

2023
RULES AND REGULATIONS
FOR
WEST SPRINGFIELD
LITTLE LEAGUE

WEST SPRINGFIELD LITTLE LEAGUE
P.O. BOX 2563
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WSLLBASEBALL.NET

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Dear Managers and Coaches,

Welcome to the 2023 season! This rule book (the “gray book”) contains local rules for the 2023 season. They supplement Little League rules published by Little League, International. Managers and coaches should familiarize themselves and abide by both. Questions should be first directed to respective League Directors. In addition to our local rules, please see the league website for a link to administrative policies. Have a great season and please remember, this is all about little kids playing a game. Sportsmanship first!

Todd Harding

President, WSLI

SUMMARY OF MANAGER RESPONSIBILITIES

OBJECTIVE: The objective of WSLI is to provide children a fun, learning experience that stresses good sportsmanship, respect for others, and enjoyment of the game of baseball. The League’s goal is to develop lifelong fans and participants in the game, and to encourage its members to become active members of their communities. See Article II, WSLI Constitution. The league’s policies and procedures are set forth in Little League’s “Official Regulations and Playing Rules,” the WSLI Administrative Policies Manual and WSLI Job Description Manuals, which are available on our web site, and this book.

GENERAL.

Accidents. Report all accidents requiring treatment on a safety form through your League Director to the Safety Officer.

Background Check. All Managers, Coaches of Record, Umpires, Practice Coaches and Team Parents or anyone else that will be in regular contact with players must submit to a background check. The WSLI Safety Officer will distribute information regarding this requirement.

Baseball Knowledge. Check the Coaches’ section of the website and identify the educational requirements and playing standards for your level. Note, these are minimum requirements. Each season, you should visit the library and other information sources to improve your baseball knowledge, your understanding of children of the age you are managing, and how to teach. You also should ask other managers and parents for baseball and kid knowledge you can use. Finally,

you must be very familiar with the rules for your level of play published in the Little League rulebook and this book.

Behavior. The Rules of Baseball contain standards of behavior that may be addressed by Umpires. The Gray Book lists additional behavioral standards for game participants, and procedures for enforcing them. The following behavioral concerns also apply.

Alcohol and Tobacco (including chewing tobacco) Use. Not permitted during games or when coaching. Umpires will eject violators.

Child Abuse. Protect your players from exploitation, by not assuming that abusers can be identified by appearance, and by not allowing children to be alone with adults not their parents or guardians. Protect yourself and your coaches by not being alone with children without their parents' permission. Visit www.littleleague.org for more information about this topic.

Fan Behavior. WSLL does not publish standards of fan behavior, because we think they require only common sense. Fans should treat umpires and opponents as they wish to be treated. Talk to your parents and players about the difference between supportive cheering and jeering. Failure to control your team could lead to forfeiture. Set the example.

Sexual Harassment. Little League policy is serious and unequivocal: no one may use a position of authority to suggest, invite, or extend sexual favors, or subject anyone to verbal or physical sexual behavior. If you believe you have observed such an incident, report it to the President. Visit www.littleleague.org for more information about this topic.

Chain of Command. Your supervisor is the League Director for your level and league. His or her chain of supervision is the VP, Baseball Operations, and the President. Each has an open door policy, but matters should be referred to the LD, who is responsible for being knowledgeable about the issues and concerns of your league, and for supporting you. That cannot happen if the LD is left out of the loop. Their phone numbers are in back of this book.

Dress code. Dress the part of an adult leader at a baseball game. Tank tops and flip-flops, for example, would be in bad taste. Managers and coaches may not wear baseball uniforms, according to Little League rules.

Training. The league sponsors formal coach training through a contractor. This training or an equivalent is indispensable for all managers. Of course, self-study and discussions with your peers also is invaluable. Failure to attend mandatory training is a factor in manager selection. Your League Director, in conjunction with the league's Training Director, also will conduct level-specific training. Although the league considers these mandatory, it happens that people are out of town or otherwise unavailable. If that happens, what is truly mandatory is informing your League Director of that fact, in advance.

Website. Visit our website (wsllbaseball.net) for forms, training hints, and other applicable materials.

PRE-SEASON RESPONSIBILITIES

Call-Up Players (A, AA, AAA only). As soon as you have completed an initial evaluation of your players, forward to your League Director the names of three players interested and capable of serving as emergency call-up players for teams at the next highest level.

Assistant Coaches. You must appoint two coaches of record. A third assistant coach is permitted at the AA, 1A, T-Ball and 5T levels. They are allowed in the dugout and field during the game. You may appoint as many practice coaches as you would like, the more the better. Remember all volunteers whose duties provide them repetitive access to children must submit a volunteer form to the Safety Officer through your League Director, and must have a successful background check before assuming their duties.

Equipment. You should assure that: you have the equipment your team needs; the equipment is worn properly (and, therefore, serves its purposes); defective equipment is exchanged; and that all equipment is returned in good shape, absent fair wear and tear.

Team Parent. Appoint a responsible team parent who can assure that all administrative and event planning, including team banner making, is attended to. Meet often with the team parent, treat him or her as an equal to the coaches, and include him or her in your thinking and planning. Team parents are an important source of league information for you and your team. Team Parent must also submit to a background check.

Volunteers. You are responsible for assuring that all coaches and all volunteers whose duties provide them repetitive access to children submit a volunteer form to the Safety Officer through your League Director. They also must have a successful background check before assuming their duties. Follow up with your LEAGUE DIRECTOR to assure that that has occurred.

GAME DAY

Field Care. Section IV contains standards for pre and post field game preparation. Just realize that field care is both teams' responsibility. The quality and safety of our games depend upon managers who ensure that the specified, simple steps are taken to protect and preserve our fields. When fields are wet, arrive early to prepare, but do not overload them with drying agent, or play on them when wet. Sometimes, it is better to let a field dry naturally. You should appoint a field care manager for your team to ensure that those duties are performed, and that they will not interfere with your pre and post-game time with your team.

Game Times. See Section II for details. The game clock runs from scheduled time, not game-day start time, unless the game was delayed by a prior game.

Game Cancellations. When time permits, cancellations are posted on the league's website. If you hear nothing, go to the field, at which point, the managers will decide whether the field is playable. After the game begins, that decision belongs to the umpires. Tell your parents that.

Make Up Games. See section VC6 – rescheduling game guidelines. Warn your parents in advance. The League Scheduler will not entertain requests for juggling make-up games.

Pitching Regulations. The League is subject to Little League's Pitch Count Program. At the AA level, WSLL level-specific pitching restriction applies *in addition to* the Little League rule. Thus, if a player reaches his or her WSLL-specified inning limit before reaching his or her pitch count limit, the inning limit would apply, and vice versa.

Scores. Winning team reports via website. See website for instructions.

Trash. See Section IV.C for post-game cleanup responsibilities. Gray Hats will monitor fields to ensure each team leaves the field in good shape for the next team.

Umpires. If a league umpire is not assigned, you are responsible for appointing one. Make sure your parents know that, and are aware of umpire training available at the beginning of the year. If you have someone interested in umpiring, contact the WSLLE Umpire in Chief.

Uniforms. Alterations are not permitted to uniforms or HELMETS.

PRACTICES

League Training. The League's Training Committee provides supplemental training for younger players. Please ensure that your players know about these options and encourage players that might benefit from them to attend. Your League Director will inform you of these opportunities.

Number of Practices. Before you schedule more, talk to your parents. Because teams typically meet three times per week (fewer at T-Ball levels), WSLLE is very demanding of families' time – more so than most other recreational activities. In fact, experienced managers will tell you that one of the best ways to ingratiate yourself with parents is to cancel a practice. Thus, think very carefully about players other commitments (including school work), be judicious, and consider making any extra practices truly voluntary. Before scheduling an "enrichment" activity, ensure your parents are supportive – especially if the activity will add another day to the training calendar or cost additional money. Managers may not require parents to spend additional money and should be sensitive about embarrassing parents who may not want or be able to pay.

Insurance Coverage. According to Little League Insurance Group, the only things covered under our insurance are:

1. Practices (on league fields and scheduled by the League - nothing at MBA, or wherever else someone might do one). Practices can only be conducted on fields covered by our insurance. The league schedules one practice space per week. You will receive a permit, which limits your available time. Permits are subject to high school teams' needs. If a team other than a high school team arrives, politely show the team's coach your permit. If s/he refuses to honor it, make the best deal you can, and then call your League Director.

2. Games

3. Players

4. People with background checks done through the Little League provider (i.e., umpires, managers, CORs, BOD members)
Nothing else is covered.

Practice Use of Byron and Fenway

No team may practice at Byron or Fenway fields without being assigned to use the field by the league scheduler. Teams may use the batting cages as described in Section IV.C.3. This applies to all-star travel, and fall teams as well. At the discretion of the Executive Committee, any team that practices at these fields without permission will have their manager suspended for the next scheduled game.

The batting cages and bullpens are available for non-scheduled teams, however. As long as they are not closed due to inclement weather and use does not interfere with a team that has the facilities assigned to them as part of their practice or pre-game warmup.

No team at any time should take batting practice on Wrigley, Yankee and Fenway in a manner that damages the field. This includes having hitters hit from grassed areas and/or pitchers throwing from grassed areas. This applies to all-star and fall teams as well. Any team found to be using the fields in this manner will lose use of the primary fields.

Practice Plans. Practice plans should be in writing, and should specify, for each practice activity, the goal, duration, space, equipment, and coaching help needed. Generally speaking, practices should emphasize safety, repetition, movement (standing in lines is disfavored), and hydration. Practices at the lower levels especially should emphasize proper throwing and catching and, at all levels, should be informed by the skills emphasized in WSL's level of play policy, which is contained in the Administrative Procedures Manual. An example of a practice plan can be found on the web site.

Parking. At Byron, parking is limited to our facility and the church parking lot area that is not taped off. Violators will be towed at the owners expense. At Irving, please ensure no one parks on the basketball courts, which were not built to handle traffic. At Keene Mill, park only in marked spaces. At Burke, do not park in front of mailboxes or driveways. Complaints will be forwarded to the team manager. Failure to observe these rules will jeopardize our ability to use these fields.

IN-SEASON - END OF SEASON ADMINISTRATIVE RESPONSIBILITIES

Evaluations - Managers. A good measure of a manager's effectiveness is the number of parent evaluations returned. WSLI will conduct an electronic survey of parents for each manager to assess their view of the season and the manager's ability. The results of this survey will be shared with the manager and will be reviewed when making manager selections for future seasons.

Evaluations - Players. At season's end, you must prepare evaluations for your players to assure that, next year, players are placed at a level and on teams that help the league provide appropriate levels of competition. Consult WSLI standards of play before recommending a child for a particular level of play. Be frank, but careful in your choice of words. WSLI uses utmost care in guarding these evaluations and does its utmost to protect the information. However, these evaluations are shared with the managers during tryouts and division drafts. The Player Agent will provide you with instructions for using the on-line evaluation system and a guide to providing evaluations. Failure to do so in the time period requested by the Player Agent will be a consideration the following year by the manager selection committee.

Player Release. You must inform the Player Agent promptly when you have a player you reasonably believe will be out 3 or more weeks. See Section IV.B for complete information regarding this.

Sponsors. Contact your sponsor at least 2 times during the season. Once at the beginning of the season and again at the end of the season. Please be creative in how you might involve your sponsor. Some have had a representative throw out a first pitch at a game, others may have the team visit their location, etc. You are responsible for ensuring they receive whatever trophy or picture is provided for them. Invite them to games and team functions. How you treat sponsors determines whether they will return.

WEST SPRINGFIELD LITTLE LEAGUE TEAM REGULATIONS

(Note: Most of the Regulations previously published in this section have been moved to the WSL Administrative Manual.)

SECTION I -- LEAGUE REGULATIONS.

The regulations set forth in this book are those that concern Local Playing Rules, Behavior, Movement of Players during the season, and Standings (where applicable). WSL also publishes an Administrative Policy Manual, which concerns the general operation of the league as a whole, and may be of interest to managers and coaches. Topics addressed in the manual include, among others, Background Investigation Responsibility, Disciplinary Procedures, Franchise Boundaries, Game Scheduling, Manager and Coach Selection, Refund Policy, Regular and Post-Season Tournament Awards, Team Formation Guidelines, All Star Selection, and Tryout Administration. An electronic version is available at www.wsllbaseball.net.

SECTION II -- MOVEMENT OF PLAYERS DURING THE SEASON.

A. Borrowing and Call-Up of Players.

1. Prior to the start of the season, each manager at AAA, AA, and A levels shall provide his/her League Director and the Player Agent with the names and phone numbers of players capable of competing at the next higher level. The League Director and/or Player Agent will assemble these into a "call-up roster" and provide the results to the League Director for the next highest level of play.
2. A manager at the Majors, AAA, or AA level needing a player shall notify his / her League Director(LD), Player Agent and all managers from the call up list via email. **Borrowing of players at these levels is no longer permitted.** The LD, with the help of the Player Agent, will respond to all in the email and provide a list of eligible players for call up. A manager needing a player shall contact only the players identified by the LD on the list of eligible players. The LD will attempt to let as many players play at the next level to avoid managers selecting the same player. All players called-up at Majors, AAA and AA must come from the "call-up roster". Note: Players League Age 7 or 8 may not be called-up to from AA to the AAA level and players League Age 9 may not be called-up from AAA to the Majors level.

Borrowing players at the 1A, T-Ball and 5T levels: At the A, T-Ball and 5T levels, players are borrowed and may be selected from any other team within their respective level and is managed solely at the discretion of the League Director. See section in local rules on A, T-Ball, and 5T "for defensive purposes only."

3. Managers should call-up players (see item 4 below) to bring their rosters to 9 players, preferably 10 players, but no more than 11 players are available at the start of each game.
4. All Levels – Calling Up Players Before the Start of a Game
Teams can start play with at least 8 players. If a team fails to call-up sufficient players so that a roster of at least 10 players is available at the start of each game (or re-start of a suspended game at a later date), and then that team subsequently falls below 9 players **the game will continue with eight players.** Should the number of available players fall below eight players, the game will not continue and without a justifiable reason by the manager, the Board of Directors may rule that the team's inability to play is a forfeit.
5. Loss of Players Once the Game Has Started

Majors, AAA and AA

Games can continue with at least 8 players. If a team has sufficient players so that a roster of at least 9 players (preferably 10 players) are available at the start of each game (or re-start of a suspended game at a later date), and then that team subsequently falls below 9 players **the game shall continue with 8 players.** If the roster subsequently falls below 8 players so that the game cannot continue, the game shall end if it meets the requirements of a regulation game, otherwise the game will resume at a later date, exactly where it left off.

1A, T-Ball and 5T:

See local rule sections for 1A, T-Ball and 5T levels on borrowing players "for defensive purposes only."

6. Called-up players must adhere to the following restrictions during play:
 - a. Called-up players may not pitch.
 - b. Called-up players may start the game only if ALL regular players present start the game.
 - c. Called-up players shall be subject to the normal substitution, player rotation, and minimum playing time rules of the level for which they are called-up.
 - d. For non-majors games – called-up players shall be listed in the batting order after regular players.
 - e. For Majors games with fewer than 9 players – called-up players shall be listed in the batting order after regular players.
 - f. For Majors games with 9 or more regular players – called-up players may not bat until all rostered players present for the game have batted.

7. If, having called-up player(s), a manager learns that additional regular players will be available so that the called-up player is not needed, he/she should immediately notify the called-up player(s). If it is too late to provide reasonable notice, or if for any other reason a called-up player(s) should arrive at the field prior to the start of the game in uniform and ready to play, he/she will be considered a member of the team roster for that game, subject to the called-up player(s) restrictions set forth above.
8. **Managers will identify called-up players at the plate conference.** The umpire will enforce this rule when a violation is called to his or her attention. Violation of the rule is not grounds for protest, but may be a ground for disciplinary action.
9. Any manager calling-up a player(s) shall notify his/her League Director by e-mail with the names of the player(s) being called-up.
10. **Managers and/or coaches will not have the right to randomly pick and choose players to call-up.** Managers that call-up players without following the Player Agent overviewed processed may be subject to disciplinary action which may include, but not limited to, declaration of the player as an eligible before, during, or after the game, forfeit of the game, suspension of the manager for future games or suspension of practice time slots for the team.

B. Release of Players During the Regular Season.

1. No manager shall delete a player's name from a team roster without Player Agent approval.
2. Once the draft and/or team assignments are complete, managers may petition the Player Agent for release of a player in any of the following circumstances: (a) relocation or extended travel; (b) extended injury or illness; (c) termination of league participation; (d) unexcused absences from practices and/or games; (e) any other reason that would inhibit player participation for a significant portion of the season or necessary to maintain adherence to Little League ideals.
3. Managers MUST notify the Player Agent within 72 hours should a player be lost to a team during the regular season for any reason that could be expected to cause the player to miss three or more weeks of play.

4. The Player Agent will verify the situation with the player's parent or guardian prior to advising the Executive Committee, which will approve release or retention of the player within 48 hours.
5. Playing ability will have no bearing upon release of a player.
6. The President and/or Player Agent will notify the player's parent or guardian in writing of any approved player release.

C. Replacement of Players During the Regular Season

1. An open roster position is created only by approved release of a previously assigned player or by advancement of an assigned player to a higher level of play.
2. No player may be assigned to fill an open roster position without Player Agent approval.
3. For Majors teams, players to fill an open roster position will be drawn from the Majors player waiting list maintained by the Player Agent or from Majors-eligible AAA players that were not selected in the Majors draft. If a parent informed the Player Agent that they preferred their child not be drafted to the higher level, that child is not eligible to fill an open roster position. This rule does not affect the player's ability to participate in a player pool whose members fill in for missing players on a single game basis.
4. For AAA teams, players to fill an open roster position will be drawn from the AAA player waiting list maintained by the Player Agent or from AAA-eligible AA players who were not selected in the AAA draft.
5. For AA teams, players to fill an open roster position will be drawn from the AA player waiting list maintained by the Player Agent or from AA-eligible A players who were not selected in the AA draft.
6. At A, T-Ball, and 5T levels, players to fill an open roster position will be drawn from the waiting list for that level maintained by the Player Agent. If there are no available players on the waiting list, roster positions will typically be left vacant as long as 10 or more players remain assigned to the team. Any necessary replacement will be drawn from another team at the same level of play.

7. When an open roster position has been identified, the Player Agent and the manager will review the available players and, within 5 days of identification of the opening, will select one or more potential replacements.
8. In selecting replacement players, managers must observe the following rules:
 - a. The manager must observe any player age limits applicable at the time of the draft, e.g., the number of 12 year olds.
 - b. Replacement players must be the same league age or older as the player they are replacing, unless no such players are eligible or interested in being called up.
 - c. In the event no players are available at that age, a player with the next younger year shall be chosen until the vacancy can be filled.
 - d. When a selection has been made, the Player Agent will contact the player selected to determine his/her willingness to advance. No player will be assigned to fill an open roster position without approval of the player's parent or guardian.
9. Player advancement is prohibited during the last three weeks of regular season play.

D. Suspension of Players

1. With the approval of the Player Agent and notification to President, managers may suspend a player from the team's activities for periods not to extend beyond the next scheduled game. Before any approval may be given, the manager first must: provide the player's parent or guardian notice of the offending behavior and afford them an opportunity to correct it; send the Player Agent and President a written justification for the suspension, citing any such opportunity and the player's response with a copy to the player's parent. In making the decision, the President will confer with the Vice President, Baseball Operations and the Player Agent.
2. See Section V for suspensions arising out of an umpire's removal of a player from a game.

SECTION III -- TEAM STANDINGS.

A. Determination of League Standings

1. At Majors, AAA, and AA only, regular season league standings will be recorded by the league, and determined by a percentage system, using the following formula: number of wins, divided by number of games played equals winning percentage (wins/games = %). For this rule, a tie counts as $\frac{1}{2}$ win for both teams. Example: A team's record is 9 wins, 8 losses and 1 tie. The team's percentage is .528 ($9.5/18 = .528$).
2. For purposes of assigning regular season awards, ties in regular season standings will not be broken.
3. When necessary to break ties in regular season standings (*i.e.*, for tournament seeding or draft order), the following criteria will be used in descending order of application:
 - a. Head-to-head won/lost record between/among all tied teams, if each team played the other the same number of times (*e.g.*, each played each of the others twice)
 - b. Highest average run differential per game in head-to-head games between/among teams still tied after the first tiebreaker;
 - c. **Highest average run differential for the entire season between/among teams still tied after the first tie breaker.**
 - d. Example: Teams A, B, and C are tied, and each has played the other the same number of times and have identical records in games among the three of them. The teams are first sorted based upon their record in games among the three teams. Thus, if A is 3-1 against the others, B is 2-2, and C is 1-3, the teams are assigned first, second and third places on that basis. If that does not resolve it or the teams did not play each other the same number of times, the team with the highest average per game differential in games *against the other two* wins. (*e.g.*, in three games (two against B and one against C), Team A scored 21 runs, but gave up 9.) Its average differential is $12/3 = 4$. The team with the second highest differential would take second. **If there are any teams tied at that point, the highest average run differential for the entire season between/among teams still tied after the first tie breaker would be used to decide the order of finish.**

- B. Trophies and Medals. Team awards are determined by the Board of Directors. The Board's policy will be included in WSL's Administrative Policy Manual.

SECTION IV – BEHAVIOR

- A. Standards. Vulgar, obscene, violent, rude or unsporting behavior will not be tolerated. The game umpire(s) may eject any manager, coach, player, or spectator who engages in such conduct.

- B. Procedures.

1. Umpires may restrict a manager, coach, or player to the dugout instead of ejecting him. Although no further disciplinary action is required, the Umpire in Chief or VP may refer the matter to the President for further disciplinary action, as they deem necessary.
2. Umpires will consider providing a warning before ejecting a player, manager, or coach for offenses that do not involve violent conduct or abusive language.
3. Pursuant to LL Rule 4.07, any person ejected by an umpire shall leave the field immediately and take no further part in that game. They may not sit in the stands, and may not be recalled. A manager or coach ejected from a game site for the remainder of that game which includes all fence or other outfield demarcation areas, or any other area where they can be observed by umpires or game participants while the game is in progress. Ejected persons must remain in the parking lot. Any manager, coach, or player ejected from a game is suspended from his / her team's next physically played game and may not be in attendance at the game site. In addition, any manager, coach, or player ejected from a game may not practice with his / her game until the outcome of a disciplinary committee investigation.

Players who are ejected should remain under supervision until released to the parent or guardian.

4. Pursuant to LL Rule 9.05(c), if the umpire ejects a manager or coach, the umpire shall furnish a written report to the President within 24 hours of the incident. Pursuant to LL Rule 9.05(c), the President shall promptly refer the matter to the disciplinary committee, as described in WSL's Administrative Policies Manual. The President will consult with the Vice President, Baseball Operations and

the WSLC Chief Umpire in determining who should comprise the disciplinary committee.

5. Upon receipt of credible evidence, the President shall immediately suspend, pending the outcome of a disciplinary committee investigation, a manager or coach who inappropriately bumps, shoves, pushes, hits, strikes, or assaults in any way an umpire, player or spectator. Confirmation of such actions typically will result in removal of the manager or coach.
6. Pursuant to LL Rule 9.05(c), the President may require an ejected player to appear with his/her parent(s) or guardian(s) before a committee composed of the Player Agent and two members of the board of directors (assigned by the President) to explain his or her conduct. The player's manager shall appear with the player as an advisor. The committee shall recommend to the league President the action it feels is justified.

- C. Penalties for Violation of any Local Rules and Regulations by Players, Managers and/or Coaches of Record.

Refer to the WSLC Administrative Policies regarding behavior penalties.

WEST SPRINGFIELD LITTLE LEAGUE LOCAL PLAYING RULES

SECTION I – PLAYER PARTICIPATION.

A. Majors.

1. When a team plays six defensive innings in a game, each player present at the beginning of the game shall play defensively for a minimum of three complete half innings and bat at least one time.
2. When a team plays less than six defensive innings in a game, each player present at the beginning of the game shall play defensively for a minimum of two complete half innings and bat at least once.

Notes for items 1 and 2 above:

- a. Bat at least one (1) time" is defined as: A player enters the batter's box with no count and completes that time at bat by being retired, retired as a batter-runner or runner, scores, or the inning or game ends.
 - b. Minimum 1 at bat rule now means that during a player's first at bat, if he/she reaches base, you can't use a special pinch runner at any time.
 - c. There is no exception to this rule unless the game is shortened for any reason.
3. Each player present at the beginning of the game must play an entire inning defensively, at least every other inning of the game; regardless of the length of the game, and regardless of whether the player is in the batting lineup at the time of his or her defensive play. Accordingly, a player's entry on defense does not require that he or she be inserted in the batting order, nor does a player's entry on defense require that the substituted player be removed from the batting lineup. The batting order is the traditional 9-player order regulated by Little League Rule 3.03, which requires that a player substituted for in the batting lineup may not reenter the batting lineup until his or her substitute in the batting lineup has batted at least once.

Clarification: Offensive substitutions may only be made at the time the offensive player has his/her turn at bat or is on base and must be announced to the umpire and official scorekeeper. Further, the

batting order announced at the beginning of the game must be followed until an offensive player is substituted for in accordance with this rule (which can only happen when it is his/her time at bat.) You may NOT declare that a player “is not in the batting order” before the player is up at bat.

Example1: Batting order ANDY, BAKER, CHARLIE, etc, with ZACK on the bench and not in the batting order. ANDY singles and BAKER is at bat. Manager declares that ZACK is now in batting order for CHARLIE, and places CHARLIE as special pinch runner for ANDY. This is not allowed under this rule.

Example 2: Batting order ANDY, BAKER, CHARLIE, etc. with ZACK on the bench and not in batting order. ANDY singles and BAKER is scheduled to bat. Manager declares that ZACK is now in batting order for BAKER, and places BAKER as special pinch runner for ANDY. This is allowed under this rule.

Offensive substitutions are limited to 3 per inning.

Note regarding defensive play: The combinations are endless but, in almost every case, teams will be able to provide more playing time with this added flexibility in substitution. For example, a team could have a game with 9 players playing 4 defensive innings and 3 players playing 6 defensive innings; or a game with 2 players with 3 defensive innings, 2 players with 4 defensive innings, and 8 players with 5 defensive innings.

4. Any player reaching the dugout after the plate conference has begun shall play subject to the manager's discretion. Managers will endeavor to play the player a suitable amount of time, considering the amount of lateness, the reason for lateness, and any pattern of lateness.
5. Players failing to meet player participation requirements shall start the next game, make up the missed requirement from the previous game, and the requirements for the current game, before being removed.
6. This rule shall not apply in the event of due cause (e.g., injury).

B. Games below the Majors Level.

1. All players present at the start of the game shall be listed on the batting order and shall bat in turn. Any player reaching the dugout after the plate conference has begun shall be added to the bottom of the order. Missed batting opportunities shall not be made up.
2. The initial batting order for each game shall not be changed at any time during the game, even when players are substituted for or are shifted from position to position. Each player shall play an entire inning defensively at least every other inning. (See Section IV(i), Note 2 of Little League Rules for definition of an entire inning at the Minors Level.)
3. No player shall sit out two consecutive innings.
4. No player shall sit out a second time until all other players have sat out once. No player shall sit out a third time until all other players have sat out twice. Exception: At the AAA level, the starting pitcher shall be exempt until the end of the inning in which he/she is removed from the mound. Any substitute pitcher entering in the first or second inning is also exempt until the end of the inning in which he/she is removed from the mound.
5. Players sitting out defensively each inning will have their uniform numbers reported to the official scorekeeper by the manager. This may be done at the beginning of each defensive inning, or may be submitted at the beginning of the game, with the manager reserving the right to make changes as the game progresses. The official scorekeeper shall enter these players' numbers into the scorebook at the bottom of the column of the inning being played.
6. NOTE: When teams "bat the order" at any level, they may not use the Special Pinch Runner per LL Rule 7.14.

C Penalties. The Executive Committee will review violations of the player participation rules. Penalties shall be in accordance with Little League Regulation IV(I).

SECTION II - LENGTH OF GAMES.

- A. Start Times.
1. A game shall begin at its scheduled start time or 15 minutes after the last out of the previous game, whichever is later.
 2. The plate umpire shall keep time and advise the scorekeeper of the start time.
 3. If the start of a game is delayed 45 minutes past its scheduled start time, the game shall be rescheduled, unless no game is scheduled behind it, and at least 2 hours remains until any applicable curfew.
- B. Run Limits. For games at any level of play, except A and T-Ball, the game shall be over if, after four or more complete innings (3 ½, if the home team is ahead), one team leads another by 10 runs.
- C. Time Limits. The following time limits shall apply:
1. All Levels Except A and T-Ball. All games that do not count in the standings shall not start an inning after 1 hour and 45 minutes and shall end at two (2) hours.
 2. Majors. No time limits.
 3. AAA and AA. No inning shall start after 1 hour and 45 minutes. If the outcome of the game (win/loss) has been determined at the 1 hour 45 mark, the game will end after the losing team has completed its at-bats during the current (and last) inning. There is no "drop dead" time limit. **For Post Season Tournaments game time limits are changed. See Section on Post Season Tournament Play.**
- NOTE: An inning starts the moment the third out is made, or the run limit is reached, completing the preceding inning.
4. 1A. No inning shall start after 1 hour and 30 minutes. The game shall end after the team on offense at the 1-hour 30 minute mark ends it's at bats for the inning. There is no "drop dead" time limit. Note: For the Post season tournament, the **home team shall be allowed to bat so the complete inning is played. Also tournament game time limits are changed. See section on Post Season Tournament play.**

5. Tball. For weekend games, a new inning shall not start more than 1 hour and 15 minutes after the game has commenced. For week day games, the game shall end 1 hour and 15 minutes after the scheduled start time, unless the start time was delayed by a prior game. An inning starts the moment "TIME" is called after the last batter on the home team's roster has batted.
 6. 5T. 5T meetings shall be limited to 90 minutes. The meeting shall commence with a practice session and concludes with a game that begins at approximately the half-way point, as the managers may agree.
 7. No game at any level may be played past 10:30 pm.
 8. The time elapsed during a game that is suspended, and then continued on another day, will count towards the amount of time that may be played in the game once it is resumed.
 9. When two games are scheduled on a lighted field on a weeknight, the first game will begin at 5:45 pm. or 5:30 pm. The game clock starts running at 5:45 pm or 5:30 pm, whether or not play has started. If the first game is a Minors game, normal time limits apply. If the first game is a Majors game, no new inning will start after 7:30 pm, and play shall stop at 7:45 pm. For the second game, no new inning will begin after 10 pm., regardless of level or when play actually started.
- D. Inning Limits. A game may not be played more than six innings below the Majors level.

SECTION III -- MISCELLANEOUS GAME CONDITIONS.

- A. Local Ground Rules: None.
- B. Player Protection.
 1. Catcher. The catcher must be equipped in accordance with Little League Official Playing Rule 1.17. Reference to "practice, pitcher warm-up and games" applies to infield practice and bullpen warm-ups.
 2. Helmets. WSLI helmets, including All-Star helmets, will be used as issued or authorized by the manufacturer, but shall not otherwise be modified or customized in any manner. See National Rule 1.16. The use of chinstraps is optional.

3. Bat throwing. If, in the umpire's judgment, a batter carelessly lets go of the bat during or after a swing, in such a manner that it could or does present an unsafe situation, the umpire shall, after the first occurrence, warn the player and the manager that, if that player "carelessly lets go of the bat" again, he/she shall be disqualified from batting during that game. When issuing such a warning, the umpire shall notify the official scorekeeper to make a notation in the scorebook that the player has been issued a warning for "bat throwing."
- a. On the second occurrence, when the bat the order rule is followed, the offending player shall be removed from the batting order, may be used as a base coacher, may play in the field when the substitution rules permit, and may serve as a special pinch runner. For games in which the bat the order rule is not followed, the offending player may remain on the bench, may be used as a base coacher, and may serve as a special pinch runner.
 - b. In no case shall an out be called, unless the bat throwing interferes with the fielding team's ability to make a play (e.g., the bat hits the catcher who is then unable to make a play on a runner). In such a case, the umpire will impose the interference penalty in addition to the previously mentioned action. See below for replacing the player during the at-bat.
4. **Fake Bunt/Swing Rule.** At all levels of play **except the Majors level**, a batter is out for illegal action when – he/she fakes a bunt and then swings. The ball is dead and no players may advance.
Note: Fake bunts are allowed as long as the player does not pull back and swing.
- C. Base Coaches. In all games below the Majors level, the first and third base coaching boxes, if used, will be occupied by adults in a coach status only.
- D. Substituting For Ejected or Injured Player. For all levels, where a rule has been adopted that all players present at the start of the game shall bat continuously, if a batter cannot complete his or her turn at bat, or a runner cannot run the bases for any reason within the rules (e.g., ejection or injury), the last batter not on base shall substitute for that player. The substituted player shall continue to serve as a substitute until he or she is put out, scores, or the inning ends. When substituting for the batter, the substitute shall inherit the removed batter's pitch count. Following the substitution, the batting order shall resume with the next scheduled batter, as though the substitution had not occurred.

- E. Dugout and Bench Occupancy. The home team shall occupy the first base dugout and the visiting team shall occupy the third base dugout. EXCEPTION: The home team shall occupy the third base dugout and the visiting team shall occupy the first base dugout for all game played at Fenway located at Burke School. NOTE: Little League Rule 3.17 prohibits anyone other than the managers, two coaches (not necessarily the coaches of record) and the team's players from occupying the bench. A third assistant coach is permitted at the AA, 1A, T-Ball and 5T levels. Thus, coaches may not bring other children, including non-team siblings, into the bench or dugout area.

- F. Pitch Counts – Majors, AAA, AA levels.

IMPORTANT NOTE: Please read this entire section. This rule not only addresses pitch counts and rest requirements but also addresses how many innings a catcher can catch and still pitch in the game.

1. Any player on a regular season team may pitch except league age 12 year olds in AAA. Exception: Any player who has played catcher in four or more innings is not eligible to pitch on that calendar day.

A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that day.

EXCEPTION: If the pitcher reaches the 20 pitch limit while facing a batter, the pitcher may continue to pitch, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

NOTE: A catcher receiving one pitch to a batter in the fourth inning constitutes having caught in four (4) innings. Warm-up pitches do not count, only when the ball is live will pitches count toward innings caught

2. A pitcher once removed from the mound cannot return as a pitcher. If a game is suspended and restarted on a later date, any player who had already pitched and has been removed from the mound, cannot return as pitcher on a later date for that game.
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:

League Age:
11/12 -- 85 pitches per day
9-10 -- 75 pitches per day
7-8 -- 50 pitches per day

EXCEPTION: If a pitcher reaches the limit imposed in item 2 above for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions are met:

1. That batter reaches base;
2. That batter is put out;
3. The third out is made to complete the half-inning or the game.

NOTE: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of the day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered by the threshold exceptions, that player may not play the position of catcher for the remainder of the day.

4. Pitchers league age 12 and under must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

NOTE: Under no circumstances may a player pitch in three (3) consecutive days.

Exception: If a pitcher reaches a day(s) of rest threshold 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 retired; (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

5. A player who has attained the league age of twelve (12) is not eligible to pitch in the minors
6. Before entering a pitcher in the game, a manager must announce to the umpire and scorekeeper the pitcher's age.
7. The game official scorekeeper will serve as the official pitch counter, inform the umpire when a pitcher's maximum has been reached, and enter in the score book, the number of pitches thrown by each pitcher. The scorekeeper's decision regarding the pitch count is final.
8. Within 24 hours of a game's completion, the winning manager is required to provide a summary of the game on the WSLL web site. At a minimum, the summary must include pitch counts for every pitcher that participated in the game and the number of days rest required with the pitch count.

NOTE: If a pitcher exceeds a threshold because he/she was completing pitching to a batter when the threshold was met or if he/she was removed after pitching to an additional batter after the threshold was met is necessary information due to the change in the pitch count rules.

G. Announced Intentional Walk.

At the Majors level only, defensive teams will now be able to intentionally walk a batter by announcing the decision to the plate umpire. The request may be made prior to or during the at bat. After appropriate notification is made by the defensive manager, the ball is ruled dead and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, the appropriate number of "balls" needed based on the count on the batter at the time of the manager's request to complete the intentional walk will be added to the pitcher's official pitch count. No batter may be issued an announced intentional walk more than once in a game.

Note: Previously, the defensive manager could only grant an intentional walk with a 0-0 count. This changes to now allow the defensive manager to grant the intentional walk at any time during the at bat.

H. Keep One Foot in the Batter's Box. Majors, AAA, AA Levels

- a. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.

Exceptions:

1. On a swing, slap, or check swing.
2. When forced out of the box by a pitch.
3. When the batter attempts a "drag bunt."
[NOT applicable to AA.]
4. When the catcher does not catch the pitched ball.
5. When a play has been attempted.
6. When time has been called.
7. When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.
8. On a three ball count pitch that is a strike that the batter thinks is a ball.

b. Penalties:

1. Majors and AAA Levels:

If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.

No pitch has to be thrown, the ball is dead, and no runners may advance.

NOTE: The batter may return their position in the batter's box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike.

2. AA Level:

If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter.

No pitch has to be thrown, the ball is dead, and no runners may advance.

NOTE: The batter may return their position in the batter's box and resume the at bat.

I. **Courtesy Runner**

At ALL levels, when there are two (2) outs in an inning, a courtesy runner may be used for a runner that **will be playing catcher** in the **next** inning. The courtesy runner used must be the player in the batting order who made the last out. See Little League rule 7.14(b).

For Majors, if applicable to the runner, the player participation batting rule must be accomplished prior to utilizing a courtesy runner.

J. **Special Pinch Runner (Majors only)**

Once each inning a team may utilize a player who is not in the batting order as a special pinch runner for any offensive player. A player may be removed for a special pinch runner one time during a game. See Little League rule 7.14(a). If applicable to the runner, the player participation batting rule must be accomplished prior to utilizing a special pinch runner.

K. **Dropped Third Strike (Majors Only)**

A batter becomes a runner when the third strike is not caught by the catcher and first base is not occupied or there are 2 outs.

L: **Stealing Signs:**

See Little League Rule 9.01(d) NOTE this grants the umpire the right to eject those involved after a first warning.

SECTION IV -- GAME PRELIMINARIES.

A. Umpires and Official Scorekeeper.

1. The league attempts to assign and schedule official home plate and base umpires for Majors, AAA, and AA games. Ordinarily, the league will not attempt to schedule umpires for A-Ball and T-Ball games. When no official home plate umpire is assigned, the home team is responsible for providing the home plate umpire. When a base umpire is assigned, and the plate umpire does not show, the assigned

base umpire will become the assigned plate umpire. When no official base umpire is assigned, or becomes the plate umpire, the visiting team is responsible for providing the base umpire. When an official home plate umpire is assigned, but a base umpire is not, or when an assigned base umpire becomes the assigned plate umpire, provision of a base umpire by the visiting team is subject to approval by the official plate umpire. In no case will any game be delayed, cancelled or postponed because league umpires are not available. NOTE: The plate umpire normally stands behind the catcher, but if circumstances dictate otherwise, the umpire may stand behind the pitcher.

2. The home team shall provide the official scorekeeper. The umpire will review the scorekeeper's duties and impress upon the scorekeeper that he or she is a game official and not to act as an advisor or cheerleader for their team, although they may respond to questions concerning pitches, outs, scores and batting order.
3. A manager or coach may not umpire in the same league and level in which they participate. In the event that a scheduled umpire is not present, this rule may be waived by agreement of both managers. This rule does not apply to T-Ball or A level games.
4. For all games played on Yankee or Wrigley fields, the visiting team shall provide an adult announcer.

B. Role of Game Coordinator

- If no adult umpire is available for a game, the home team must assign an adult as Game Coordinator, or the game cannot be played. The Game Coordinator must not be a manager or coach of either team in the game.
- The Game Coordinator's duties shall be:
 1. To be included in the pre-game meeting at the plate
 2. To remain at the game at all times, including between half-innings, in a position to see all actions on the field and in close proximity to the field. If, for some reason, the Game Coordinator is not present or is unable to perform his/her duties for any reason, the game must be suspended until the Game Coordinator returns, or until a new adult Game Coordinator is present and assumes the duties of Game Coordinator for the remainder of the game;

3. To oversee the conduct of all players, managers, coaches, umpires in the game;
4. To have the authority to disqualify any player, coach, manager, or substitute for objecting to the decisions of an umpire, for unsportsmanlike conduct or language, or for any of the reasons enumerated in these Playing Rules, and to eject such disqualified person from the playing field.
5. To have the ability to judge as to whether and when play shall be suspended during a game because of inclement weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. Said game coordinator shall not call the game until at least 30 minutes after play was suspended. The Game Coordinator may continue suspension as long as there is any chance to resume play.

C. Pre-game Practice, Field Preparation, and Post Game Cleanup.

1. Practice times on the fields before all games shall be as follows if time permits:
 - a. The visiting team shall take infield practice for 5 minutes beginning 20 minutes before game time. The home team shall take infield practice for 5 minutes beginning 15 minutes before game time.
 - b. The playing field shall be cleared 10 minutes prior to game time for field preparation.
 - c. Batting practice is not permitted on any of the playing fields. Batting cages are available for use by teams playing on Yankee, Wrigley, Ebbets, and Fenway (Burke School) fields only. When no games are scheduled on these fields, the batting cages will be available for use by all levels of play.
 - d. Teams conducting pre-game warmups shall not interfere with any game which is in progress. Additionally, no team practice or individuals shall use any open area, batting cage, or bullpen in such a way as to interfere or limit a team who is either warming up in accordance with approved procedures, or is in the process of playing a game. Teams and other individuals

are allowed to use batting cages, bullpens, and open areas on a not to interfere basis.

- e. Number of bats in motion at one time
In order to provide a safe environment for all of our players, the following guidelines should be used during team activities that involve swinging of bats:

Practices

At practices, in order to optimize hitting skills development within the allotted practice time for a team, the amount of players allowed to be swinging a bat should be consistent with the number of adults that are available to supervise the hitters. As an example, if there are 3 adults available at a practice session to oversee hitting drills, then 3 players are allowed to be swinging a bat at the same time.

These guidelines only apply to a “practice session” that is conducted within the confines of a playing field. If utilizing a batting cage that is located outside of the assigned practice session playing area, then only one bat should be in motion, which would be the hitter in the batting cage

Pre-Game

For pre game, the only players that are allowed to be swinging a bat are a hitter in a batting cage during pre-game warm ups

The use of hitting sticks, heavy balls, or wiffle/ping-pong balls, hitting off a Tee into a net, etc. outside the cage during pre-game warm ups is prohibited.

Failure to adhere to the recommended guidelines will result in the matter being referred to the WSLC disciplinary committee for possible action.

During the Game

The assigned batter that is at the plate during the course of the game.

- 2. Number of Coaches/Adults that a team can have on the field during pre-game warm-ups

The appropriate/ permissible number of coaches/adults that a team can have on the field of play during pre-game warm ups:

- a. 5T and T-Ball - given the challenges associated with supervising and instructing players at these levels and the informal, instructional environment surrounding the games, no specific limit on the number of adult “helpers” will be enforced. We ask only that teams be mindful of safety for kids and coaches alike and use good judgment in determining the appropriate number of coaches.
 - b. Single A and AA - Since these levels permit four (4) manager/coaches in the dugout during the game, we will observe that same limit of four (4) relative to on-field, pre-game coaches. A team will be permitted to have one additional coach in the batting cage or bullpen areas if they wish, but no more than four coaches may be within the confines of the playing area.
 - c. AAA and Majors - These levels permit three (3) manager/coaches in the dugout during the game, so we will observe that same limit of three (3) relative to on-field, pre-game coaches. A team will be permitted to have one additional coach in the batting cage or bullpen areas if they wish, but no more than three coaches may be within the confines of the playing area.
3. Use of the cages will be in accordance with the following:
- a. No player can use the cages earlier than 1-hour before his/her team’s scheduled game time on game day.
 - b. Use of cages behind Yankee and Ebbets (for Saturday and Weekday games):
 - i. These cages will be used for games being played on Ebbets and Yankee
 - ii. If no game is being played on Ebbets or the games are scheduled at least 30 minutes apart such as 8:30 am and 9:00 am on Saturdays or 5:45 pm and 6:15 pm on weekdays:

1. Home teams use the half cage nearest Ebbets 3rd base dugout; and visiting teams use the half of cage towards Yankee
 2. When Ebbets and Yankee cages are both open teams can use the cage for any 20 minute period starting 1-hour before the scheduled start time of their games and not ending later than 20 minutes before the game when they must be on the field of play (20 minutes prior to game time).
- iii. If games are being played on both Yankee and Ebbets are scheduled for less than 30 minutes apart such as on Sundays or weekdays games with both teams not being Majors games:
1. Teams playing on Yankee use the cage that opens towards Yankee
 - a. Visiting team uses cage for 20 minutes beginning 1-hour before game time
 - b. Home team uses cage for 20 minutes beginning 40 minutes before game time
 - c. Teams must be on the playing field 20 minutes before game time
 2. Teams playing on Ebbets use the cage that opens towards Ebbets
 - a. Visiting team uses cage for 20 minutes beginning 1-hour before game time
 - b. Home team uses cage for 20 minutes beginning 40 minutes before game time
 - c. Teams must be on the playing field 20 minutes before game time
- c. Use of cage next to Wrigley:
- i. This cage is for teams playing on Wrigley
 - ii. Teams should follow the times outlined below

1. Visiting team uses cage for 20 minutes beginning 1-hour before game time
 2. Home team uses cage for 20 minutes beginning 40 minutes before game time
 3. Teams must be on the playing field 20 minutes before game time
 - d. For games at Fenway
 - i. Visiting team uses cage for 20 minutes beginning 1-hour before game time
 - ii. Home team uses cage for 20 minutes beginning 40 minutes before game time
 - iii. Teams must be on the playing field 20 minutes before game time
 - e. Use of cages is approved for WSLI managers/coaches pitching to helmeted WSLI players only (no other adults or players are permitted).
4. The home team is responsible for preparing the field for play and returning all equipment to the storage shed or field box after the last game of the day. The visiting team should help with all preparations and cleanup. Preparing the field includes: raking the infield and base paths (base paths must be raked only in the direction of the base path to keep the dirt on the field); chalking the foul lines, batter's boxes, and base coaches' boxes; and installing all bases. The home team also is responsible for filling in all holes and dragging the field following the last game of the day. See "Field Care Preparation Standards" at the end of this book.
 5. Prior to the beginning of each game, the umpire shall check all bases to ensure they are securely fastened and shall check home plate to ensure that the edges do not stick above ground level.
 6. Both teams are responsible for policing the dugout and spectator areas on their side of the field after completion of the ball game. When trash cans are more than half full, and after the last game of the day, remove and replace the trash can liners and take the trash bags to the closest dumpster. Dugout trash cans must be emptied after each game as well. Gray hats will ensure compliance with this rule. See "Field Care Preparation Standards."

D. Pre-game Conferences.

1. Prior to each game, the plate umpire shall hold a conference with the managers of both teams.
2. Batting orders shall be exchanged between managers prior to the game. Pitchers' eligibility shall be indicated on the lineup card. Borrowed players will be identified (see III.A.7).
3. Any special ground rules shall be discussed during the conference.
4. Each team shall provide the umpire with at least one new baseball.
5. When a manager or coach of record is present for a game (including late arrival), he/she shall be in the dugout or on the field. Only when the manager or coach of record is not present, may another properly cleared volunteer be in the dugout or on the field.

SECTION V – PROTESTED, CALLING GAME for WEATHER RELATED CONDITIONS, AND GAME RESCHEDULING.

A. Protested Games.

1. The plate umpire will ensure that, whenever a protest is made that cannot be resolved on the field, the following are recorded in the official scorebook:
 - a. The name of the batter and the count;
 - b. The inning and the score;
 - c. The elapsed time (if there is a time limit);
 - d. A description of the grounds of the protest.
2. The plate umpire will secure the official score book and deliver it to the League Director.

B. Weather Related Cancellation Guidelines.

If adverse weather or playing field conditions exists prior to the first scheduled game of the day, the League President, in consultation with the Vice-President of Fields and the onsite Gray Hat(s), will determine whether games will begin that day. Once play has been suspended for the day, play will not resume unless the League President makes that determination. If the League President is not available to make these decisions, the

Gray Hat(s) scheduled for duty will make the decisions. Once games are underway for the day, the decision to play or postpone lies with the Team Managers in consultation with the Gray Hat(s) on duty (prior to the first pitch) or the Home Plate Umpire (or Game Coordinator if there are youth umpires handling the game) in consultation with the Gray Hat(s) on duty. While there will always be a degree of judgment involved, generally these decisions should be made using the criteria below.

C. Complete Game.

If a A, AA, or AAA game has progressed 3 complete innings or more (2 ½, if the home team is ahead), and is stopped for any reason (e.g., weather, darkness, time, curfew), it shall be considered a complete game, and will not be continued, even if tied.

If a Majors game has progressed 4 complete innings or more (3 ½, if the home team is ahead), and is stopped for any reason (e.g., weather, darkness, time, curfew), it shall be considered a complete game, and will not be continued, unless it is tied.

D. Calling Games Because of Darkness.

1. On non-lighted fields, the plate umpire shall call games for darkness when the photocell-activated light comes on. Any play or at-bat in progress at the time of light activation shall be completed. In the event of light malfunction (coming on early or late), umpire judgment shall prevail after consultation with the "gray hat" and/or Game Coordinator on duty.
2. Games that begin on non-lighted fields shall not be moved to lighted fields, except during tournament play, when a lighted field is available and any applicable time or inning limit has not been reached. This provision applies only to games that were started on Byron Avenue fields. Games at satellite fields may not be moved. When such a game is moved, applicable time and inning limits still apply, unless a winner has not been established. Time required to resume the game will not count against the time limit.

E. Lightning and Thunder Policy

1. At the first observance of threatening skies all umpires, game coordinators, managers, coaches, Gray Hats, and other officials are to closely monitor the weather for lightning and thunder.

2. Managers and coaches should ensure that their players keep all their gear together in case they must leave the field for weather/lighting.
3. Play will immediately be suspended when any of the following are observed by an umpire, game coordinator, manager, coach, Gray Hat, or other league official.
 - a. A lightning detector (including a weather app on a phone) indicates lightning within 10 miles or less.
 1. The range may not have 10 miles on the high end of the scale; follow the range that includes 10 miles in it.
 2. Lightning detector takes precedence over b & c below, but if b or c are observed then vacate the field.
 - a. Thunder is heard with or without lightning being observed.
 - b. Any lightning is observed (cloud-to-cloud or cloud-to-ground or distant lightning or “heat” lightning)
 - c. When in doubt err on the side of safety and clear the field.
4. Fields will be cleared and all players, managers/coaches, umpires, and spectators will move to a vehicle for a minimum of 30 minutes.
5. During game suspension no one is allowed to be on any fields, standing around the concession stand or other facilities and must be inside their vehicles. The only exception to this is that on fields with a concession stand or equipment shed (Byron & Burke) the Gray Hat and umpires will gather inside the concession stand/shed to monitor the conditions.
6. All concession stands and scorer booths will be closed upon suspension of play.
7. If lightning/thunder is observed or the detector indicates lightning again then play will be suspended for another 30 minutes from the subsequent observance.
8. Games will be cancelled if the suspension will result in a more than a 45 minute delay (see examples below)

9. At Byron Ave if a game is suspended on one field then it must be suspended on all fields at Byron
 10. Examples
 - a. Example 1
 - 1) First observance of lighting/thunder/detector within 10 miles takes place at 6:00 the earliest that play may resume is 6:30.
 - 2) Lighting/thunder/detector within 10 miles is observed at 6:10 the earliest play can now resume is 6:40.
 - 3) Lighting/thunder/detector within 10 miles is observed between 6:15 and 6:40 this game would be ended as it will be at least 45 minutes from the original suspension of play.
 - b. Example 2
 - 1) First observance of lighting/thunder/detector within 10 miles takes place at 6:00 the earliest that play may resume is 6:30.
 - 2) Lighting/thunder/detector within 10 miles is observed at 6:10 the earliest play can now resume is 6:40.
 - 3) No further Lighting/thunder/detector within 10 miles is observed play may resume at 6:40 with the approval of the home plate umpire, based on field conditions.
 11. If a game is called for weather then league policies on resuming the game, calling it final, etc. will be followed.
 12. Umpires are the primary individual(s) in charge of a field; however our Gray Hats are to work with them to ensure the safety of all persons at our fields.
- F. Calling Games because of Precipitation.
- If rain or other precipitation is falling heavily enough to impact visibility or if field conditions are becoming dangerous (standing water, mud around the bases and pitching rubber), play should be delayed (if game has not

started) or suspended. Once conditions reach a status where it would take more than 20-30 minutes to return the field to playable conditions, the game should be postponed. Once a game has been postponed at a particular site, the decision to resume play on that field at any point that day returns to the league president or, in his absence, the Gray Hat(s) on duty.

G. Calling Games because of Cold Weather.

If game-time air or wind chill temperatures are at 35 degrees Fahrenheit or lower with no precipitation or at 40 degrees Fahrenheit or lower with active precipitation, the game should be postponed. If these conditions occur once the game is underway, it will be in the judgment of the Home Plate Umpire or the Game Coordinator, in consultation with the Gray Hat(s) on duty, to determine if these levels have been reached and sustained.

H. Calling Games because of Hot Weather.

If the game-time heat index (combination of temperature and humidity) is determined by the gray hat using (weather.com and/or weather.gov) exceeds 105 degrees Fahrenheit, the game will be postponed. If these conditions occur once the game is underway, it will be the judgement of the Home Plate Umpire or the Game Coordinator, in consultation with the Gray Hat on duty, to determine if these levels have been reached and sustained.

If the heat index exceeds 95 degrees at game time, the Gray Hat will notify the Umpires and Game Coordinators to encourage 5 minute breaks to allow players to hydrate and recover. This recovery time will pause the official game clock.

I. Practicing during hot and cold weather conditions.

Follow the same guidelines in sections G and H above.

J. Rescheduling Games.

1. Games will not be postponed except for inclement weather or unsafe field conditions.
2. Games shall be rescheduled for the first available make-up date, in the order they were originally scheduled.
3. Games shall not be scheduled to start before 1 pm on Sundays.

4. The Game Rescheduler is responsible for ensuring that the Chief Umpires and League Directors or managers are notified of the time, date, and location of a make-up or continued game.
5. No game will be rescheduled beyond the last regularly scheduled game during the season, except for T-Ball and 5T.
6. Rescheduling Guidelines:
 - a. General. Make-up games will be scheduled in the order they are cancelled, unless that results in 4 games in 4 days or the team is already scheduled to play on the make-up day. No team will have more than 3 games in a week defined as Monday through Sunday. No other exceptions will be made. Therefore, if a team is rained out on a Tuesday and there is an open Friday, the team will be rescheduled for that Friday, unless one of the exceptions above results. If an exception results, the game will then go to the next available slot for which no exception applies.
 - b. Games will be rescheduled on the same fields as they were originally scheduled, unless that field is full the next available Sunday and there is another open field that Sunday or before the following Sunday. The game rescheduler has the discretion to move games to alternate fields to best facilitate game rescheduling (i.e. move a T-Ball game from Majors field to accommodate make-ups for a Majors game).
 - c. Notice of make-ups is important. However, because so many of the games are made up on Sunday, and it is important to make games up as soon as possible to prevent too many games in a week, and because often even Sundays are lost to weather, teams should assume that if they are rained out on a Saturday, their game will be made up the next day. If no Sunday slot is available, the teams will be assigned to play in the next open slot, subject to the exceptions above.
 - d. Make-Up Time Slots. Make-ups will be scheduled during the week when slots are available at Byron or Fenway.

At Byron Avenue fields, if Challenger is playing at 1:00 on Sundays, make up games will start at 3:30 and 5:30 on Yankee, Wrigley and Ebbets. Games may also be scheduled at 7:30 on Yankee and Wrigley. On other fields, Sunday make-up games will start at 1:00, 3:00, and 5:00.

If challenger is not playing at Byron make up games will start at 1:00, 3:00 and 5:00 on all fields. Games may be scheduled at 7:00 on Yankee and Wrigley.

- e. If necessary and to avoid having to override other makeup considerations, AA and AAA games may be scheduled for 5:45 pm on open Friday nights at Yankee and Wrigley, if they are the first games to be scheduled on an open Friday. An 8:00 pm slot would then be open for Majors on these fields. If Majors is the first game to be scheduled, the start time will be at 6:15 pm and no other game will follow. We may also have to adjust games when a single game is scheduled on a field to accommodate a second game.
- f. At the A-Ball, T-Ball, and 5T levels no games will be rescheduled on Mother's Day or Memorial Day weekend. Other levels will have make-up games rescheduled on these dates, if needed.

SECTION VI -- SPECIAL MAJORS LEVEL PLAYING RULES.

- A. For Games That Do Not Count In the Standings
 - 1. Teams are limited to four (4) runs per inning including the inning declared the final inning by the umpire.
 - 2. Managers may choose to bat their entire batting order.
 - 3. The game shall continue for training purposes, regardless of score, until the time limit has been reached at two hours. The maximum run rule still applies throughout the game.

SECTION VII -- SPECIAL AAA LEVEL PLAYING RULES.

- A. Inning Definition. Except for the fifth and following innings, an inning shall be complete when either three outs have been made, or the offensive team has scored four runs, whichever comes first. For the fifth and following innings, an inning shall be complete when three outs have been made, or the offensive team has five runs, whichever comes first.

SECTION VIII -- SPECIAL AA LEVEL PLAYING RULES.

A. Purpose.

1. The purpose of AA ball is to teach the fundamentals of the game, and expose players to various fielding positions and game situations. The AA level's primary distinction from the A level is that player pitching is introduced. Thus, managers should not emphasize winning and losing to the extent that it interferes with player development, or with the player's eagerness to participate fully in the game.
2. To encourage managers to focus on player development, and to remove any disincentive to their allowing players of differing abilities to try different positions, the following special rules apply:
 - a. Inning Definition. An inning shall be complete when either three outs have been made, or the offensive team has scored four runs, whichever comes first. This rule applies to all innings.
 - b. Two coaches are allowed on the field with the defensive team up to, but not including, the 5th Monday of the season.
 - c. One additional bench coach is permitted in the dugout

B. No Walk Rule.

1. **Prior to the beginning of the season the AA League Director will meet with the AA managers to determine when the "No Walk" rule will end.** If a batter receives 4 balls, instead of taking a base on balls, the manager or coach will place a Tee at the plate and place a ball on the Tee for the batter.

On that date, hitting from the Tee will continue, but only when the bases are loaded.
2. The batter will be entitled to as many swings as needed from the Tee as needed to put the ball in-play. During the Tee portion of the at bat, the pitcher may stand on the pitcher's plate or up to approximately three feet behind it. The managers and the umpire shall ensure the catcher is in the catcher's position prior to the batter hitting from the Tee. Half-swings and/or bunts are not permitted.

3. If a Ball Four is thrown, the ball will remain live until all play resulting from that pitch has concluded, at which point the umpire shall declare "time." During the ensuing hitting from the Tee, the ball will remain dead, until the batter hits the ball fair, or is retired and the umpire calls "play."
4. Once the batter puts the ball in play, the manager or coach will remove the Tee. In doing so, the manager or coach must avoid any interference with the catcher attempting to make a play on the ball
5. After an at bat using the Tee is completed, the umpire/coach will place the Tee next to the fence. If an during an ensuing play the ball hits the Tee it will remain a "live ball."
6. At the end of the season, League Directors will poll AA coaches on the overall effect of this rule, and report the results to the BOD.

C. Advancing/Stealing Bases.

1. A baserunner may attempt to steal on any pitch if the baserunner has not stolen a base during the current at-bat (rule 4 below) and the potential stolen base is not home plate (rule 3 below).
2. A baserunner can only attempt to steal one base per an at-bat. Any base runner that attempts to take an extra base (on a wild throw or misplay) and is thrown out will be considered out. Otherwise, they will be returned to the rightful base.
3. A runner on 3B may not steal home. They may only advance to home when a batted ball is in play or when forced home due to a hit-by-pitch, or other award (e.g., catcher's interference).
4. Exception: A runner on 3B (R3) at the time of the pitch attempts to advance (steal home) in violation of this rule. The defense may make a play on the runner (R3) who is liable to be put out. If R3 is tagged out runner is out; otherwise R3 must return to 3B. No other runners may advance on the play on R3.
5. There is no delayed stealing (stealing a base on the throw back to the pitcher)
6. When a batter is awarded first base (for a walk, hit by pitch, or other award) the batter/runner shall not advance beyond first base.

7. **A base runner may only advance one base on a defensive misplay (e.g. error, wild throw, etc.) per batted ball. The general principle is the batter/runner may advance one base beyond the base they were attempting to take at the time of the misplay.**

The rule is limited to one misplay per ball in play given the verbiage limiting the advance to a defensive misplay “per batted ball.” Any misplays beyond the first one cannot result in additional advancement of the runners. A baserunner may not advance extra bases on a defensive misplay during an attempted steal. The defense can still attempt to tag out the runner trying to advance on an overthrow.

- D. **Defensive Play.**
Every player must play two full innings of infield (inclusive of catcher and pitcher) within the first five (5) innings per game.

In cases of shortened games (less than 5 innings), where a player has not had the opportunity to play two innings of infield a manager must start that player in the infield the next game. Each player shall start at least two games in the infield.

- E. **Infield Fly Rule.** The infield fly rule shall not be declared or enforced.

- F. **Pitching.**

1. Little League pitch count rules will determine eligibility.
2. Illegal pitches shall be called and corrected, but not penalized.
3. No pitcher may pitch in more than 3 innings per game.
4. If a player reaches his/her WSLI specified inning limit before reaching his/her pitch count limit, the inning limit would apply, and vice versa.

SECTION IX -- SPECIAL ROOKIE (A) LEVEL PLAYING RULES.

A. Purpose.

1. The primary purpose of the Rookie A level is to teach the fundamentals of batting and fielding, and to expose players to all aspects of the game. Thus, managers should not emphasize winning and losing to the extent that it interferes with player development, or with the player's eagerness to participate fully in the game.
2. To encourage managers to focus on player development, and to remove any disincentive to their allowing players of differing abilities to try different positions, the following special rules apply:
 - a. Inning Definition. An inning shall be complete when either three outs have been made, or the offensive team has scored four runs, whichever comes first. This rule applies to all innings.
 - b. No score shall be kept, except for the purpose of determining the end of an inning and as an indication of who has batted.
 - c. There shall be no game winners or losers.
 - d. No regular season standings will be kept.
 - e. Two coaches are allowed on the field with the defensive team up to, but not including, the 5th Monday of the season.
 - f. One additional bench coach is permitted in the dugout.
3. For defensive purposes only, a team should borrow players from the opposing team if it has fewer than nine player. No out shall be charged for the missing spot(s) in the batting order

B. Pitching Machine Operation.

1. A pitching machine shall be used instead of a pitcher. The visiting team is responsible for setting up the machine and returning it and the electrical cords to the equipment shed following each game.
2. Pitching machine speeds shall be set at 36 mph. Coaches shall set and maintain the speed in accordance with guidelines established by the League Director.

3. The manager, coach, or other responsible person designated by the manager of the offensive team shall feed the balls into the pitching machine. The machine feeder shall not coach their team in any way while performing this function.
 4. Pitching machines shall not be moved away from the WSLI Byron Road complex or other facilities being used for WSLI activities, without approval of the WSLI President and notification of the VP Fields.
- C. Umpires. WSLI does not assign league umpires to A level games, but relies on parent volunteer umpires or coaches to make umpire calls.
- D. Offensive Play.
1. If a batted ball hits the pitching machine or ball feeder, the ball is dead and all runners, including the batter-runner, advance one base from where they were at the time of the pitch.
 2. No batter may be awarded first base by being hit by a pitched ball, or by a base-on-balls.
 3. A coach from the team on offense may advise the batter when a "good pitch" is delivered by the pitching machine. Following that advisory, every strike will be called; however, on the first "called third strike," a coach from the team on offense shall advise the batter that it was a "good pitch" and allow the batter one extra strike.
 4. Because of the pitching machine's location, a runner may not advance to second base unless the batter hits the ball. A runner may steal third only. On an unsuccessful attempted put out of a runner stealing third, the ball shall be dead and the runner shall not be entitled to advance.
 5. No stealing home. A runner on 3B at the time of the pitch, may advance only on a batted ball or an award.
 6. Baserunners advancing on a batted ball in play: After an attempted putout is made on any runner, the ball is dead and runners may not advance.

On any batted ball that does not leave the infield, all runners (including the batter/runner) may only advance one base.

On any batted ball that is hit to the outfield, all runners may advance until the ball is in the possession of the pitcher, catcher, or infielder in the infield (i.e., not an outfielder running into the infield with the ball.)

7. Pitchers shall not stand forward of the pitching machine chute before the ball is delivered. The pitcher must have both feet in the grass or outside the pitching circle dirt area or marked area until the pitch is delivered.
8. Bunting is prohibited.
9. If a runner trips over the pitching machine power cord, that event shall not affect the liability to the runner to be put out.

E. Defensive Play.

1. The defensive team will consist of ten players. Only the normal infield positions will be occupied; the four remaining players shall be positioned in the outfield at the beginning of each play.
2. Every player must play two innings of infield per game (including pitcher, excluding catcher). In cases of shortened games, where a player(s) have not had the opportunity to play two inning of infield, the manager shall start that player(s) in the infield the next game. Each player shall start at least two games in the infield.
3. An outfielder may not make an initial play on a batted ball in the infield. Outfielders must play in the outfield, not the infield. Batted balls in the outfield must be thrown to an inflielder to make an out in the infield. If this rule is violated, the ball remains live.
4. The infield fly rule shall not be declared or enforced.

SECTION X -- SPECIAL T-BALL PLAYING RULES.

A. Purpose.

1. The purpose of the T-Ball level is to give 5-, 6- and 7-year olds the opportunity to learn and participate in organized baseball without competing against older, more experienced players. The T-Ball level affords these youngsters the opportunity to develop their baseball skills and playing potential for future participation in higher playing levels.
2. To allow managers to develop players without concern for winning or losing, the following noncompetitive rules shall apply.
 - a. Inning Definition. An inning shall be complete when either three outs have been made, or the offensive team has scored four runs, whichever comes first. This rule applies to all innings.
 - b. No score will be kept, except for the purpose of determining the end of an inning and as an indication of who has batted.
 - c. There will be no game winners or losers.
 - d. No standings will be kept.
 - e. Two coaches are allowed on the field with the defensive team.
 - f. The tee-puller may assist or otherwise coach the batter.
 - g. One additional bench coach is permitted in the dugout.
3. For defensive purposes only, a team should borrow players from the opposing team if it has fewer than nine players. No out shall be charged for the missing spot(s) in the batting order

B. Catcher Positioning at Home Plate. The catcher position is opposite the batter, not behind the tee and catcher.

C. Tee-Puller. Each team shall assign one adult to: (1) Remove the batting tee from home plate after the ball is hit. (2) Re-position the batting tee on home plate after the at bat has been completed.

D. Offensive Play.

1. The batter shall hit the ball off a batting tee placed on home plate, rather than hitting a pitched ball. Coaches are encouraged to place the batter in such a manner that they hit the ball with their arms extended roughly even with their front foot, rather than sweeping through the ball.
2. The batter shall take a full swing at the ball. Neither bunting nor short, soft swings shall be allowed.
3. There shall be no strikeouts.
4. When hit by the batter, the ball must travel at least 15 feet to be in play. A line shall be provided on the playing field to mark the 15-foot arc.
5. A hit ball shall be declared foul if, after a batter takes a natural swing at the ball, the ball is barely tapped and rolls down the tee, touches the rubber base, and only then bounces out onto the playing field beyond the 15 foot marker.
6. When the ball is hit, the runners/batter may attempt to advance no more than one base, unless the hit ball is untouched by a defender and travels past the location of the closest outfielder, in which case the runners/batter may attempt to advance a maximum of 2 bases. Triples and home runs are not allowed at the T-ball level".
7. On any unsuccessful attempted play at a base, the ball is dead and the runner or runners will not be permitted to advance.

E. Defensive Play.

1. The defensive team will consist of 10 players. Only the normal infield positions will be occupied; the four remaining players shall be positioned in the outfield at the beginning of each play.
2. Each player shall play at least two innings of infield per game. In cases of shortened games, where a player has not had the opportunity to play two innings of infield, the manager shall start that player in the infield in the next game. Each player shall start at least two game at an infield position. For the purpose of this rule, the pitcher is considered an infield position, but the catcher is not. No player may play more than two innings at pitcher or first base or any combination thereof.

3. The pitcher shall play in the normal position of the pitching mound. The player who occupies the defensive position of the pitcher must stay in contact with the pitching rubber until the ball is hit. If the umpire detects that the pitcher is not in contact with the pitching rubber when the ball is hit and an out occurs at any base, the batter shall bat again and all runners will be returned to their original bases.
4. An outfielder may not make an initial play on a batted ball in the infield. Outfielders must play in the outfield, not the infield. Batted balls in the outfield must be thrown to an infielder to make an out in the infield. If this rule is violated, the ball remains alive.
5. The infield fly rule shall not be declared or enforced.

SECTION XI -- SPECIAL 5T-BALL PLAYING RULES.

1. The purpose of the 5T level is to give 5-year olds, who are mostly new to baseball, the opportunity to learn and participate in organized baseball without competing against older, more experienced players. The 5T level affords these youngsters the opportunity to develop their baseball skills and playing potential for future participation in higher playing levels.
2. Games/Practices are held on Saturdays for 90 minutes. The first 45 minutes are for practice and the second are for scrimmages with the other team at the practice site
3. We generally follow the rules of T-Ball in section X of the Local rules.
4. Your League Director will have more information

SECTION XII -- SPECIAL INTERMEDIATE PLAYING RULES.

1. Intermediate baseball is for 13-year olds only. The purpose of Intermediate baseball is introduce players to playing on a larger field (50-70) before they advance to the regular size baseball diamond (60-90). The goal is to teach players the fundamentals of playing on a larger field and new concepts of the game.
2. Intermediate teams will follow the rules published by Little League Baseball with the exceptions noted in the WSLL Local Rules.
3. Intermediate teams will have the option to bat the whole team if it aligns with other leagues local rules.
4. The on-deck batter shall be positioned on the on-deck circle closest to their dugout.
5. Call-Up of Players.
 - a. Prior to the start of the season, each Majors manager shall provide his/her League Director and the Player Agent with the names and phone numbers of 12-year old players capable of competing at the Intermediate level. The League Director and/or Player Agent will assemble these into a "call-up roster" and provide the results to the Intermediate League Director, who in turn will provided the "call-up roster to his/her managers.
 - b. A manager needing a player shall notify his / her League Director (LD), Player Agent and all managers from the call up list via email. The LD, with the help of the Player Agent, will respond to all in the email and provide a list of eligible players for call up. A manager needing a player shall contact only the players identified by the LD on the list of eligible players. The LD will attempt to let as many players play at the next level to avoid managers selecting the same player.
6. Your League Director will have more information.

SECTION XIII -- POST-SEASON TOURNAMENTS.

- A. General. Every division, except T-Ball and 5T, shall hold a competitive tournament at the end of the regular season. These tournaments may be single or double elimination and may be arranged by flights. The format of the tournaments shall be determined by the Executive Committee. AA, AAA and Majors teams will be seeded by order of finish, using any required tie breakers specified below to determine final standings.
- B. Rules. Regular season rules shall apply, except in "A" where score will be kept, and as set forth below.
- C. Game Limits. For all post-season games, there are no inning limits for games tied after regulation play, except as outlined below. But, if a game at any level is stopped for either weather or darkness, and has progressed four complete innings or more (3 ½ innings if the home team is ahead), the game will be considered a complete game.
 - 1. For Non-Majors games, when the losing team cannot score enough runs to tie or win a game because of run limits, the game shall end.
 - 2. For AAA and AA games, no new inning will begin after 2 hours and 15 minutes, unless the game is tied and it is an elimination game. For 1A games, no new inning will begin after 2 hours, unless the game is tied and it is an elimination game (pool play games are NOT considered elimination games).
 - 3. If the outcome of the game (win/loss) has been determined at the 2-hour 15 mark (2-hour mark for 1A), the game will end after the losing team has completed its at-bats during the current (and last) inning.

If the game is an elimination game, the game will end at the next completed inning where one team is ahead provided that a complete game has been reached.

There is no "drop dead" time limit.
- 4. Pool play games for Non-Majors games can end in a tie.
- 5. Games delayed for weather or lightning that have no game after it will not be called until the amount of time left of the required delay period would push the start time past the curfew of 10:00 pm or the projected darkness for the day if on an unlighted field.

If there is a game following the delayed game, the time limit expires 15 minutes before the scheduled start time of the next game.

This does not preclude the umpires from calling the game, if they determine the field is unplayable.

In cases of weather delays, the time limit is suspended until play resumes. For example, if the game is suspended for lightning at 1 hour and 30 minutes, the amount of time left before no inning can start after play resumes is 45 minutes, unless a game is scheduled after it where 15 minutes before the scheduled start time becomes the time limit.

6. Elimination games that are called because of weather, darkness, or curfew must be resumed if the visiting team ties the game or takes the lead in their half of the inning and the home team does not complete their at bat or takes the lead in the inning the game is called. Any remaining time limit should be in effect from the point of the suspended game.
7. The slaughter rule still applies in tournament games.

D. Tie Breaking Procedures if Pool Play Format is Used:

1. In all cases the team(s) advancing must be the teams with the best won-lost record(s) during pool play.
2. When records are tied, however, the following procedures must be applied in order, so that the tie can be broken. These procedures also apply to determine the seeding for the playoff round, if seeding is based on results of pool play.
 - a. The first tiebreaker is the result of head-to-head match-up(s) during pool play of the teams that are involved in the tie.
 1. If one of the teams involved in the tie has accomplished EVERY ONE of the following, then that team will advance
 - a. Defeated all of the other teams involved in the tie at least once, AND;

- b. Defeated all of the other teams involved in the tie in every one of the pool play games it played against those teams, AND:
- c. Played each of the teams involved in the tie an equal number of times.

EXAMPLE: Three teams are tied with identical records for first place at the end of pool play, and one team advances.

Teams A, B, and C played against each other once in pool play.

Team A won all of its games against Team B and Team C during pool play.

Result – Team A advances, while Team B and Team C are eliminated.

- 2. Each time a tie is broken to advance one team, leaving a tie between two or more teams, the situation reverts to “2.a.” (head-to-head results) in this section.

EXAMPLE: Three teams are tied with identical records for first place at the end of pool play, and two teams are to advance.

Teams A, B, and C played against each other once during pool play.

Team A won all of its games against Team B and Team C during pool play.

Result – Team A advances, which then creates a two-way tie between Team B and Team C. That tie is then broken by reverting to “2.a.” (head-to-head results) in this section.

- b. If the results of the head-to-head matchup(s) during pool play of the teams that are involved in the tie cannot break the tie, then:

1. The team(s) allowing the fewest runs shall advance.
2. If a tie still remains, the team(s) that scored the most runs shall advance.

Note: The maximum number of runs allowed in a game for this calculation is 12.

3. Finally, if a tie still remains, the team(s) that allowed the fewest runs "in a single game," shall advance.

- E. **Determining Home Team.** For non-seeded tournament games, the home team shall be determined by the toss of a coin, the winner having the choice. For seeded tournaments, the higher seeded team shall be the home team. Seedings that were determined at the beginning of the tournament shall remain in effect for the entire tournament. If both teams are seeded the same, a coin flip will determine the home team. In all cases, the home team shall occupy the first base dugout unless the game is played at Fenway, in which case, the home team shall occupy the third base dugout.
- F. **Protests.** Protests of playing rules must be made and resolved before play is continued. If play is continued, the protest cannot be made. To lodge a protest, the manager must inform the plate umpire immediately after the play in question, and before the next pitch or play. A conference of game umpires shall be called, the protest reviewed, and a decision rendered. If the decision is not to the satisfaction of the manager, the protest shall be referred to the attending League Director or WSLI representative prior to play resuming. Their decision shall be final.
- G. **Season Pitching Rules.** All rest requirements specified by the Little League pitch count regulations apply between a team's final regular season game and their first tournament game. These rules also apply throughout the tournament.
- H. **Defensive Play.** For the AA and AAA levels all regular season player participation rules shall apply.

FIELD PREPARATION STANDARDS

Unless otherwise noted, the home team is responsible for the following:

1. Make an initial safety sweep of your playing field.
2. After any use, all infields must be dragged and/or raked, with particular attention paid to filling in low spots.
3. Holes in the pitchers mound and batter's box should be filled and compressed if possible. Any serious repairs should be reported to the Fields & Facilities Committee. Rake so as not to sweep dirt off of the infield. For example, when raking the first and third baselines, rake in the direction of the line.
4. Empty the field garbage cans as necessary (always empty when greater than half full).
5. The five-gallon garbage cans/pump buckets in each dugout should be emptied as needed or at the end of the day's games.
6. Both teams must clean their dugouts and bleacher areas of all trash and loose objects.
7. Every Saturday, the first teams to play on a field shall:
 - a. Sweep the dugouts and rake up the infield grass areas next to fences to remove litter and rocks;
 - b. Fill the five-gallon line marker buckets in the field boxes. Leave them full for the next teams.
 - c. Clean and straighten the field boxes.
 - d. Extend some care to the bullpens and batting cages, raking low areas.

After Rain:

1. First, realize that the best method for drying a field may be for Mother Nature to take her course. A herculean effort that leaves a field barely playable and distorts it in the long run is a bad idea. If we can assist Mother Nature without doing long-term damage to the field, then continue, as follows.

2. Use the gray plastic hand pumps to remove any standing water. Pumps can be found in the Byron equipment shed and in the equipment box at Fenway. To drain water, make small channels with the edge of a shovel to drain water to existing puddles. Make small suction holes in those puddles, drain them, then move to the next one while the previous holes refill. Rotate from hole to hole until only a bit of water remains. Then gently sweep the rest of the water into the suction hole. Other workers should be raking other less wet areas to help them dry. Never spread the water around or try to sweep it onto the grass. When finished, purge the pumps with clean water.
2. Remove any mud but only as much as necessary. Place this material in the field mix retention areas at the end of each dugout. Backfill low, damp areas with dry field mix from existing piles. Compress the new mix in thin layers.
3. Use drying agents only as a last resort, in modest quantities, and only under the supervision of a Gray Hat. Drying agents are intended to play a small, specialized role in field recovery. They are not the sole method for doing so. Drying agents harden when dry and can ruin the fields.

APPENDIX

West Springfield Little League Playing Level Guidelines

It is the policy of West Springfield Little League (WSLL) to assign players to levels of play where they can have most fun, learn the most, and experience the greatest amount of development. Placement is not an exact science and is based upon WSLL policies, evaluations at lower levels, Player Agent judgment, parent requests, and, where applicable, tryouts and a draft. In general, the league's goal is to allow children of similar abilities to play together to ensure a fair and interesting level of competition. The league also recognizes that, at certain age groups, children expect to play with children of similar ages and, therefore, at some levels, will afford priority to older children. With these goals in mind, and after several years of observing problems that have arisen by having too wide a range of ability in a single level and of advancing players automatically regardless of suitability or of their actual age or maturity, the league has adopted the following guidance in determining levels of play.

This guidance includes sufficient flexibility to accommodate special circumstances and situations where the proper level is not clear. Because there are fewer minor league levels than age groups and because most players spend only 1-2 years at the Majors level, most players will play at one of the minor league levels at least twice. The art is identifying the level where a player's development calls for it. We have observed that players who have difficulty catching and throwing will not have a fun experience at the upper levels. Our goal is to ensure those skills are learned early, but emphasize that those skills cannot be learned without playing catch at home.

5-T: Players age 5 will be assigned to the 5-T level. Teams meet weekly on Saturdays for 90 minutes. The weekly meetings will consist of two parts, a practice session and a game.

T-Ball: Players age 6 and age 7 who have no baseball experience and require some training in the basics will be assigned to the T-Ball level.

A: Players age 7 and 8 will normally be assigned to the A level (machine pitch). The A level is intended for players who have completed at least one year of T-ball and who can or, within the first few weeks of the season, will be able to:

- Catch most balls thrown to them overhand from 40'.
- Throw reasonably accurately (i.e., not requiring the receiver to take more than a step in either direction) most of the time with good mechanics to a target 40' away.
- Hit the ball regularly in T-Ball with some authority, and at least occasionally, out of the infield.
- Catch fly balls with glove fingers facing up.

AA: Players age 9 and 10 not selected for Majors or AAA will be eligible for the AA draft. The AA level is intended for players who can:

- Catch 75% of the balls thrown to them overhand from 50'.
- Throw reasonably accurately (i.e., not requiring the receiver to take more than a step in either direction) with good mechanics to a target 50' feet away.
- Hit the ball regularly at the A level with some authority, and at least occasionally out of the infield.
- Catch fly balls routinely with glove fingers facing up and throw with good form.

Any 8 year-old player of advanced ability, upon request of the parents, and by permission of the Player Agent, who clearly meets these criteria, may be eligible to be drafted in AA.

AAA: Players age 10 not selected for Majors may be drafted into AAA. Those not drafted will be eligible for the AA draft. Players age 11 not selected for Majors will be assigned to the AAA level and must be drafted in AAA unless determined otherwise (i.e., for safety reasons) by the Player Agent. The AAA level is intended for players who can:

- Catch, with ease, almost every ball thrown from 60 feet
- Throw a ball with good mechanics relatively accurately to a receiver 60 feet away (i.e., not requiring the receiver to take more than a step in either direction)
- Hit the ball regularly with some authority, and, at least occasionally, out of the infield at the AA level.
- Routinely catch fly balls in a proper fielding position.

Majors: Players age 10-12 are eligible to play at the Majors level. The Majors level is intended for the highest skilled players who meet all of the qualifications of AAA players (as described below), but also have had some success in AAA; or, if they never played in AAA, demonstrate through tryouts or their play at other levels or leagues that they could have. Majors teams are limited to three players age 10 and will be required to have a certain number of age 12 players. All players age 12 are mandated to play at the Majors level by National Little League, unless parents request a waiver.

Age Waiver Requests: Exceptions to the above guidelines must be approved by the Executive Committee upon the advice of the Player Agent. Waiver criteria (e.g., paperwork, tryouts, skills, Player Agent role) are contained in the WSLG Gray Book and WSLG Administrative Policies with the expectation that only the most skilled players will be granted a waiver should space be available at the higher level. The table on the following page lists the player age and level for which a waiver request is required.

Parents must fill out a waiver form at registration and submit it to the Player Agent at that time. The waivers will be evaluated at the first Executive Committee meeting after all regularly scheduled registrations are complete. No waiver request will be accepted after such meeting.

Waiver Request (League Age)	BOD Waiver Required?	Written Parent Request?
12-year eligibility for AAA	Y	Y
11-year eligibility for AA	Y	N
8-year eligibility for AA	N	Y
7-year eligibility for AA	Y	Y
6-year eligibility for A	Y	Y

All players seeking an age waiver to play up at the A level, AA level, or level AAA must meet the following requirements and attend a tryout:

- Have played at least one season at the previous level (includes a restriction on 5T players moving to A ball unless the player played T-Ball in the Fall).
- Meet the minimum requirements for the playing level requested above.
- Be approved by the Player Agent or his/her designee based on the outcome of the tryout to be eligible to move to the higher level.

Waivers to place players at the next level will only be granted to the extent a spot is available based on the following:

- Non-waiver players will be placed in available slots first.
- Waiver players will be divided into groups by tryout grade.
- The Player Agent will rank all waiver tryout participants within grade groups.
- The Player Agent will place waiver players into remaining slots starting with the highest grade level and highest ranked player within that grade level.
- If all available slots are not filled, the Player Agent will begin filling remaining vacancies with the next highest level grade by rank order within that grade until all open slots are filled at that level.

If more waiver-eligible players are available than slots, those players will be moved to the lower (age appropriate) playing level.

Tryouts for waiver players are mandatory unless the player is physically unable to attend. In such cases, the Player Agent will determine eligibility and slotting of the player.

There is no appeal from the Player Agent's decision.

For Fall Ball, players may not advance to the next level unless they are at least waiver-age eligible for that level based on their current league age (e.g., a league age 6 is ineligible for AA ball in the Fall, regardless of whether they played A ball in Spring). The minimum playing age for a rising Majors player in the Fall is current league age 9.

The Player Agent will notify any parent whose waiver is not approved by the Executive Committee.

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