

DIVISION A

A. General

1. These WLALL Division A Rules are in addition to Little League Official Rules. To the extent the following rules contradict the Little League Official Rules the WLALL rules are controlling.
2. The A division is an instructional league. The goal is to prepare players for the AA division by teaching baseball skills. The emphasis should not be on winning, but rather playing the right way through good sportsmanship, consistency, hustle, and being a good teammate. Winning should be a by-product of those teachings.
3. All managers and coaches must be patient and exercise restraint with the umpires. The Code of Conduct is for the parents, players, managers, and coaches. Any form of bad sportsmanship from managers, coaches, parents, or players will not be tolerated and may be cause for expulsion or suspension.

B. Pool Players/Borrowed Players

1. A minimum of nine (9) players must be in the field at all times; however:
2. On Defense. If one team has less than nine (9) players available for any game, that team must borrow players from the opposing team to use as fielders in order to field nine (9) players on defense. Such players must play in the outfield only unless there are more than three (3) borrowed players.
3. On Offense. Do not borrow any players and just hit those on your team. These borrowed players will continue to hit for their own team throughout the game. Batting less than nine (9) players is permitted.
4. Different players should be used as borrowed players throughout the game. Both managers need to agree on which players are borrowed. Please use common sense and good judgement in determining which players to borrow so as to not distract from the game.
5. There are no pool players allowed.

C. Pre-Game

1. Teams shall allow the grounds crew to prepare the field without interference. The visiting team shall be allowed access to the field for 10 minutes of on-field warm-ups. The visiting team shall be ready to take the field for its warm-up 30 minutes before the scheduled game time and its 10-minute period shall start then or as soon as the grounds crew completes field preparation. The home team shall then have access for 10 minutes of on-field warm-up. If less than 20 minutes remains before the

scheduled game time the teams shall split the on-field warm-up time equally. Opposing team players shall remain off the field during a team's on-field warm ups.

2. Each Manager shall deliver their lineup card to the opposing team's Manager, and the umpire before the scheduled game time. Players shall be identified by uniform number, and first and last name. Lineups should include the planned positional rotation for the game so that managers may ensure that rotational rules are followed.

3. Managers shall meet with the umpires at home plate at least five (5) minutes before the scheduled game time to discuss ground rules. During this meeting, the umpires and managers should agree on the official start time for the game and the 1 hour 30-minute mark after which the last inning shall begin (1 hour 45 minutes for playoff games).

4. The Little League pledge shall be recited before the game begins.

D. During the Game

1. All games shall be played in accordance with Little League Official Rules except as modified by these rules. Managers may not change the rules by agreement. Rule changes for any game must be approved in advance by the league President.

2. Scheduled start time. The game shall start at its scheduled time or earlier if all available players and umpires are present and ready to begin play. Both teams must have nine (9) players to start play except as set forth in Section B. A team not ready for play 15 minutes after the scheduled time shall forfeit.

3. Only the Manager or Acting Manager shall engage the umpires during the game.

4. Dugouts. The home team occupies the third base dugout. The only persons allowed in the dugout are the players, the Manager, and up to three (3) league-approved coaches. The Manager or at least one (1) coach must remain in the dugout with the players at all times during the game. The Manager or one (1) coach may stand or sit in the opening to the dugout during play unless the umpire requires them to be in the dugout. Volunteers who have not completed the required background check and been approved by the league prior to assisting cannot be on the field or in the dugout. If a team has fewer than four (4) pre-approved volunteers, one (1) coach must remain in the dugout with the players and the team must play without an adult base coach or it may have a coach from the other team operate the pitching machine.

5. Pitching Machine. The league will use a pitching machine during the entire season, including the playoffs. Each batter shall receive five (5) hittable pitches as determined by the umpire or three (3) swinging strikes. A foul ball cannot be the final pitch to a batter. If a batter does not successfully hit a ball in play after five (5) hittable

pitches or the batter swings and misses at three (3) pitches, the batter shall be out. There are no walks. When a batted ball strikes the pitching machine: the ball is dead and the batter shall be awarded first base with each baserunner advancing one (1) base. A player hit with a pitch is not awarded first base and shall continue batting until his at bat is completed. The pitching machine, once set, should not be adjusted for every player. The Manager should replace the coach operating the machine if they are having difficulties using it. Each team can employ one (1) player to play the position of pitcher. The player must be positioned with one foot on the dirt mound and to one side of and not in front of the pitching machine.

6. Batting. All players shall bat, and batting shall be done in continuous order. A player arriving after official play has started shall bat at the end of the batting order. A batter who cannot start or complete an at-bat due to injury shall be removed from the game and the next batter in order shall take the injured player's at-bat starting with a fresh count. While batting, four (4) coaches are positioned; one at 1st base and 3rd base, one in the dugout, and one operating the pitching machine. No other parents should be in the dugout. The coach in charge of the dugout shall assist the catcher to put on their gear before it is time for their team to go in the field.

If the opposing Manager suspects a player is using an illegal bat, they may challenge the player's bat as illegal only after the at-bat ends and before the next at-bat begins. If the umpire upholds the challenge, the batter shall be ruled out, runners shall return to the base occupied before the at-bat, and the bat shall be removed from the game.

7. Field of Play. The Manager and coaches shall not enter the field of play during the game except to coach bases, attend to injured players, report substitutions or position changes, and after time out has been called. No other parents can be on the field or in the dugout during the game.

8. Baserunning. A baserunner can only advance one (1) base per overthrow to any base including home plate and may not advance additional bases on additional overthrows including an overthrown ball to get that runner out. The ball is dead and all runners cannot advance to the next base once the pitcher has the ball or after an attempt by an infielder to get the ball to the pitcher has been made. Overthrows to the pitcher or to any umpire do not count as an overthrow unless the throw comes directly from the outfield. This rule is designed to encourage players to get the ball to the infield and to the pitcher quickly and to prevent a player from continuing to run the bases until he or she scores or is tagged out.

9. Stealing. Stealing is not permitted.

10. Sliding. Sliding feet-first is permissible, but not mandatory. Players shall be taught to slide on a close play. However, there is never a situation in which a runner must slide. Refer to Rule 7.08(a)(3) of the Little League Official Rules, providing "Any

runner is out when ... the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.” Players shall be taught the rule with emphasis on its application only when the fielder has the ball and is waiting to make the tag. Sliding headfirst is not permitted when the runner advances toward any base. However, a runner retreating to a base may slide headfirst back into the base.

11. Run Cap/Mercy Rule. Four (4) runs per half inning is the maximum number of runs allowed until the last inning of the game, which is an open inning with no run limit. For the avoidance of doubt, no more than four (4) runs will count in any inning that is not the open inning. The game shall end and the team ahead shall be declared the winner without further play when: (a) the home team or the visiting team is ahead by 15 runs or more after completion of 4 innings; or (b) the home team is ahead by 10 runs or more after completion of 4 ½ innings or the visiting team is ahead by 10 runs or more after completion of 5 innings. The mercy rule applies during the regular season and the playoffs.

12. Time and time limits. During the regular season (and pre-season), the last inning shall be the inning commencing after 1 hour and 30 minutes of official playing time. During the regular season, and no game shall exceed six (6) innings; provided, however, extra innings shall be played as necessary to declare a winner subject to the time limit. Regular season games may end in a tie. During the playoffs, the last inning, if not the 6th inning, shall be the inning commencing after 1 hour and 45 minutes of official playing time; provided, however, extra innings shall be played with no time limit as necessary to declare a winner with no time limit. A playoff game may not end in a tie. Umpires are instructed to notify both managers when the last inning begins.

A complete game requires a minimum of four innings of official playing time. If the first three innings have not been completed in the first sixty (60) minutes of official playing time, there shall be no further defensive warm-ups between innings.

In the interest of time, a courtesy runner may be used to replace a runner who will play the position of catcher in the next half inning when there are two outs (i.e., a courtesy runner may not be used for the catcher with one (1) out or no outs). The courtesy runner must be the player who made the last out regardless of whether the out was made on the bases or at bat. Managers shall avoid delays between innings caused by catchers putting on gear and follow best practice by designating one coach as being responsible for having the catcher dressed when the side is retired.

13. Safety. Base coaches must be adults (coach or manager); players may not coach the bases. All male players shall wear athletic supporters. Male catchers must wear helmets, metal or plastic cups and use a long-model chest protector. Only the player who is at bat may hold a bat. There shall be no on-deck batter.

14. Mandatory play requirements.

- A. Each player on the team roster and present when play commences must play a minimum of four (4) innings of a regulation five (5) or six (6) inning game.
- B. No player on the team roster and present during a game shall sit out consecutive defensive innings. A player who has sat out for three (3) consecutive defensive outs must play in the field for the next three defensive outs. Every player must sit out three (3) outs prior to any player sitting out a fourth out. No player can sit out for more than two (2) innings. A player who is sitting out may enter the game at any time for any player other than a player who sat out the previous inning.
- C. All players must play the infield at least two (2) innings and outfield at least one (1) inning per six (6)-inning game (catchers and pitchers count as infielders). No player can play the same position more than two (2) innings in a game.
- D. Any player who does not meet the mandatory play requirement in (A), (B), and (C) above during a regular season or playoff game shall start the next scheduled game, play a period equal to the remainder of the mandatory play requirement from the prior game, and then play the mandatory play requirement applicable to the current game. If a half-inning ends because of the imposition of the four-run limit and a player on the defense has played for the entire half-inning, that player will be considered to have participated for three (3) consecutive outs for purposes of this rule.
- E. The Manager shall keep a contemporaneous record of where each player played during every inning and shall ensure all players meet or exceed the mandatory play requirements of (A), (B), and (C) above. The Manager shall report failure of any player to meet a mandatory play requirement for a game to the A Commissioner within 24 hours after the game ends. Violations of a mandatory play requirement shall result in a written warning to the Manager upon a team's first offense, a Manager suspension for the next scheduled game upon a second offense or the first offense in the playoffs, and a Manager suspension for the remainder of the season upon a third offense. Penalties in the case of a violation done for a competitive advantage or other circumstances may include forfeiture of games won as determined by the league President after consultation with the Board and the A division Commissioner as they deem appropriate.
- F. A minimum of nine defensive players are required to play in the field. If more than nine (9) players are present for the game, then the team will play with four (4) outfielders for a total of ten (10) defensive players. All outfielders must play at least ten (10) feet from the back edge of the infield dirt. Outfielders may not make unassisted outs in the infield except by catching a fly ball.
15. The Manager is responsible for the conduct of the coaches, parents, and players on their team. Anyone ejected from the game who continues to interfere with the game shall cause the team to forfeit the game. Bad sportsmanship in any form will not be tolerated. An ejection is punishable by a mandatory one game suspension for the

person/player ejected. A Manager, coach, player, or spectator ejected from the game must leave the field and the premises. Any person ejected may be assessed additional penalties as determined by the league President after consultation with the Board as they deem appropriate.

16. The home team shall keep an official scorebook with player substitutions during all games. The scorebook shall be made available in case of disputes over the score, or line-ups. The visiting team shall also keep a scorebook to ensure all rules are followed, but the home team's scorebook will be the official scorebook.

E. Post-Game

1. Each team shall be responsible for cleaning its dugout, including throwing trash away.

2. If the game is the final game of the day/evening, the home team shall ensure that the mat is covering the pitching mound

3. Failure to comply with dugout and field cleanup may cause a team to forfeit one (1) turn during bat at the next game. Repeat violations shall be assessed such additional penalties as determined by the league President after such consultation with the Board as they deem appropriate.

4. Game scores do not need to be submitted as playoff seeding will be at random.

F. Playoffs

The league will decide whether to schedule playoffs for the A division after assessing the teams and their competitiveness in game situations as the season progresses. If the league decides to schedule playoffs for the A division, the rules will be posted before the playoffs commence, but each team would make the playoffs so long as the team completes its volunteer and other league obligations.

G. Other Rules

1. Replacement of a player lost to the roster due to injury or otherwise shall be at the discretion of the A division Commissioner in consultation with the league President.

2. Violations of the rules shall be punished in a manner determined by the league President after such consultation with the Board as they deem appropriate. Managers and coaches are reminded that volunteer positions are a privilege conferred by the league and not a matter of right.