

# **WNSL Wookie T BALL Rules (4 Year Olds/Young 5 Year Olds)**

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

## **Before the Game**

1. Each team will have a minimum roster of 8 players and a maximum is determined by the Coach.
2. The home team will occupy the 3<sup>rd</sup> base dugout.
3. No minimum number of players is required to play a game. No forfeits in this division. A team may borrow a player(s) to play in the field if necessary.

## **Equipment**

1. A t ball type bat with a "USA stamp" should be utilized.
2. Safety balls provided by the league should be utilized.
3. All players must wear a helmet when batting and running the bases.

## **Field & Game Procedures**

1. Time limits are 45- 50 minutes from the scheduled start time. Late starting games must finish at the original finish time to not push back other start times. Coaches may end games early if needed.
2. Bases are set at 45 feet. There will be an arc of 6 feet from the home plate and the ball must advance past this arc to be considered a hit.
3. A "t" is utilized for all batters and coaches do not pitch to the batters.
4. Runners do not advance past a single base during an at bat. Coaches will stop the play when needed.
5. There are no umpires for this division.
6. For the offensive team, there should be a coach to help with the "t" and assist the batters. A coach at each base to assist the runners. A parent/coach in the dugout to manage the dugout. For the defensive team, two coaches in the infield and two coaches in the outfield maximum to assist the players in the field.
7. Scores are not kept, and outs are not recorded.
8. Teams may bat the entire lineup or coaches may agree before the game to bat a set number of batters each half inning.

## **Player Participation**

1. Teams must bat all players and use free substitution.
2. All players play in the field. 6 infielders maximum and the rest in the outfield spread out equally. There is no catcher in this division.
3. Players arriving after game time will be placed last in the batting lineup order.

## **After the Game**

1. Players and coaches are expected to always show good sportsmanship, including the shaking of hands or fist bumping after the game.
2. Each team is responsible for the cleanliness in and around the dugout at the end of each game and practice. Trash must be placed in a trash receptacle.

# **WNSL Wookie Coach Pitch Rules (5 and 6 Year Olds)**

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

## **Before the Game**

1. Each team will have a minimum roster of 8 players and a maximum is determined by the Coach.
2. The home team will occupy the 3<sup>rd</sup> base dugout.
3. No minimum number of players is required to play a game. No forfeits in this division. A team may borrow a player(s) to play in the field if necessary.

## **Equipment**

1. The bat with a "USA stamp" should be utilized and safety balls provided by the league should be utilized.
2. All players must wear a helmet when batting and running the bases.
3. If a catcher is used, the catcher must have a helmet and chest protector at a minimum.
4. A "t" will be present to use, if needed, after the coach pitches to the batter.

## **Field & Game Procedures**

1. Scores are kept, and the home team is the official book.
2. There is one umpire for this division. In the absence of the umpire the coaches may umpire the game.
3. Bases are set at 60 feet. There will be an arc of 6 feet from the home plate and the ball must advance past this arc to be considered a hit.
4. Time limits are 45- 50 minutes or 6 innings from the scheduled start time. Late starting games must finish at the original finish time to not push back other start times. Coaches may end games early if needed.
5. Runners may advance past a single base when the ball is hit to the outfield. The umpire will stop the runners once a defensive player stops the lead runner or the lead runner abandons the effort to advance. Once play has been stopped by the umpire (calling "time") no runners may advance beyond the last base tagged. If a runner is more than halfway to the next base when "time is called," the runner will be awarded the next base.
6. Runners that are called "out" by the umpire proceed to the dugout and the out is recorded.
7. For the offensive team, there should be a coach to help with the "t," assist the batters and throw the ball back to the coach pitcher. A coach at each base to assist the runners. A parent/coach in the dugout to manage the dugout. For the defensive team, two coaches in the infield and two coaches in the outfield maximum to assist the players in the field.
8. Normal baseball rules with 3 outs or the set number of batters for the half inning (whichever comes first) will end the half inning. Coaches will determine the number of batters each half inning or bat the entire lineup each half inning.
9. There are no maximum number of runs scored due to coaches deciding on whether to bat the entire line up or set number of batters.
9. Coach will pitch from the marked pitching line (25 feet) and must pitch overhand. Pitcher may be on knees. 3 pitches from the coach pitcher and then a "t" is used for 3 swing attempts to hit the ball. The batter may continue the at bat if the batter continues to foul pitches. After the 6 events (coach pitch and use of the "t") and the batter has not hit the ball, the batter will be called out.

10. If the ball hits the coach pitcher the ball is considered “dead,” and it is a “no pitch.” Runners return to the base occupied before the pitch.
11. Sliding should be discouraged.
12. No bunting is allowed.

### **Player Participation**

1. Teams must bat all players and use free substitution.
2. All players play in the field. 6 infielders maximum and the rest in the outfield spread out equally.
3. A catcher is not mandatory but a player wanting to be a catcher is welcome. The catcher must wear a chest protector and a mask at a minimum.
4. Players arriving after game time will be placed last in the batting lineup order.

### **After the Game**

1. Players and coaches are expected to always show good sportsmanship, including the shaking of hands or fist bumping after the game.
2. Each team is responsible for the cleanliness in and around the dugout at the end of each game and practice. Trash must be placed in a trash receptacle.

# **WNSL Rookie Rules (7/8 Year Olds)**

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

## **Before the Game**

1. Each team will have a minimum roster of 10 players and a maximum is determined by the Coach.
2. The home team will occupy the 3<sup>rd</sup> base dugout.
3. The coach that attends the plate meeting prior to the game will be the only coach that communicates with the umpire throughout the game concerning rule interpretations. Judgement calls may not be disputed.
4. Teams must provide their lineup to the opposing coach and have a scorebook ready before the game begins.
5. Eight players constitute a legal team, and the game may begin if both teams have at least 8 players. If a team has less than 8 players (with 10 minutes after start time) the game will be a forfeit. A team with less than 8 players may borrow player(s) from the opposing team or use a substitute player (see Player Shortage and Substitute section). Anytime a team drops below 8 players the game will be declared a forfeit.

## **Equipment**

1. Teams must supply their own catcher's gear.
2. All bats must have the "USA Baseball" factory stamp to be used. Use of an unauthorized bat results in an out.

## **Field & Game Limits**

1. Base paths are 60 feet.
2. The rubber is 46 feet from the home plate.
3. Scores are kept, and the home team is the official book.
4. There will be a circle drawn that is a 10-foot radius from the 46-foot rubber.
5. The game shall last 6 innings or 80 minutes, whichever comes first. The next inning begins the instant the final out of the previous inning is made. No new inning may begin after the time limit is reached. Once time has expired, the current inning will be completed unless the home team is batting and is ahead. If there is a tie at the end of the 6<sup>th</sup> inning and the time limit has not expired, the team may play as many extra innings as possible until a winner is decided, or the time limit is reached. If any extra innings are played, the International Rule will be in effect (team batting will begin with a runner who batted last in the previous inning on 2nd base). If the score is even after the time limit, the game will end in a tie.
6. Stalling for any reason is a violation of the WNSL's Code of Conduct and will not be tolerated.
7. A continuous batting order shall be used with every player occupying a spot in the batting order. At the beginning of each inning, the batting will begin from the point it ended in the previous inning.
8. 6 runs maximum or 3 outs per half inning, whichever comes occurs first.
9. Even if a team cannot win the game due to falling too far behind in the game, the game will be played out until the time limit expires or 6 innings occurs (whichever comes first).
10. The infield fly rule does NOT apply.
11. Bunting is discouraged but is allowed. Half swings (bunt appearance and then swinging) are not allowed, and the batter will be called out.

12. Any player that slings the bat will be warned, and this warning will be announced to the entire team. Any subsequent slinging of the bat by any batter on the warned team, the batter will be called out.

### **Coach Pitch Rules (pertaining to the pitching)**

1. The pitching distance will be 35 feet and will be marked on the field.
2. Each batter receives a maximum of five (5) pitches or three (3) swinging strikes. If the batter swings and misses three (3) times or if the ball has not been hit into play after five (5) pitches, the batter is out. However, on the last pitch or last strike, a foul ball that is not caught will result in an additional pitch to the batter. The batter will receive additional pitches until the batter fails to swing, fouls out, or there is a swinging strike. There are no walks. Pitches that are not swung at are not strikes. A caught foul ball that goes above the batter's head is an out, regardless of the number of pitches to the batter.
3. There are no walks. If the coach pitcher hits the batter, the pitch is a "no pitch."
4. The coach pitcher must release the ball from the 35 foot line and must throw the equivalent of 36 mph. "Lobs" are not legal. One warning for "lobbing the ball." The first pitch in a game that is "lobbed" will be a "no pitch" and any "lobs" thereafter will be an automatic out. The Umpires' judgement on "lobbing the ball" may not be challenged.
5. The player pitcher must have at least one foot in the 10-foot radius circle that is drawn from the 46-foot rubber before the ball is pitched.
6. The player pitcher must wear a helmet or a face mask.
7. The coach pitcher must not quick pitch and all defensive players must be ready before the ball is pitched. If the umpire feels that the coach pitcher has quick pitched to gain an advantage, the batter will be called out.
8. If a batted ball hits any part of the coach pitcher, the ball is a dead ball, and the batter is awarded 1st base. Runners on base only advance if they are forced to advance, i.e., a runner on 1st base advances to 2nd base but with only a runner on 2nd base and no one on 1st base the base runner on 2nd base stays at 2nd base.
9. If a batted fair ball is first touched by a defensive player and then hits the coach pitcher, it is a live ball. (If there are multiple violations with the pitching coach being hit by a ball in play, the umpire has the discretion to have that coach pitcher removed.)
10. The coach pitcher shall position himself/herself as not to be an obstruction to the defensive team on any possible play once the ball has been hit. When a ball is placed into play by a batter, the coach pitcher should move to foul territory in order not to be an obstruction to the fielding team.
11. The coach pitcher may not coach base runners and must remain silent with runners. A coach pitcher that is coaching the runners will be given one warning and any subsequent violation will cause the runner to be out. In case of multiple runners being coached by the coach pitcher, the lead runner will be called out.

### **Pitching Machine Rules (pertaining to the pitching)**

1. The pitching machine will be set 46 feet from home plate. If the machine is placed over a rubber on the mound the front legs will be in front of the rubber with the legs touching the rubber. Sandbags will be used to secure the legs.
2. Coaches may utilize the "fine tuning slide knob" to adjust the height of the pitches while their team is at bat.
3. Speed adjustments to the machine must be approved by an umpire and both coaches. The speed of the machine will be set at approximately 36 mph and must remain this speed during the game.

4. Coaches may throw 5 practice pitches with the machine prior to their team's first at bat and a few pitches between innings to ensure the machine is pitching accurately.
5. Each batter receives a maximum of five (5) pitches or three (3) swinging strikes. If the batter swings and misses three (3) times or if the ball has not been hit into play after five (5) pitches, the batter is out. However, on the last pitch or last strike, a foul ball that is not caught will result in an additional pitch to the batter. The batter will receive additional pitches until the batter fails to swing, fouls out, or there is a swinging strike. There are no walks. Pitches that are not swung at are not strikes. A caught foul ball that goes above the catcher's head is an out, regardless of the number of pitches to the batter.
6. There are no walks. If the pitching machine hits the batter, the pitch is a "no pitch."
7. The player pitcher must have at least one foot in the 10-foot radius circle that is drawn from the 46-foot rubber before the ball is pitched. The pitcher must not be in front of the machine.
8. The player pitcher must wear a helmet or a face mask.
9. If a batted ball hits the machine or any balls around the machine the ball is a dead ball, and the batter is awarded 1st base. Runners on base only advance if they are forced to advance, i.e., a runner on 1st base advances to 2nd base but with only a runner on 2nd base and no one on 1st base the base runner on 2nd base stays at 2nd base.
10. The coach pitcher shall position himself/herself as not to be an obstruction to the defensive team on any possible play once the ball has been hit. When a ball is placed into play by a batter, the coach pitcher should move to foul territory in order not to be an obstruction to the fielding team.
11. The coach pitcher may not coach the runners and must remain silent with runners. A coach pitcher that is coaching the runners will be given one warning and any subsequent violation will cause the runner to be out. In case of multiple runners being coached by the coach pitcher, the lead runner will be called out.

### **Player Participation**

1. A continuous batting order shall be used with every player occupying a spot in the batting order.
2. Players are not to sit consecutive innings.
3. The defensive team may play 10 players in the field with no more than 6 players in the infield. The 4 outfielders must be positioned in the grass outfield equidistant.
4. A catcher is required if the team has 9 players or more. The catcher playing in the normal catching position is preferred but not required and may be stationed off to the side of the home plate and behind the batter. The catcher will not throw the balls back to the pitcher but allow the umpire to deliver the balls back to the coach pitcher at one time.
5. If a player leaves a game for any reason, all batters will move up in the batting order with no penalty. If the team drops below 8 players, the game will be declared a forfeit, but the game will continue. The team may borrow a player from the opposing team.
6. Players arriving after game time are to be placed at the bottom of the order.
7. Substitutions may be made freely at the coach's discretion.

### **Player Shortage & Substitute Rules**

1. Only players registered in the WNSL may serve as a substitute. The substitute player must be in the same division as the team or in a younger division.

2. A substitute may not play as a pitcher or catcher and must bat last in the lineup.
3. A substitute cannot be added once a game begins.
4. 8 players constitute a legal team, and the game may begin if both teams have at least 8 players. If a team has less than 8 players (with 10 minutes after start time) the game will be a forfeit. Teams may play and the team with less than 8 players may have a substitute player or borrow players from the opposing team to play in the outfield. Anytime a team drops below 8 players or uses a substitute player, the game will be declared a forfeit.
5. A team with only 8 players will record an out each time the 9th player comes to bat.

### **Coach Participation & Positioning**

1. No more than 4 coaches can participate to coach during a game.
2. Offensive coaches are stationed at 1st and 3rd base and either pitching as a coach pitcher or being the machine pitcher. The 4th coach must remain in front of the dugout.
3. For defensive purposes, 2 coaches are allowed in the outfield behind the outfielders to help direct the defensive play. No coaches are allowed to coach defense from the foul lines. 2 remaining coaches must remain in front of the dugout.
5. Base coaches must not touch the runners at 1st or 3rd base and touching a runner will constitute an out.

### **Stoppage of Play/ Overthrows**

1. The decision concerning the "end of the play" is at the discretion of the umpire. The umpire will call "Time" when either the action stops or when the ball is in the possession of a defender within the infield and the lead runner has ceased to advance.
2. Once "Time" is called by the umpire, the base runners will return to the base left if not at least past the halfway point to the next base path when the umpire calls "Time" and the play is dead.
3. A batter turned runner after hitting the ball running to first base cannot advance past first base if there is an overthrow at first base. All other runners may advance one base from the base they occupied before the ball was hit.
4. A runner or runners may advance one base on an infielder overthrowing to 1st, 2nd, 3rd and home. The umpire should call "Time" after the overthrow and the play is dead.
5. A play from the outfield or the catcher will continue to play out if the infielder receiving the ball attempts to make a play at any base and the throw is "overthrown" to any base player or the pitcher. Runners may advance one base at their own risk. The umpire should call "Time" after the overthrow and the play is dead.

### **Base running**

1. Leading off or stealing is not allowed. If a player leaves early before the ball crosses home plate, the umpire will call "Time" and the play is dead and is a "no pitch." If a team has multiple runners leave early, the umpire may call a runner out. This is a judgment call by the umpire and may not be challenged.
2. A base runner is required to do whatever is needed to avoid a fielder who is fielding a batted ball. A base runner may be called if contact is not avoided and a runner is out for running out of the baseline, only when attempting to avoid a tag.
3. Courtesy runners are encouraged to be used for catcher who reaches the base with two outs. The courtesy runner must be the batter who made the last recorded out.

4. For any play at home plate, the runner must slide to avoid a collision with the catcher. If not sliding, the runner must avoid contact with the catcher and if a collision occurs, the runner will be called out. The catcher may block the plate only if he has the ball. Headfirst slides at home are legal.
5. A base runner running from Home to 1B may turn either direction at 1B but if that turn is towards 2B (as an attempt to run to 2nd base), the runner may be tagged out.

### **After the Game**

1. Players and coaches are expected to always show good sportsmanship, including the shaking of hands or fist bumping after the game.
2. Each team is responsible for the cleanliness in and around the dugout at the end of each game and practice. Trash must be placed in a trash receptacle.



# **WNSL Minors Rules (9/10 Year Olds)**

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

## **Before the Game**

1. Each team will have a minimum roster of 10 players and a maximum is determined by the Coach.
2. The home team will occupy the 3<sup>rd</sup> base dugout.
3. The coach that attends the plate meeting prior to the game will be the only coach that communicates with the umpire throughout the game concerning rule interpretations. Judgement calls may not be disputed.
4. Teams must provide their lineup to the opposing coach and have a scorebook ready before the game begins.
5. Eight players constitute a legal team, and the game may begin if both teams have at least 8 players. If a team has less than 8 players (with 10 minutes after start time) the game will be a forfeit. A team with less than 8 players may borrow player(s) from the opposing team or use a substitute player (see Player Shortage and Substitution section). Anytime a team drops below 8 players the game will be declared a forfeit.

## **Equipment**

1. Teams must supply their own catcher's gear.
2. ALL bats must have the "USA Baseball" factory stamp to be used. Use of an unauthorized bat results in an out.

## **Field & Game Limits**

1. Base paths are 60 feet.
2. The rubber is 46 feet from the home plate.
3. Scores are kept, and the home team is the official book.
4. The game shall last 6 innings or 90 minutes, whichever comes first. The next inning begins the instant the final out of the previous inning is made. No new inning may begin after the time limit is reached. Once time has expired, the current inning will be completed unless the home team is batting and is ahead. If there is a tie at the end of the 6<sup>th</sup> inning and the time limit has not expired, the team may play as many extra innings as possible until a winner is decided, or the time limit is reached. If any extra innings are played, the International Rule will be in effect (team batting will begin with a runner who batted last in the previous inning on 2nd base). If the score is even after the time limit, the game will end in a tie.
5. Stalling for any reason is a violation of the WNSL's Code of Conduct and will not be tolerated.
6. Bunting is allowed. Fake bunting and then swinging at the pitch are not allowed and the batter will be called out.
7. The infield fly rule applies.
8. The dropped third strike rule does NOT apply.
9. 6 runs maximum or 3 outs per half inning whichever occurs first.
10. Even if a team cannot win the game due to falling too far behind in the game, the game will be played out until the time limit expires or 6 innings occurs (whichever comes first).
10. Any player that slings the bat will be warned and this warning will be announced to the entire team. Any subsequent slinging of the bat by any player on the warned team, the batter will be called out.

## **Player Participation**

1. A continuous batting order shall be used with every player occupying a spot in the batting order.

2. Each player present at the beginning of the game must play at least six (6) defensive outs prior to the completion of the 4th inning. Free substitution is allowed.
3. The defensive team may only play nine (9) players in the field at one time with no more than six (6) players in the infield at any time prior to the batter contacting the ball.
4. If a player leaves a game for any reason, all batters will move up in the batting order with no penalty. If the team drops below 8 players, the game will be declared a forfeit, but the game will continue. The team may borrow a player from the opposing team.
5. If a player arrives after the game has begun, the player shall be inserted at the bottom of the batting order.

### **Player Shortage and Substitute Rules**

1. Only players registered in the WNSL may serve as a substitute. The substitute player must be in the same division as the team or in a younger division.
2. A substitute may not play as a pitcher or catcher and must bat last in the lineup.
3. A substitute cannot be added once a game begins.
4. 8 players constitute a legal team, and the game may begin if both teams have at least 8 players. If a team has less than 8 players (with 10 minutes after start time) the game will be a forfeit. Teams may play and the team with less than 8 players may have a substitute player or borrow players from the opposing team to play in the outfield. Anytime a team drops below 8 players or uses a substitute player, the game will be declared a forfeit.
5. A team with only 8 players will record an out each time the 9th player comes to bat.

### **Coach Participation and Positioning**

1. No more than 4 coaches can participate to coach during a game.
2. When on offense, teams can have a 1st base coach, a 3rd base coach and two coaches must remain in front of the dugout.
3. When on defense, coaches must remain in front of the dugout.

### **Base running**

1. Leading off is not allowed. Stealing is allowed after the ball crosses the plate. If a player leaves early before the ball crosses home plate, the umpire will call "Time" and the play is dead and is a "no pitch." If a team has multiple runners leave early, the umpire may call a runner out. This is a judgment call by the umpire and may not be challenged.
2. Once a team receives a 10-run lead that team may not steal any base or advance on a wild pitch or passed ball in either the UPPER or LOWER Divisions.  
---- UPPER Division- Runners on 3rd base may steal home at any time (if the team is not ahead by 10 runs or more).  
---- LOWER Division- Runners may not steal home at all (this includes a passed ball, wild pitch and an errant throw from the catcher to the pitcher).
3. Once the pitcher is on the mound, the play is stopped until the next pitch.
4. A base runner is required to do whatever is needed to avoid a fielder who is fielding a batted ball. A base runner may be called if contact is not avoided and a runner is out for running out of the baseline, only when attempting to avoid a tag.
5. For any play at home plate, the runner must avoid a collision with the catcher. If not sliding, the runner must avoid contact with the catcher and if a collision occurs the runner will be called out. The catcher may block the plate only if the catcher has the ball. Headfirst slides are legal.
6. Courtesy runners may be used for the catcher when the catcher reaches base with two outs. The courtesy runner must be the batter who made the last out.

## **Pitching Guidelines**

1. Each team is responsible for recording the number of pitches for each pitcher in every game. They must report these numbers to the umpire at the conclusion of the game.
2. A pitcher may pitch a maximum of 75 pitches in a game or day.
  - 1-40 pitches- 0 days of rest is required to pitch again.
  - 41-65 pitches- 1 full day of rest is required to pitch again.
  - 66+ pitches- 2 full days of rest is required to pitch again.

For example, A pitcher who pitches 40 pitches on Saturday may pitch on Sunday, a pitcher who pitches 65 pitches on Saturday may pitch again on Monday, a pitcher who pitches 66 pitches on Saturday would be eligible to pitch on Tuesday.

A pitcher may finish pitching to the batter even if the pitcher exceeds 75 pitches.

3. New pitchers to an inning are allowed 8 (eight) warmup pitches. Existing pitchers are allowed 5 (five) warmup pitches after their second and following innings. In between innings should not exceed 1 minute with 5 (five) warmup pitches.
4. The pitcher must be pulled on the 2nd trip to the mound in the same inning.
5. A pitcher that hits 3 (three) batters in an inning must be removed from the pitcher position and may not pitch in that game again.
6. A pitcher may re-enter as the pitcher if the pitcher was not pulled due to a 2nd trip to the mound.
7. A pitcher warming up in foul territory during the game must have a person protecting him from foul balls.
8. Coaches are encouraged to get catchers ready early to play in the field and coaches are encouraged to warm up their pitchers as the catcher is getting ready.
9. If a team wishes to intentionally walk a batter, the head coach must indicate to the head umpire and the batter will advance to first base. No pitches will be added to the pitchers' pitch count.

## **After the Game**

1. Players and coaches are expected to always show good sportsmanship, including the shaking of hands or fist bumping after the game.
2. Each team is responsible for the cleanliness in and around the dugout at the end of each game and practice. Trash must be placed in a trash receptacle.

# **WNSL Majors Rules (11/12 Year Olds)**

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

## **Before the Game**

1. Each team will have a minimum roster of 10 players and a maximum is determined by the Coach.
2. The home team will occupy the 3<sup>rd</sup> base dugout.
3. The coach that attends the plate meeting prior to the game will be the only coach that communicates with the umpire throughout the game concerning rule interpretations. Judgement calls may not be disputed.
4. Teams must provide their lineup to the opposing coach and have a scorebook ready before the game begins.
5. Eight players constitute a legal team, and the game may begin if both teams have at least 8 players. If a team has less than 8 players (with 10 minutes after start time) the game will be a forfeit. A team with less than 8 players may borrow player(s) from the opposing team or use a substitute player (see Player Shortage and Substitute section). Anytime a team drops below 8 players the game will be declared a forfeit.

## **Equipment**

1. Teams must supply their own catcher's gear.
2. ALL bats must have the "USA Baseball" factory stamp to be used. Use of an unauthorized bat results in an out.

## **Field & Game Limits**

1. Base paths are 70 feet.
2. The rubber is 50 feet from the home plate.
3. Scores are kept, and the home team is the official book.
4. The game shall last 6 innings or 90 minutes, whichever comes first. The next inning begins the instant the final out of the previous inning is made. No new inning may begin after the time limit is reached. Once time has expired, the current inning will be completed unless the home team is batting and is ahead. If there is a tie at the end of the 6<sup>th</sup> inning and the time limit has not expired, the team may play as many extra innings as possible until a winner is decided, or the time limit is reached. If any extra innings are played, the International Rule will be in effect (team batting will begin with a runner who batted last in the previous inning on 2nd base with no outs). If the score is even after the time limit, the game will end in a tie.
5. Stalling for any reason is a violation of the WNSL's Code of Conduct and will not be tolerated.
6. Bunting is allowed. Fake bunting and swinging at the pitch are not allowed and the batter will be called out.
7. The infield fly rule applies.
8. The dropped third strike rule applies.
9. 6 runs maximum or 3 outs per half inning whichever occurs first.
10. Even if a team cannot win the game due to falling too far behind in the game, the game will be played out until the time limit expires or 6 innings occurs (whichever comes first).
10. Any player that slings the bat will be warned and this warning will be announced to the entire team. Any subsequent slinging of the bat by the warned team, the batter will be called out.

## **Player Participation**

1. A continuous batting order shall be used with every player occupying a spot in the batting order.
2. Each player present at the beginning of the game must play at least six (6) defensive outs prior to the completion of the 4th inning. Free substitution is allowed.
3. The defensive team may only play nine (9) players in the field at one time with no more than six (6) players in the infield at any time prior to the batter contacting the ball.
4. If a player leaves a game for any reason, all batters will move up in the batting order with no penalty. If the team drops below 8 players, the game will be declared a forfeit, but the game will continue. The team may borrow a player from the opposing team.
5. If a player arrives after the game has begun, the player shall be inserted at the bottom of the batting order.

## **Player Shortage and Substitute Rules**

1. Only players registered in the WNSL may serve as a substitute. The substitute player must be in the same division as the team or in a younger division.
2. A substitute may not play as a pitcher or catcher and must bat last in the lineup.
3. A substitute cannot be added once a game begins.
4. 8 players constitute a legal team, and the game may begin if both teams have at least 8 players. If a team has less than 8 players (with 10 minutes after start time) the game will be a forfeit. Teams may play and the team with less than 8 players may have a substitute player or borrow players from the opposing team to play in the outfield. Anytime a team drops below 8 players or uses a substitute player, the game will be declared a forfeit.
5. A team with only 8 players will record an out each time the 9th player comes to bat.

## **Coach Participation and Positioning**

1. No more than 4 coaches can participate to coach during a game.
2. When on offense, teams can have a 1st base coach, a 3rd base coach and two coaches must remain in front of the dugout.
3. When on defense, coaches must remain in front of the dugout.

## **Base running**

1. Lead offs are allowed.
2. Once a team receives a 10-run lead, that team may not steal any base or advance on a wild pitch or a passed ball.
3. A base runner is required to do whatever is needed to avoid a fielder who is fielding a batted ball. A base runner may be called if contact is not avoided and a runner is out for running out of the baseline, only when attempting to avoid a tag.
4. For any play at home plate, the runner must avoid a collision/contact with the catcher. If a collision occurs the runner will be called out. The catcher may block the plate only if the catcher has the ball. Headfirst slides at home are legal.
5. Courtesy runners may be used for the catcher when the catcher reaches base with two outs. The courtesy runner must be the batter who made the last out.

## **Pitching Guidelines**

1. Each team is responsible for recording the number of pitches for each pitcher in every game. They must report these numbers to the umpire at the conclusion of the game.
2. A pitcher may pitch a maximum of 85 pitches in a game or a day.
  - 1-40 pitches- 0 days of rest is required to pitch again.
  - 41-65 pitches- 1 full day of rest is required to pitch again.
  - 66+ pitches - 2 full days of rest is required to pitch again.

For example, A pitcher who pitches 40 pitches on Saturday may pitch on Sunday, a pitcher who pitches 65 pitches on Saturday may pitch again on Monday, a pitcher who pitches 66 pitches on Saturday would be eligible to pitch on Tuesday.

A pitcher may finish pitching to the batter even if the pitcher exceeds 85 pitches.

3. New pitchers to an inning are allowed 8 (eight) warmup pitches. Existing pitchers are allowed 5 (five) warmup pitches after their second and following innings. In between innings should not exceed 1 minute with 5 (five) warmup pitches.
4. The pitcher must be pulled on the 2nd trip to the mound in the same inning.
5. A pitcher that hits 3 (three) batters in an inning that pitcher must be removed from the pitcher position and may not pitch in that game again.
6. A pitcher may re-enter as the pitcher if the pitcher was not pulled due to a 2nd trip to the mound.
7. Balks are enforced. The WNSL will follow the Official Rules of Baseball regarding what actions constitute a balk.
8. If a team wishes to intentionally walk a batter, the head coach must indicate to the head umpire and the batter will advance to first base. No pitches will be added to the pitchers' pitch count.
9. A pitcher warming up in foul territory during the game must have a person protecting him from foul balls.
10. Coaches are encouraged to get catchers ready early to play in the field and coaches are encouraged to warm up their pitchers as the catcher is getting ready.

### **After the Game**

1. Players and coaches are expected to always show good sportsmanship, including the shaking of hands or fist bumping after the game.
2. Each team is responsible for the cleanliness in and around the dugout at the end of each game and practice. Trash must be placed in a trash receptacle.

## **Weather Delays and Multiple Rainouts Special Rules**

In case of multiple rainouts in a season, the WNSL may determine that it is in the best interest of play that an abbreviated game format be installed. This format will allow more make-up games to be played.

Before the game, coaches and umpires will be informed of the shortened game times due to the multiple rainouts and to help get the games in during the season. The shortened game times will be called "Turbo Rules."

### **Turbo Rules**

1. Majors and Minors Games will be shortened from 90 minutes/6 innings to 80 minutes/5 innings (whichever comes first). No new inning will begin after 80 minutes.
2. Rookies Games will be shortened from 80 minutes/6 innings to 70 minutes/5 innings (whichever comes first). No new inning will begin after 60 minutes.
3. For all divisions, the maximum runs allowed/half inning will be reduced to 4 runs.

## **WNSL Out of Age Player Exception Policy**

A team is limited to one out of age group exception (player may play down) and must be approved by the WNSL. This out of age exception will not be automatic and considerations as to the player age, size, experience, talent level will be used in considering whether a player may play down.

There are occasions that a team may have two players play down but this is rare and must be a very special circumstance.