



2026 WFBLL Minors Baseball League Rules

Note: If there is an instance where a rule isn't specified in this document, WFBLL will use official Little League rules. If there is a disagreement regarding rules during a game, the umpires and/or Board Member on Duty (BMOD) have final decision rights.

General Rules:

1. WFBLL Uniform Policy

All coaches and players are expected to wear WFBLL-issued team hats and shirts (or, for coaches, similarly colored, non-travel team shirts) to games. Players and coaches are expected to wear WFBLL-issued team hats and clothing not affiliated with a travel team to practices. WFBLL coaches and players may not wear youth travel baseball team (Angels, Chinooks, Jr. Dukes, etc.) shirts or hats to WFBLL team-affiliated activities. This rule does not apply to helmets and backpacks - either of those items that may have travel team names or logos on them are allowed at WFBLL team practices and games.

2. Equipment Throwing Policy

There is a zero tolerance policy regarding equipment throwing in frustration or anger. Additionally, equipment throwing in celebration (i.e., "bat flips" or throwing helmets after a game win) are forbidden. ***Ensuring the safety of all participants is a top priority for WFBLL.*** Equipment throwing poses a risk to the health and safety of all players, umpires, and coaches. Our policy is as follows: if a player throws any piece of equipment in anger or frustration, they are immediately removed from participating for the remainder of the game or practice. The player can resume participation at the next game or practice, however, if the same player again throws equipment in frustration or anger at a later date, the WFBLL Board reserves the right to implement further consequence. We recognize the players are children who are continuing to learn and grow as people and may need reminders to make the right choice in an intense moment. We encourage you as coaches to proactively discuss the Equipment Throwing zero tolerance policy with your team's parents and players.

WFBL Pitch Count & Catching Rules:

1. Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.). **Exception:** *Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.*
2. Any pitcher once removed from the mound cannot return as a pitcher.
3. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position. The player's league age is determined by their age as of August 31, 2025. That age DOES NOT change during the season:
 - a. League Age
 - i. 13 – 16 years: 95 pitches per day (NOTE: All Majors pitchers aged 13 or older are capped at 85)
 - ii. 11 – 12 years: 85 pitches per day
 - iii. 9 – 10 years: 75 pitches per day
 - iv. 6 – 8 years: 50 pitches per day
 - b. Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. The pitch count will be recorded only as the threshold reached during the last batter (i.e. 20, 35, 50, 65)
4. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
5. Pitchers league age 14 and under must adhere to the following rest requirements:
 - a. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
 - b. If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed
 - c. If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed
 - d. If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed
 - e. If a player pitches 1 - 20 pitches in a day, no (0) calendar day of rest is required.
6. A team can intentionally walk a hitter without actually throwing the pitches. The coach simply needs to request that the umpire award the batter first base. However, the pitches still count against the pitcher's pitch count.

Fielding & Pitching:

1. The infield fly rule DOES apply in Minors.
2. Pitch count rules are in effect and apply based on players' age. Please note that the rest requirements are based on the number of pitches thrown.
3. There will be a maximum of 5 warm-up pitches thrown in-between innings.
4. Pitchers will be limited to 9 outs or pitch count per game, whichever comes first. This can take place over 3 to 4 innings, depending on when the pitcher enters the game.
5. If coach(es) make two mound visits in the same inning with the same pitcher on the mound, that pitcher must be removed from the pitching position. The player is still eligible to be moved to a different position.

Batting:

1. Players may only use USA Baseball approved bats. USSSA bats are illegal. Use of a USSSA bat will result in an automatic out and baserunners returning to their original bases.
2. A batting order shall be established before the game. A continuous batting order is mandatory, with all uniformed players hitting each time through the batting order. A player that was not in the field during a given inning is still eligible to bat during that inning. The batting order cannot be changed once the game begins, with the only exception being that a late-arriving player who arrives after their first scheduled turn in the lineup must be placed at the end of the lineup. The rest of the lineup maintains its original order.
3. If team has a regulation lineup when they have 9 or more players in the lineup. A team must have at least 8 players when the game starts to avoid a forfeit. If a team has only 8 players, they are required to take one automatic out after the 8th batter hits. A team may use Call Up players from Pee Wees in order to get to a 9 player lineup. See rules for Call Ups in the "Call Ups" section at the end of this document.
4. A batter's hands are not considered "part of the bat." If a batter is deemed to be swinging and gets hit on the hand, it will be considered a strike. If a batter does not offer a swing and gets hit on the hand, it'll be considered a hit-by-pitch and the batter will be awarded first base.
5. The umpire can call a strike if the batter refuses to take his or her position in the batter's box.
6. A ball hit on the fly in fair territory and over the outfield fence is considered a home run. A fly ball hit in fair territory that hits the top of the fence on the fly and bounces over the wall without touching the ground is also a home run.

7. The foul poles in left and right field, as well as the screens attached to those poles, are in fair territory. A batted ball that hits the poles or the screen attached to the poles on the fly is considered a home run.
8. Any fair ball hit through a hole or opening in the outfield fence is a ground rule double, which includes balls hit down the first and third base lines that go past the outfield fence or a ball hit to centerfield that goes into or through the walkway opening in the fence.
9. Bunting is NOT ALLOWED in Minors.

Base Running:

1. Stealing is allowed on pitches that are not caught by the catcher on the fly. Runners cannot leave the base until after the pitch reaches the batter.
2. Any player leaving the base before the pitch reaches the batter will be sent back to their original base.
3. There is no leading off.
4. Players cannot steal home plate (unless passed ball AND bases are loaded). This includes passed balls and overthrows with a player on 3rd base.
5. Head-first sliding is never allowed (unless going back to the base they came from). Feet-first sliding is encouraged at home, 2nd and 3rd base, but it is not required. If there will be a play at home plate, the runner must make every effort to avoid a collision, but there is NO mandatory slide rule. A collision deemed intentional by the umpire and/or BMOD will result in the player being called out.
6. Base runner interference vs. defensive obstruction:
 - a. If a base runner impedes a fielder in the act of fielding a batted ball, or who is making a throw in continuation of fielding a batted ball, it is interference.
 - b. If a base runner touches a batted ball before it is touched by or passes a fielder attempting to field the ball, it is interference.
 - i. When interference occurs, the ball is dead and the runner is out. The batter is awarded first base (unless the batter committed the interference) and all other runners return to their original base or, if forced by the batter being awarded first, move ahead one base.
 - c. If a base runner unintentionally touches a batted ball AFTER it is touched by or passes a fielder attempting to field the ball, it is NOT interference. The ball is live and play continues.
 - d. Defensive obstruction occurs when a defensive player is not making an attempt to make an out but touches a base runner or gets in the way of a base runner trying to reach a base. The play continues until its conclusion; if the obstruction prevented a base runner from reaching a base, the base

runner is awarded one additional base beyond what the runner reached on the play. For example, if a runner is out at second base and obstruction is called, the runner gets second. If the runner is safe and stops at second and obstruction is called, the runner gets third.

Scoring:

1. All bases are in fair territory and any batted ball that hits a base is considered a fair ball. The only exception is the base next to first base that is using to avoid collisions between baserunners and the first baseman. That base is in foul territory and any batted ball that hits it is considered a foul ball.
2. There is a 5-run limit per inning, including the final inning of a game. ONLY runs scored by hitting a home run OVER THE FENCE (not inside-the-park) will count OVER the 5-run limit at the end of an inning (e.g., if four runs have been scored in an inning, and two players are on base, a home run hit over the fence would result in a 7-run inning.)

Game Time Rules:

1. The umpire writes down the start time for the game on the score sheet when the game begins.
2. A game lasts six innings or until the completion of the final inning to start before the 99-minute clock expires. A regular season game cannot be more than six innings. If a game is still tied at this point, the game is over and it is declared a tie.
3. There is no hard-stop time limit. However, no new inning can start after the 99-minute clock expires. If the top half of an inning begins before the 99-minute clock expires, the home team will be allowed to hit in the bottom half of the inning regardless of when the 99-minute clock expires.
4. The final out of an inning that has just been completed will be considered the beginning of the next inning. That second which elapses is the official time. This makes it fair for all and no one can speed up or delay the coming inning if it should or should not be played.
5. Unless the home team is winning after three and one-half innings, four complete innings is considered a complete game in a rain-out situation. This rule does not apply in the Playoffs. In the Playoffs, it is the desire of the WFBLL to see that all games are played in full, if possible. In the event play is suspended during the playoffs, the Minors Commissioner has the discretion to decide whether the game will be considered complete or to decide that the suspended game will resume at a later date.

6. Any game suspended before four complete innings due to inclement weather will resume at a later date if the schedule allows. Final decision will be made by the Minors Commissioner.