-ball. The tee must be used every at-bat.
  - c. Continuous batting order rule is in effect.
  - d. Each team is to bat 50% of their order each inning, meaning each child will have at least 2 at-bats per game (with most games going 4 innings)
  - e. Last batter clears the bases
6. Duration of the game: We encourage you to play at least four (4) innings. A one-and-a-half-hour time limit is appropriate, regardless of the number of innings played. The team managers should agree upon a good stopping point after the home team has batted.
7. Rotation of Players: The players should be rotated among the defensive positions every inning. Please do not put your best players at pitcher, first, and second base all the time. Spread the action around so that all the players can play in the infield and the outfield.
8. The game will be played regardless of the number of players present at the start of the game. A team may contribute players to their opponent's team if desired.
9. Helmets must be worn by each batter and runner on base. Face masks are recommended for all players but are not mandatory.
10. Coaches can soft toss the baseball up to 4 pitches per at bat to each player. This can be done either under or over handed, at the judgment of the coach. The coach is recommended to take a "baseball knee" somewhere between home plate and pitcher's mound to deliver the pitch.
  - a. If none of the 4 tossed baseballs are put into play, a tee should be used to complete the at-bat.

### **Maximum Number of Volunteers Per Team:**

1 Team Manager

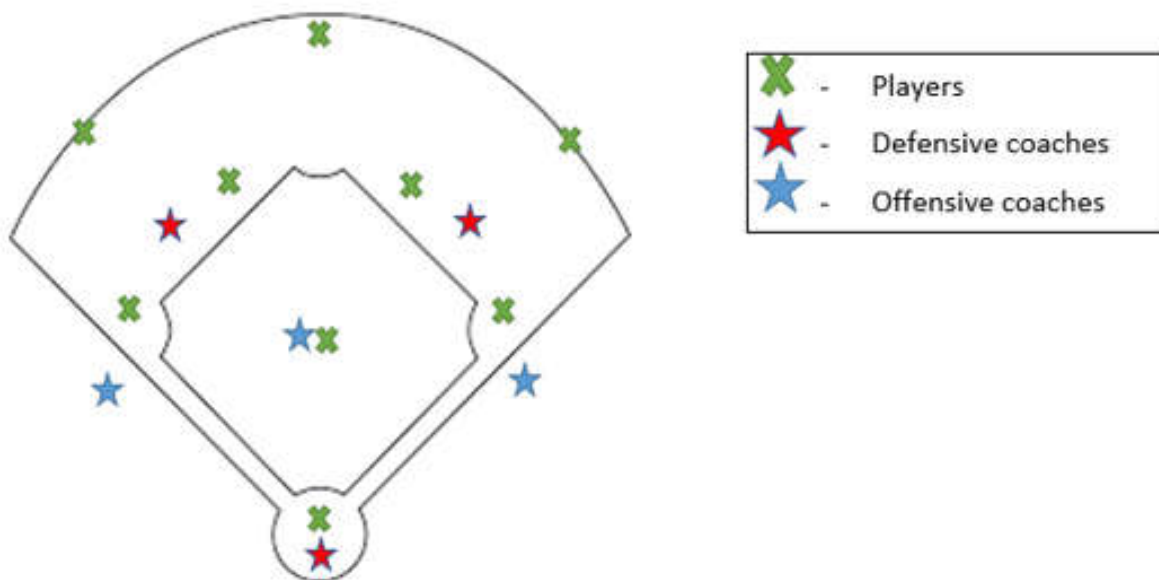
3 Coaches

1 Team Parent

## A (Single A): (League Ages 6-8)

1. No Scorekeeping. Please inform all fans not to keep score and please do not discuss score with your players.
2. Field Preparation: It is the home team's responsibility to set up the field before the games (bases, chalking, pitching machine, checking the field for foreign objects, holes, etc.) and the visiting team's responsibility to prepare the field after the game. This includes picking up trash left by players and fans.
  - a. Field set up to be completed 30 minutes before game time.
  - b. Each team is allowed 10 minutes infield practice prior to the game with the visiting team taking the field first 20 minutes prior to the start of the game.
  - c. Visiting team must water the field and then drag the infield after each game. Do not drag before watering as this creates too much dust for the neighbors.
  - d. Home Team is responsible for providing ~~the~~ 2 game balls for all games.
3. The home team uses the 3<sup>rd</sup> base dugout and the visiting team uses the 1<sup>st</sup> base dugout.
4. There is no on deck circle in Little League baseball. The next batter shall have his or her helmet on, but shall stand behind the screen, and shall not have a bat in hand until it is his or her turn to bat.
5. Playing Rules:
  - a. Each team can field up to 10 defensive players at a time, but the 10<sup>th</sup> player must occupy the outfield (4 total outfielders).
  - b. When a defensive out is recorded, as called by the coaches on the field with the defensive team, the runner who was called out will return to the dugout and not remain on the bases. Outs will count (3 outs per half inning); or the team will bat seven (7) players, whichever comes first. A strike out is considered an out.
  - c. The batting order is continuous and starts after the last batter of the inning.
  - d. Please see next page for pitching rules.
  - e. Players must take only one base at a time and cannot advance on an overthrow. The only exception to this rule is if a ball in play reaches the outfield and gets past the outfielder (not by error).
  - f. Outfielders must play at least 10 feet back from the infield dirt.
  - g. The last batter of each inning shall be played as any other batter, and the same base running rules apply. There will not be any "running around all of the bases" for the last batter, as seen often in T-ball.
6. Duration of the game: We encourage you to play at least four (4) innings. A one-and-one-half-hour to two-hour time limit is appropriate regardless of the number of innings played. The team managers should agree upon a good stopping point after the home team has batted.
7. Rotation of Players: The players should be rotated among the defensive positions every inning. Please do not put your best players at pitcher, first, and second base all the time.
8. Make-Up Games: You only need to make up rainouts if both managers desire to do so, or if you lose several games due to rain. Make sure you inform the Player Agent to coordinate the use of the field.

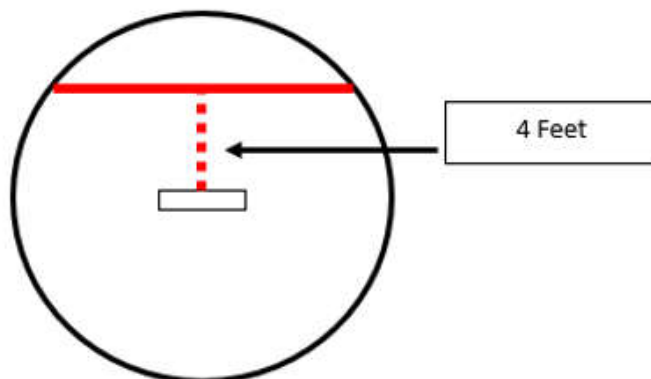
9. Cups: All male catchers are required to wear a protective cup and athletic supporter. Female catchers are encouraged to wear a protective shield, but they are not mandatory. All players are encouraged to wear protective cups regardless of position.
10. There is a maximum of 5 background checked volunteers allowed in the dugout or on the field and there are no non-players (i.e. Siblings) allowed in the dugouts during the games.



11. The game will be played regardless of the number of players present at the start of the game. A team may contribute players to their opponent's team if desired.

#### Pitching Machine Rules

1. A pitching machine will be utilized to pitch the balls to the batter. The pitching machine is "The Blue Flame" pitching machine purchased by West Sacramento Little League.
2. The coach will operate and feed the pitching machine. The coach should hold 3 balls on the mound to keep the pace of the game moving. The balls must be kept off the playing field, preferably in the coach's baseball glove. The balls will be retrieved by either the backstop coach or the catcher but should be thrown back by the catcher to the coach acting as the pitcher.
3. Prior to the pitch, the coach will count out loud, "pitch one", "pitch two", "pitch three".
4. A line will be chalked extending four (4) feet both ways from the pitching rubber. The player in the pitcher position must stay behind this line until contact is made.



5. Any batted ball hitting the machine is dead and the batter and all runners are awarded one base.
6. 5 pitches are allowed per at bat. If the player fouls off the last pitch, it is played as a foul ball and the player continues to get another pitch until he / she misses or puts the ball in play.
7. For only the first half of scheduled games, a tee may be utilized to complete an at bat where none of the 5 pitched balls were put into play. At the beginning of the second half of the seasons scheduled games, the batting tee will not be used, and the player will be called out if not able to put the ball in play after 5 pitches.
8. The pitching machine must be kept in the same location with no major changes unless both coaches agree.
9. The Standard Pitching Machine Settings (Adjust as necessary)
  - Power Level – 2
  - Release Block – 3
  - Micro Adjust – 4
  - Location of pitching machine is on edge of mound cut out.

**Maximum Number of Volunteers Per Team:**

1 Team Manager

3 Coaches

1 Team Parent

## AA (Double A): (League Ages 7-9)

1. No scorekeeping. Please inform all fans not to keep score and please do not discuss score with the players. Pitch counting is required and must be recorded in the pitch count divisional binder.
2. Field Preparation: It is the home team's responsibility to set up the field before the games (bases, chalking, checking the field for foreign objects, holes, etc.) and the visiting team's responsibility to preform closing field procedures after the game. This includes picking up trash left by players and fans.
  - a. Field set up to be completed 30 minutes before game time
  - b. Each team is allowed 10 minutes infield practice prior to the game with the visiting team taking the field first 20 minutes prior to the start of the game.
  - c. Visiting team must water the field and then drag the infield after each game. Do not drag before watering as this creates too much dust for the neighbors.
  - d. Home Team is responsible for providing 2-3 game balls for all games.
3. The home team uses the 3<sup>rd</sup> base dugout and the visiting team uses the 1<sup>st</sup> base dugout.
4. There is no on deck circle in Little League baseball. The next batter shall have his or her helmet on, but shall stand behind the screen, and shall not have a bat in hand until it is his or her turn to bat.
5. No stealing and no advancing on passed balls.
6. Advance one base only on fielding overthrows to any base.
7. The baseball standard of having a player pitch to a batter begins at this level of play.
  - a) If the pitcher throws 4 balls to a batter, a manager or coach will be allowed to finish the remaining strikes to the batter. The number of pitches thrown will be determined by the number of strikes remaining. All pitches to batter are considered strikes.

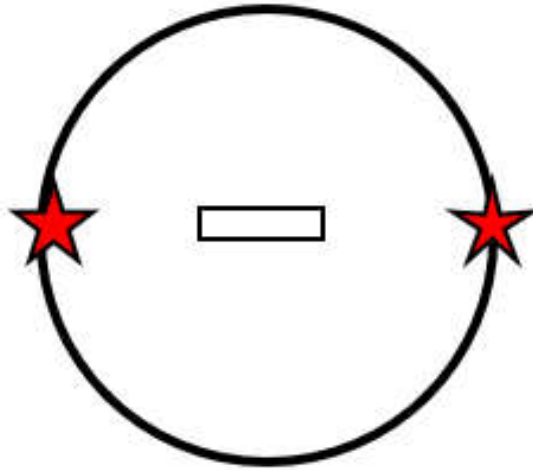
### Pitching situation samples

Count is 4-0: The batter has 3 remaining strikes; the coach will have 3 pitches unless the batter fouls off the 3<sup>rd</sup> pitch. If the batter fouls off the 3<sup>rd</sup> pitch, continue until the ball is put into play or a ball/strike is thrown.

Count is 4-1: The batter has 2 remaining strikes; the coach will have 2 pitches unless the batter fouls off the 2<sup>nd</sup> pitch. If the batter fouls off the 2<sup>nd</sup> pitch, continue until the ball is put into play or a ball/strike is thrown.

Count is 4-2: The batter has 1 remaining strikes; the coach will have 1 pitch unless the batter fouls off the pitch. If the batter fouls off the pitch, continue until the ball is put into play or a ball/strike is thrown.

- b) Coaches will pitch with an overhand motion. Coaches may be on a knee or standing but they must have their back foot within 3 feet of the of the rubber when delivering a pitch.
- c) During coach pitching, the player will take a position to the side of the mound, even with the pitching rubber, and keeping at least one foot on the pitching mound dirt. The player pitcher can decide either side of the mound to stand during coach pitching. See diagram below.



- 8. The ball is live in the outfield and players may advance (doubles, triples, etc.). However, once the ball is in the infield and in the control of a defensive player, all runners stop advancing (i.e., runners may not try to “draw a throw” by an infielder with the ball to attempt to advance). The runner needs to be more than half way to the next base when the ball is controlled in the infield. If not, he / she must go back to the proceeding base.
- 9. A new inning will not begin after 1hr and-45 minutes on weekend games. The game will end following the final out after of the home team inning after the 1 hour and 45 minutes cut off time.
- 10. Continuous Batting Order rule is in effect.
- 11. Cups: All male catchers are required to wear a protective cup and athletic supporter. Female catchers are encouraged to wear a protective shield, but they are not mandatory. All players are encouraged to wear protective cups always, regardless of position.
- 12. The Visiting Team supplies the pitch counter. The pitch count must be recorded in the pitch count divisional binder.
- 13. All games will have a limit of five (5) runs per half inning. (If a team has 4 runs scored and a ball is hit over the fence, all runs on base will score on that play). Play ends after 5<sup>th</sup> run.
- 14. There is a maximum of Four (4) background checked volunteers allowed in the dugout or on the field and there are no non-players (i.e. Siblings) allowed in the dugouts during the games. No Defensive coaches allowed on the field.

15. The game will be played regardless of the number of players present at the start of the game. A team may contribute players to their opponent's team if desired.
16. The defensive team will designate a coach from their team to be the umpire (stands at pitcher's mound).
17. The Strike zone shall be defined as chalk line to chalk line and armpits to knees as the goal is player development and not strikeouts. Please see diagram below:



**Maximum Number of Volunteers Per Team:**

- 1 Team Manager
- 2 Coaches
- 1 Team Parent

## AAA (Triple A): (League Ages 8-11)

1. Field Preparation: It is the home team's responsibility to set up the field before the games (bases, chalking, checking the field for foreign objects, holes, etc.) and the visiting team's responsibility to prepare the field after the game. This includes picking up trash left by players and fans.
  - a. Field set up to be completed 30 minutes before game time
  - b. Each team is allowed 10 minutes infield practice prior to the game with the visiting team taking the field first 20 minutes prior to the start of the game.
  - c. Visiting team must water the field and then drag the infield after each game. Do not drag before watering as this creates too much dust for the neighbors.
  - d. Home Team is responsible for providing a minimum of 3 game balls for all games.
2. The home team uses the 3<sup>rd</sup> base dugout and the visiting team uses the 1<sup>st</sup> base dugout.
3. There is no on deck circle in Little League baseball. The next batter shall have his or her helmet on, but shall stand behind the screen, and shall not have a bat in hand until it is his or her turn to bat.
4. Runners may steal home on throws back to the pitcher or overthrows to the pitcher. Runners on third may advance at their own risk once the catcher releases the ball.
5. All games will consist of five (5) runs per half inning. (If a team has 4 runs scored and a ball is hit over the fence, all runs in base will score on that play.) All games have a 2-hour time limit hard stop and no new inning can be started after the 1 hour and 45-minute mark
6. If the home team is still batting at the 2-hour mark and they are ahead in the score, the game is over, and the home team is the winner. If the home team is down at the 2-hour mark, then the score will revert to the last completed full inning.
7. The game will go 6 innings or until time limitations under rule 6 have been met.
8. Rule 6.06 is in effect. A batter is out for illegal action when (a) that batter enters the batter's box with one or both feet on the ground with an illegal bat or is discovered having used an illegal bat prior to the next player entering the batter's box. First violation, the offensive team will lose one eligible adult base coach for the duration of the game. Second violation, the manager of the team will be ejected from the game.
9. The 10- Run Rule is not enforced by WSL during local league play. This is to allow a complete game to be played and to allow for the WSL minimum play policy. However, in the spirit of sportsmanship and respect, the leading team's manager will go station to station with no bases advanced on errors or passed balls and the scoreboard should be turned off.
10. Cups: All male catchers are required to wear a protective cup and athletic supporter. Female catchers are encouraged to wear a protective shield, but they are not mandatory. All players are encouraged to wear protective cups always, regardless of position.
11. The Home Team supplies the score keeper and the Visiting Team supplies the pitch counter.
12. The pitch count must be recorded in the pitch count divisional binder and score should be kept via Gamechanger.
13. There is a maximum of three (3) background checked volunteers allowed in the dugout and there are no non-players (i.e. siblings) allowed in the dugouts during the games.



14. If at the official start time of the game and a team lacks 8 players and at least one (1) official coach, the game will be forfeited by the undermanned team. The game may proceed as a scrimmage and should not be score in game changer. Pitch counting is required and will impact player eligibility for future games. The team with extra players may contribute players to their opponent's team if desired.
15. All other Little League, Major Division rules shall apply.

**Maximum Number of Volunteers Per Team:**

- 1 Team Manager
- 2 Coaches
- 2 Scorekeepers

## Majors: (League Ages 9-12)

1. Field Preparation: It is the home team's responsibility to set up the field before the games (bases, chalking, checking the field for foreign objects, holes, etc.) and the visiting team's responsibility to prepare the field after the game. This includes picking up trash left by players and fans.
  - a. Field set up to be completed 30 minutes before game time.
  - b. Each team is allowed 10 minutes infield practice prior to the game with the visiting team taking the field first 20 minutes prior to the start of the game.
  - c. Visiting team must water the field and then drag the infield after each game. Do not drag before watering as this creates too much dust for the neighbors.
  - d. Home Team is responsible for providing the game balls for all games.
2. The home team uses the 3<sup>rd</sup> base dugout and the visiting team uses the 1<sup>st</sup> base dugout.
3. There is no on deck circle in Little League baseball. The next batter shall have his or her helmet on, but shall stand behind the screen, and shall not have a bat in hand until it is his or her turn to bat.
4. There will be no more than 8 players of any single age group on any Major division team (10/11/12)
5. All games have a 2-hour time limit hard stop and no new inning can be started after the 1 hour and 45-minute mark
6. If the home team is still batting at the 2-hour mark and they are ahead in the score, the game is over, and the home team is the winner. If the home team is down at the 2-hour mark, then the score will revert to the last completed full inning.
7. The game will go 6 innings or until time limitations under rule 6 have been met.
8. Rule 6.05 is in effect: Players may advance on a third strike that is not caught in flight by the catcher and is the "dropped 3rd strike" rule.
9. Rule 6.06 is in effect. A batter is out for illegal action when (a) that batter enters the batter's box with one or both feet on the ground with an illegal bat or is discovered having used an illegal bat prior to the next player entering the batter's box. First violation, the offensive team will lose one eligible adult base coach for the duration of the game. Second violation, the manager of the team will be ejected from the game.
10. The 10- Run Rule is not enforced by WSLI during local league play. This is to allow a complete game to be played and to allow for the WSLI minimum play policy. However, in the spirit of sportsmanship and respect, the leading team's manager will go station to station with no bases advanced on errors or passed balls and the scoreboard should be turned off.
11. However, in the spirit of sportsmanship and respect, the manager in charge will go station to station with no bases advanced on errors or passed.
12. Cups: All male catchers are required to wear a protective cup and athletic supporter. Female catchers are encouraged to wear a protective shield, but they are not mandatory. All players are encouraged to wear protective cups always, regardless of position.
13. There is a maximum of three (3) background checked volunteers allowed in the dugout or on the field and there are no non-players allowed in the dugouts during the games.

14. If at the official start time of the game and a team lacks 8 players and at least one (1) official coach, the game will be forfeited by the undermanned team. The game may proceed as a scrimmage and should not be score in game changer. Pitch counting is required and will impact player eligibility for future games.
15. The team with extra players may contribute players to their opponent's team if desired.
16. All other Little League, Major Division rules shall apply.

**Maximum Number of Volunteers Per Team:**

- 1 Team Manager
- 2 Coaches
- 2 Scorekeepers

## Intermediate (50/70): (League Ages 12-13)

1. Field Preparation: It is the home team's responsibility to set up the field before the games (bases, chalking, checking the field for foreign objects, holes, etc.) and the visiting team's responsibility to prepare the field after the game. This includes picking up trash left by players and fans.
  - e. Field set up to be completed 30 minutes before game time.
  - f. Each team is allowed 10 minutes infield practice prior to the game with the visiting team taking the field first 20 minutes prior to the start of the game.
  - g. Visiting team must water the field and then drag the infield after each game. Do not drag before watering as this creates too much dust for the neighbors.
  - h. Home Team is responsible for providing the game balls for all games.
2. The home team uses the 3<sup>rd</sup> base dugout and the visiting team uses the 1<sup>st</sup> base dugout.
3. There is no on deck circle in Little League baseball. The next batter shall have his or her helmet on, but shall stand behind the screen, and shall not have a bat in hand until it is his or her turn to bat.
4. There will be no more than 8 players of any single age group on any Major division team (10/11/12)
5. All games have a 2-hour time limit hard stop and no new inning can be started after the 1 hour and 45-minute mark
6. If the home team is still batting at the 2-hour mark and they are ahead in the score, the game is over, and the home team is the winner. If the home team is down at the 2-hour mark, then the score will revert to the last completed full inning.
7. The game will go 6 innings or until time limitations under rule 6 have been met.
8. Rule 6.05 is in effect: Players may advance on a third strike that is not caught in flight by the catcher and is the "dropped 3rd strike" rule.
9. Rule 6.06 is in effect. A batter is out for illegal action when (a) that batter enters the batter's box with one or both feet on the ground with an illegal bat or is discovered having used an illegal bat prior to the next player entering the batter's box. First violation, the offensive team will lose one eligible adult base coach for the duration of the game. Second violation, the manager of the team will be ejected from the game.
10. 10 Run Rule Policy: WSLI does not enforce the 10-run rule policy during local league play. However, in the spirit of sportsmanship and respect, the manager in charge will go station to station with no bases advanced on errors or passed.
11. Cups: All male catchers are required to wear a protective cup and athletic supporter. Female catchers are encouraged to wear a protective shield, but they are not mandatory. All players are encouraged to wear protective cups always, regardless of position.
12. There is a maximum of three (3) background checked volunteers allowed in the dugout or on the field and there are no non-players allowed in the dugouts during the games.
13. If at the official start time of the game and a team lacks 8 players and at least one (1) official coach, the game will be forfeited by the undermanned team. The game may proceed as a scrimmage and should not be score in game changer. Pitch counting is required and will impact player eligibility for future games. The team with extra players may contribute players to their opponent's team if desired.

14. West Sacramento little league for the junior division will enforce Rule 4.10(e). Also known as mercy rule. In summary it states that a team ahead by 15 runs after 4 innings shall be declared a winner and game considered a regulation game. Likewise, if a team is ahead by 10 runs after 5 inning's they shall be declared a winner and game is a regulation game. Juniors will also utilize a time limit of "no new inning started" after 2 hours and 45 minutes. And "drop dead" game after 3 hours.
15. Junior division will also use little leagues mandatory play rule Regulation IV(i) which states every player at start of game must play at least 6 defensive outs and bat at least 1 time per game.

**Maximum Number of Volunteers Per Team:**

1 Team Manager

2 Coaches

2 Scorekeepers

## Juniors (League Ages 13-14)

1. Field Preparation: It is the home team's responsibility to set up the field before the games (bases, chalking, checking the field for foreign objects, holes, etc.) and the visiting team's responsibility to prepare the field after the game. This includes picking up trash left by players and fans.
  - i. Field set up to be completed 30 minutes before game time.
  - j. Each team is allowed 10 minutes infield practice prior to the game with the visiting team taking the field first 20 minutes prior to the start of the game.
  - k. Visiting team must water the field and then drag the infield after each game. Do not drag before watering as this creates too much dust for the neighbors.
  - l. Home Team is responsible for providing the game balls for all games.
2. The home team uses the 3<sup>rd</sup> base dugout and the visiting team uses the 1<sup>st</sup> base dugout.
3. There is no on deck circle in Little League baseball. The next batter shall have his or her helmet on, but shall stand behind the screen, and shall not have a bat in hand until it is his or her turn to bat.
4. There will be no more than 8 players of any single age group on any Major division team (10/11/12)
5. All games have a 2-hour time limit hard stop and no new inning can be started after the 1 hour and 45-minute mark
6. If the home team is still batting at the 2-hour mark and they are ahead in the score, the game is over, and the home team is the winner. If the home team is down at the 2-hour mark, then the score will revert to the last completed full inning.
7. The game will go 6 innings or until time limitations under rule 6 have been met.
8. Rule 6.05 is in effect: Players may advance on a third strike that is not caught in flight by the catcher and is the "dropped 3rd strike" rule.
9. Rule 6.06 is in effect. A batter is out for illegal action when (a) that batter enters the batter's box with one or both feet on the ground with an illegal bat or is discovered having used an illegal bat prior to the next player entering the batter's box. First violation, the offensive team will lose one eligible adult base coach for the duration of the game. Second violation, the manager of the team will be ejected from the game.
10. 10 Run Rule Policy: WSL does not enforce the 10-run rule policy during local league play. However, in the spirit of sportsmanship and respect, the manager in charge will go station to station with no bases advanced on errors or passed.
11. Cups: All male catchers are required to wear a protective cup and athletic supporter. Female catchers are encouraged to wear a protective shield, but they are not mandatory. All players are encouraged to wear protective cups always, regardless of position.
12. There is a maximum of three (3) background checked volunteers allowed in the dugout or on the field and there are no non-players allowed in the dugouts during the games.
13. If at the official start time of the game and a team lacks 8 players and at least one (1) official coach, the game will be forfeited by the undermanned team. The game may proceed as a scrimmage and should not be score in game changer. Pitch counting is required and will impact player eligibility for future games. The team with extra players may contribute players to their opponent's team if desired.

14. West Sacramento little league for the junior division will enforce Rule 4.10(e). Also known as mercy rule. In summary it states that a team ahead by 15 runs after 4 innings shall be declared a winner and game considered a regulation game. Likewise, if a team is ahead by 10 runs after 5 inning's they shall be declared a winner and game is a regulation game. Juniors will also utilize a time limit of "no new inning started" after 2 hours and 45 minutes. And "drop dead" game after 3 hours.
15. Junior division will also use little leagues mandatory play rule Regulation IV(i) which states every player at start of game must play at least 6 defensive outs and bat at least 1 time per game.

**Maximum Number of Volunteers Per Team:**

1 Team Manager

2 Coaches

2 Scorekeepers

## Senior (League Ages 14-15)

1. Field Preparation: It is the home team's responsibility to set up the field before the games (bases, chalking, checking the field for foreign objects, holes, etc.) and the visiting team's responsibility to prepare the field after the game. This includes picking up trash left by players and fans.
  - m. Field set up to be completed 30 minutes before game time.
  - n. Each team is allowed 10 minutes infield practice prior to the game with the visiting team taking the field first 20 minutes prior to the start of the game.
  - o. Visiting team must water the field and then drag the infield after each game. Do not drag before watering as this creates too much dust for the neighbors.
  - p. Home Team is responsible for providing the game balls for all games.
2. The home team uses the 3<sup>rd</sup> base dugout and the visiting team uses the 1<sup>st</sup> base dugout.
3. There is no on deck circle in Little League baseball. The next batter shall have his or her helmet on, but shall stand behind the screen, and shall not have a bat in hand until it is his or her turn to bat.
4. There will be no more than 8 players of any single age group on any Major division team (10/11/12)
5. All games have a 2-hour time limit hard stop and no new inning can be started after the 1 hour and 45-minute mark
6. If the home team is still batting at the 2-hour mark and they are ahead in the score, the game is over, and the home team is the winner. If the home team is down at the 2-hour mark, then the score will revert to the last completed full inning.
7. The game will go 6 innings or until time limitations under rule 6 have been met.
8. Rule 6.05 is in effect: Players may advance on a third strike that is not caught in flight by the catcher and is the "dropped 3rd strike" rule.
9. Rule 6.06 is in effect. A batter is out for illegal action when (a) that batter enters the batter's box with one or both feet on the ground with an illegal bat or is discovered having used an illegal bat prior to the next player entering the batter's box. First violation, the offensive team will lose one eligible adult base coach for the duration of the game. Second violation, the manager of the team will be ejected from the game.
10. 10 Run Rule Policy: WSLI does not enforce the 10-run rule policy during local league play. However, in the spirit of sportsmanship and respect, the manager in charge will go station to station with no bases advanced on errors or passed.
11. Cups: All male catchers are required to wear a protective cup and athletic supporter. Female catchers are encouraged to wear a protective shield, but they are not mandatory. All players are encouraged to wear protective cups always, regardless of position.
12. There is a maximum of three (3) background checked volunteers allowed in the dugout or on the field and there are no non-players allowed in the dugouts during the games.
13. If at the official start time of the game and a team lacks 8 players and at least one (1) official coach, the game will be forfeited by the undermanned team. The game may proceed as a scrimmage and should not be score in game changer. Pitch counting is required and will impact player eligibility for future games. The team with extra players may contribute players to their opponent's team if desired.



14. West Sacramento little league for the junior division will enforce Rule 4.10(e). Also known as mercy rule. In summary it states that a team ahead by 15 runs after 4 innings shall be declared a winner and game considered a regulation game. Likewise, if a team is ahead by 10 runs after 5 inning's they shall be declared a winner and game is a regulation game. Juniors will also utilize a time limit of "no new inning started" after 2 hours and 45 minutes. And "drop dead" game after 3 hours.
15. Junior division will also use little leagues mandatory play rule Regulation IV(i) which states every player at start of game must play at least 6 defensive outs and bat at least 1 time per game.

**Maximum Number of Volunteers Per Team:**

1 Team Manager

2 Coaches

2 Scorekeepers