

WNSL Fall Baseball League Rules

Wookies

Rules Overview

Any special rules contained in this document will be in effect. Anything not covered here will be in accordance with the Cal Ripken/Babe Ruth Baseball rulebook.

Team Responsibilities and Conduct

1. The home team will occupy the 3rd base dugout.
2. Teams must provide their lineup to the opposing coach and scorebooks before the game begins.
3. Eight (8) players constitute a legal team, and the game must begin if both teams have at least eight players present. If a team is playing with less than nine batters, no “automatic outs” will be assessed for the missing players in the batting order.
4. If either team does not have eight players present at the appointed game time, the game may not begin. However, the official clock begins at the scheduled game time. Teams have 10 minutes after the clock begins to field a legal team. If two legal teams are not present at this point, the game will be declared a forfeit, the coaches shall split the available players into two teams and the umpires shall work a scrimmage of the players.
5. If a player leaves a game for any reason, all other batters will move up in the batting order with no penalty of an out to the team. If this player leaving causes a team to fall below the number of players necessary for a legal team, the game shall be declared a forfeit and the teams shall follow the forfeit procedure above.
6. If a player arrives after the game has begun, he/she shall be inserted at the bottom of the batting order. Only players present at game time shall be listed on the batting order.
7. Players and coaches are expected to show good sportsmanship at all times, including the shaking of hands after the game. Spectators will not be allowed to harass opposing players or umpires.
8. Unsportsmanlike conduct by a player, coach or fan will not be tolerated and could result in being asked to leave the league. The head coach is responsible for the conduct of his coaches, parents and players.
 - a) A runner may not maliciously crash into a fielder for any reason. The runner will be removed from the game and, depending on the circumstances, could be removed from the league.
 - b) If a batter unintentionally throws a bat, the entire team will be given a warning. The second unintentional throwing of a bat will result in the batter being called out and the ball being declared dead. If a batter intentionally throws a bat, the batter will be removed from the game.
9. Game protests may only be submitted to the Commissioner by a coach. Protests must be submitted in writing and accompanied by a fee of \$1,000. The fee will be refunded if the protest is upheld.
10. Each team is responsible for the cleanliness in and around its dugout at the end of each game and practice. All trash must be placed in a trash receptacle.

Equipment, Dimensions and Game Length

1. A game shall last 6 innings or 60 minutes, whichever comes first. The next inning begins the instant the final out of the previous inning is made. No new inning may begin after the time limit is reached. Once time has expired, the current inning will be completed unless the home team is batting and is ahead.
2. There are no extra innings. If the score is even at the end of the game limits above, the game will end in a tie.
3. The league will furnish batting helmets and all catcher's equipment except the mitt. All borrowed equipment must be returned to its appropriate location.
4. Players may not swing a bat longer than 32 inches in length and with a barrel larger than 2 ¼ inches in diameter.

Special Rules

Batting

1. A continuous batting order shall be used with every player occupying a spot in the batting order. Every player in the order will bat once during each inning on offense.
2. Each hitter will be given a maximum of five (5) pitches per at bat (Does not matter whether they are hittable). Afterward, for the sixth "pitch," the batter may hit off the tee. The batter must make contact with the ball to be considered a hit -- hitting the tee is considered a foul ball. If the batter does not wish to hit off the tee for his sixth "pitch," he will receive one more pitch from his coach. If the ball is not put in play on this pitch, the batter will be declared out.
3. Each team will select a representative to pitch to its own batters. All pitchers must be at least 18 years old.
4. Squaring to bunt is not allowed for any reason. If a batter squares to bunt or makes contact with a bunt, one team warning will be given. Each time thereafter, the batter will be declared out.
5. If a runner is called out, he/she must return to the dugout and may not remain on the base path.

Defense

6. Every player will play in the field each inning on defense. The defensive team shall have no more than seven (7) players in the infield at any point prior to the batter making contact with the ball. All other players will be placed in the outfield.
7. The defensive team may place as many coaches as needed in the outfield to help set the defense at all times. These coaches must not obstruct play in any way.
8. The defense shall be given every opportunity to get a runner out. Once the umpire has determined that no reasonable attempt is being made to record an out, he shall declare play dead. At this point, all runners may advance to the base they are running provided they are at least 1/3 of the way there.
9. The umpire has sole discretion to determine when play is dead and which runners may advance.

WNSL Fall Baseball League Rules

Rookies

Rules Overview

Any special rules contained in this document will be in effect. Anything not covered here will be in accordance with the Cal Ripken/Babe Ruth Baseball rulebook

Team Responsibilities and Conduct

1. The home team will occupy the 3rd base dugout.
2. Teams must provide their lineup to the opposing coach and scorebooks before the game begins.
3. Eight (8) players constitute a legal team, and the game must begin if both teams have at least eight players present. If a team is playing with less than nine batters, no “automatic outs” will be assessed for the missing players in the batting order.
4. If either team does not have eight players present at the appointed game time, the game may not begin. However, the official clock begins at the scheduled game time. Teams have 10 minutes after the clock begins to field a legal team. If two legal teams are not present at this point, the game will be declared a forfeit, the coaches shall split the available players into two teams and the umpires shall work a scrimmage of the players.
5. If a player leaves a game for any reason, all other batters will move up in the batting order with no penalty of an out to the team. If this player leaving causes a team to fall below the number of players necessary for a legal team, the game shall be declared a forfeit and the teams shall follow the forfeit procedure above.
6. If a player arrives after the game has begun, he/she shall be inserted at the bottom of the batting order. Only players present at game time shall be listed on the batting order.
7. Players and coaches are expected to show good sportsmanship at all times, including the shaking of hands after the game. Spectators will not be allowed to harass opposing players or umpires.
8. Unsportsmanlike conduct by a player, coach or fan will not be tolerated and could result in being asked to leave the league. The head coach is responsible for the conduct of his coaches, parents and players.
 - a) A runner may not maliciously crash or slide into a fielder for any reason. The runner will be removed from the game and, depending on the circumstances, could be removed from the league.
 - b) If a batter unintentionally throws a bat, the entire team will be given a warning. The second unintentional throwing of a bat will result in the batter being called out and the ball being declared dead. If a batter intentionally throws a bat, the batter will be removed from the game.
9. Game protests may only be submitted to the Commissioner by a coach. Protests must be submitted in writing and accompanied by a fee of \$1,000. The fee will be refunded if the protest is upheld.
10. Each team is responsible for the cleanliness in and around its dugout at the end of each game and practice. All trash must be placed in a trash receptacle.

Equipment, Dimensions and Game Length

1. A game shall last 6 innings or 80 minutes, whichever comes first. The next inning begins the instant the final out of the previous inning is made. No new inning may begin after the time limit is reached. Once time has expired, the current inning will be completed unless the home team is batting and is ahead.
2. There are no extra innings. If the score is even at the end of the game limits above, the game will end in a tie.
3. At First Base, a double (safety) base may be used with the white side in fair territory and the orange side in foul territory. During a close play at first, runners should run through the orange base while the fielder tags the white base. In order for an out to be recorded, the fielder must touch the white base.
4. Two circles will be placed on fields. An 18-foot circle will be placed around the pitcher's mound and a 12-foot circle will be placed around 2nd base.
5. The league will furnish batting helmets and all catcher's equipment except the mitt. All borrowed equipment must be returned to its appropriate location.
6. Players may not swing a bat longer than 33 inches in length and with a barrel larger than 2 ¼ inches in diameter. Wood bats are allowed.

Pitching Machine Rules

Every team in the Rookies Division will bat off the pitching machine. The following rules and restrictions apply. More specific batting rules may be located in the "Special Rules" section below.

1. All Rookie teams in the WNSL shall use the Louisville Slugger "Blue Flame" model UPM45 (the official portable pitching machine of Cal Ripken, sanctioning body of WNSL baseball). League officials will set up and position the machine and both teams shall use the same machine during a game.
2. The pitch speed should be 36 mph unless agreed upon to be faster by both coaches.
3. Setup for machines shall be as follows:
 - a) Machines shall be placed 46 feet from home plate. If a pitching rubber is installed on the field, the front leg of the machine shall be placed in front of the rubber, ideally with the back of the machine's front leg touching the front edge of the rubber.
 - b) The height adjustment knob on the tray where the ball is placed shall be set to "3".
 - c) The height adjustment knob on the handle/lever shall be placed at "3" or "4."
 - d) The speed (aka power lever) shall be set at "6" or "7" (usually "6")
 - e) Sandbags shall be placed on the front and back legs of the machine for stability and consistency of pitches.
4. Coaches may make adjustments to the power lever (reduce the power lever or speed by 2 at the most) for batters that struggle, but these batters must be identified to the opposing coach and umpire before the game begins. Abusing this "changing speeds" policy is a serious violation of the WNSL's code of conduct.
5. Coaches may utilize the "fine tuning knob" to adjust the height of pitches while their team is at bat, however, no extra or practice pitches are allowed after adjustments.

6. Any major adjustments to the pitching machine must be approved by the umpire and both coaches. Safety is the first concern followed by the player being able to hit the ball.
7. Coaches may throw five (5) practice pitches with the machine prior to their team's first at-bat. A few practice pitches are permitted between innings, but the game should not be halted or delayed because of these pitches.
8. If a batted ball strikes the pitching machine, the ball is declared dead. The batter is awarded first base and the runners advance one base, as necessary. (*Example 1: Runners on 1st and 2nd, ball hits machine -- The result should be runners on 1st, 2nd and 3rd. Example 2: Runner on 3rd, ball hits machine -- The result should be runners on 1st and 3rd.*)

Special Rules

Batting

1. A continuous batting order shall be used with every player occupying a spot in the batting order. At the beginning of each inning, the batting order will begin from the point it ended the previous inning.
2. Each team will select a coach to "pitch" to its own batters. Only coaches may feed and/or adjust the pitching machines.
3. Each hitter will be given a maximum of five (5) pitches per at bat (Does not matter whether they are hittable) unless the final pitch is a foul ball. The batter will continue to receive one additional pitch (like normal baseball) on all foul balls on the fifth pitch or later. The batter is out if he strikes out or the ball is not put in play (or fouled off) after the fifth pitch.
4. Squaring to bunt is not allowed for any reason. If a batter squares to bunt or makes contact with a bunt, one team warning will be given. Each time thereafter, the batter will be declared out.
5. Leading off and/or stealing is not allowed.
6. The "Catch-Up-Plus-7" run rule is in effect. Each team will bat until the defense records three (3) outs or it has scored the maximum number of runs in an inning, whichever is first. For the winning team, the run rule is seven (7) per inning. For the losing team, the run rule is the opponent's leading margin plus 7 per inning. The play on which the run rule is reached in an inning will be allowed to continue until the umpire declares it dead, though any extra runs scored will not count. (*Example: Team A is leading Team B 6-3. If Team A is batting, it may score 7 runs. If Team B is batting, it may score 10 runs [6-3 = 3 + 7 = 10]*)

Defense and Stoppage of Play

7. The defensive team may play ten (10) players in the field at one time with no more than six (6) players in the infield at any point prior to the batter making contact with the ball. Six players in the infield includes a catcher, who does not need to crouch or be positioned immediately behind the plate, but he must be in catcher's attire and located behind the plate/batter.
8. Each player present at the beginning of the game must play at least six (6) defensive outs prior to the completion of the 4th inning. Substitutions may be made freely at the coach's discretion.
9. The defensive team may place one or two coaches in the outfield to help set the defense at all times. These coaches must not obstruct play in any way.
10. Protective headgear is mandatory for the player playing the pitcher position.

11. There is no infield fly rule.

12. The decision concerning the “end of the play” is solely the discretion of the umpire. The umpire will call “Dead Ball” when the action stops or when the ball is in possession of a defender or all runners have ceased to advance -- or -- if a player has control of the baseball in either the circle around second base or in the circle around the pitcher’s mound, and, in the umpire’s discretion, is not attempting to record an out, the ball will be declared dead and all runners will advance to the base which they are going and stop.

WNSL Fall Baseball League Rules

Minors

Rules Overview

Any special rules contained in this document will be in effect. Anything not covered here will be in accordance with the Cal Ripken/Babe Ruth Baseball rulebook

Team Responsibilities and Conduct

1. The home team will occupy the 3rd base dugout.
2. Teams must provide their lineup to the opposing coach and scorebooks before the game begins.
3. Eight (8) players constitute a legal team, and the game must begin if both teams have at least eight players present. If a team is playing with less than nine batters, no “automatic outs” will be assessed for the missing players in the batting order.
4. If either team does not have eight players present at the appointed game time, the game may not begin. However, the official clock begins at the scheduled game time. Teams have 10 minutes after the clock begins to field a legal team. If two legal teams are not present at this point, the game will be declared a forfeit, the coaches shall split the available players into two teams and the umpires shall work a scrimmage of the players.
5. If a player leaves a game for any reason, all other batters will move up in the batting order with no penalty of an out to the team. If this player leaving causes a team to fall below the number of players necessary for a legal team, the game shall be declared a forfeit and the teams shall follow the forfeit procedure above.
6. If a player arrives after the game has begun, he/she shall be inserted at the bottom of the batting order. Only players present at game time shall be listed on the batting order.
7. Players and coaches are expected to show good sportsmanship at all times, including the shaking of hands after the game. Spectators will not be allowed to harass opposing players or umpires.
8. Unsportsmanlike conduct by a player, coach or fan will not be tolerated and could result in being asked to leave the league. The head coach is responsible for the conduct of his coaches, parents and players.
 - a) A runner may not maliciously crash or slide into a fielder for any reason. The runner will be removed from the game and, depending on the circumstances, could be removed from the league.
 - b) If a batter unintentionally throws a bat, the entire team will be given a warning. The second unintentional throwing of a bat will result in the batter being called out and the ball being declared dead. If a batter intentionally throws a bat, the batter will be removed from the game.
9. Game protests may only be submitted to the Commissioner by a coach. Protests must be submitted in writing and accompanied by a fee of \$1,000. The fee will be refunded if the protest is upheld.
10. Each team is responsible for the cleanliness in and around its dugout at the end of each game and practice. All trash must be placed in a trash receptacle.

Equipment, Dimensions and Game Length

1. A game shall last 6 innings or 1 hour and 40 minutes, whichever comes first. The next inning begins the instant the final out of the previous inning is made. No new inning may begin after the time limit is reached. Once time has expired, the current inning will be completed unless the home team is batting and is ahead. Stalling for any reason is a violation of the WNSL's Code of Conduct and will not be tolerated. Further discipline may result.
2. If there is a tie at the end of the sixth inning and the time limit has not expired, the teams may play as many extra innings as possible until either a winner is decided or the time limit is reached. If the score is even at the end of the limits above, the game will end in a tie.
3. The bases shall be set 60 feet apart and the pitcher's rubber 46 feet from home plate (real point).
4. At First Base, a double (safety) base may be used with the white side in fair territory and the orange side in foul territory. During a close play at first, runners should run through the orange base while the fielder tags the white base. In order for an out to be recorded, the fielder must touch the white base.
5. The league will furnish batting helmets and all catcher's equipment except the mitt. All borrowed equipment must be returned to its appropriate location.
6. Players may not swing a bat longer than 33 inches in length and with a barrel larger than 2 ¼ inches in diameter. Wood bats are allowed.

Special Rules

Batting

1. A continuous batting order shall be used with every player occupying a spot in the batting order. At the beginning of each inning, the batting order will begin from the point it ended the previous inning.
2. Bunting is allowed, however, deceptive practices such as faking a bunt by waving the bat to distract the pitcher will not be tolerated. If the umpire determines the batter is involved in this practice, the batter will be declared out.
3. The ball will be declared dead once the catcher is in possession of the ball and the runner has been stopped from advancing. i.e. the runner may not attempt to bait the catcher into a throw. Teams may not steal with a lead of 10 runs or more.
4. Stealing home stipulations:
 - a) Stealing home on a passed ball is not allowed. A player may attempt to steal home **only on an errant throw from the catcher to the pitcher** (emphasis on the word errant)
5. A team may opt to use a courtesy runner for the catcher with two outs. The runner must be the last player to record an out.
6. The "Catch-Up-Plus-7" run rule is in effect. Each team will bat until the defense records three (3) outs or it has scored the maximum number of runs in an inning, whichever is first. For the winning team (or if the game is tied), the run rule is seven (7) per inning. For the losing team, the run rule is the opponent's leading margin plus 7 per inning. The play on which the run rule is reached in an inning will be allowed to continue until the umpire declares it dead, though any extra runs scored will not count. (Example: Team A is leading Team B 6-3. If Team A is batting, it may score 7 runs. If Team B is batting, it may score 10 runs [6-3 = 3 + 7 = 10])

Defense

7. The defensive team may only play nine (9) players in the field at one time with no more than six (6) players in the infield at any point prior to the batter making contact with the ball.
8. Each player present at the beginning of the game must play at least six (6) defensive outs prior to the completion of the 4th inning. Substitutions may be made freely at the coach's discretion.
9. There is no infield fly rule.
10. The decision concerning the "end of the play" is solely the discretion of the umpire. The umpire will call "Dead Ball" when the ball is in possession of a defender and all runners have ceased to advance.

Pitching Guidelines

1. A player may pitch no more than three (3) innings in a game. For these purposes, an inning is defined as one (1) pitch. A pitcher may pitch no more than six (6) innings per week. A week is defined as Monday through Sunday.
2. There is no balk rule in effect unless the pitcher intentionally stops his delivery in an effort to deceive the batter. If the umpire declares this action, all baserunners will advance one base.
3. A coach's second trip to the mound in the same inning, to the same pitcher for purposes other than obvious injury to the pitcher shall result in the removal of that pitcher.
4. For 9-year old players, coaches may agree to allow pitchers to pitch from closer than the standard 46 feet from the plate if necessary.
5. For safety, a player warming up in foul territory during the game must have a person protecting him.

WNSL Fall Baseball League Rules

Majors

Rules Overview

Any special rules contained in this document will be in effect. Anything not covered here will be in accordance with the Cal Ripken/Babe Ruth Baseball rulebook

Team Responsibilities and Conduct

1. The home team will occupy the 3rd base dugout.
2. Teams must provide their lineup to the opposing coach and scorebooks before the game begins.
3. Eight (8) players constitute a legal team, and the game must begin if both teams have at least eight players present. If a team is playing with less than nine batters, no “automatic outs” will be assessed for the missing players in the batting order.
4. If either team does not have eight players present at the appointed game time, the game may not begin. However, the official clock begins at the scheduled game time. Teams have 10 minutes after the clock begins to field a legal team. If two legal teams are not present at this point, the game will be declared a forfeit, the coaches shall split the available players into two teams and the umpires shall work a scrimmage of the players.
5. If a player leaves a game for any reason, all other batters will move up in the batting order with no penalty of an out to the team. If this player leaving causes a team to fall below the number of players necessary for a legal team, the game shall be declared a forfeit and the teams shall follow the forfeit procedure above.
6. If a player arrives after the game has begun, he/she shall be inserted at the bottom of the batting order. Only players present at game time shall be listed on the batting order.
7. Players and coaches are expected to show good sportsmanship at all times, including the shaking of hands after the game. Spectators will not be allowed to harass opposing players or umpires.
8. Unsportsmanlike conduct by a player, coach or fan will not be tolerated and could result in being asked to leave the league. The head coach is responsible for the conduct of his coaches, parents and players.
 - a) A runner may not maliciously crash or slide into a fielder for any reason. The runner will be removed from the game and, depending on the circumstances, could be removed from the league.
 - b) If a batter unintentionally throws a bat, the entire team will be given a warning. The second unintentional throwing of a bat will result in the batter being called out and the ball being declared dead. If a batter intentionally throws a bat, the batter will be removed from the game.
9. Game protests may only be submitted to the Commissioner by a coach. Protests must be submitted in writing and accompanied by a fee of \$1,000. The fee will be refunded if the protest is upheld.

10. Each team is responsible for the cleanliness in and around its dugout at the end of each game and practice. All trash must be placed in a trash receptacle.

Equipment, Dimensions and Game Length

1. A game shall last 6 innings or 1 hour and 40 minutes, whichever comes first. The next inning begins the instant the final out of the previous inning is made. No new inning may begin after the time limit is reached. Once time has expired, the current inning will be completed unless the home team is batting and is ahead. Stalling for any reason is a violation of the WNSL's Code of Conduct and will not be tolerated. Further discipline may result.

2. The bases shall be set 70 feet apart and the pitcher's rubber 50 feet from home plate (real point).

3. At First Base, a double (safety) base may be used with the white side in fair territory and the orange side in foul territory. During a close play at first, runners should run through the orange base while the fielder tags the white base. In order for an out to be recorded, the fielder must touch the white base.

4. The league will furnish batting helmets and all catcher's equipment except the mitt. All borrowed equipment must be returned to its appropriate location.

5. Players may not swing a bat longer than 33 inches in length and with a barrel larger than 2 ¾ inches in diameter. The bat's weight may be a maximum of 10 ounces lighter than the length of the bat (minus-10). Wood bats are allowed. *(Please note that standard Cal Ripken/Babe Ruth rules for this age group do not allow big barrel bats.)*

Special Rules

1. A continuous batting order shall be used with every player occupying a spot in the batting order. At the beginning of each inning, the batting order will begin from the point it ended the previous inning.

2. Leading off and stealing are allowed, however, teams may not steal with a lead of 10 runs or more.

3. A team may use a courtesy runner for the catcher with two outs. The runner must be the last player to record an out.

4. The "Catch-Up-Plus-7" run rule is in effect. Each team will bat until the defense records three (3) outs or it has scored the maximum number of runs in an inning, whichever is first. For the winning team (or if the game is tied), the run rule is seven (7) per inning. For the losing team, the run rule is the opponent's leading margin plus 7 per inning. **All runs on the play on which the run rule is reached in an inning will count.** *(Example: Team A is leading Team B 6-3. If Team A is batting, it may score 7 runs. If Team B is batting, it may score 10 runs [6-3 = 3+7 = 10])*

5. The infield fly rule is in effect.

Pitching Guidelines

1. A player may pitch a maximum of three (3) innings in a game and six (6) innings in a week. One pitch is considered a full inning pitched. A pitcher may reenter the game at any time provided he does not exceed the maximum number of innings available to him in that game. In the event that a pitcher pitches more than three (3) innings in a single day, he must take an entire day off before pitching again.

2. If a pitcher is removed from the mound in an inning, but remains in the game and on the field, he may reenter as a pitcher in the same inning without it counting as a second inning. No additional warm-up pitches are allowed.

3. A coach's second trip to the mound in the same inning, to the same pitcher for purposes other than obvious injury to the pitcher shall result in the removal of that pitcher.

4. The balk rule is in effect, but will only be called when egregious. If the pitcher gains a clear advantage, the balk will be called. Umpires will be instructed to help players avoid a balk,