

# West Sugar Land Little League



## Manager / Parent Handbook SPRING/FALL 2012

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## 1 General Rules

1.A) West Sugar Land Little League refund policy is as follows:

All refunds should be requested by the player's family through the Player Agent and approved by him/her. The Player Agent will then direct the Treasurer to refund the registration fee, **minus the processing fee**, according to the following guidelines:

Full Refund – refund requested prior to try-outs.

Partial Refund (70% of registration fee) – refund requested after try-outs but prior to division drafting.

Partial Refund (50% of registration fee) – refund requested after division drafts but prior to opening day.

No Refund – refund requested after opening day.

Refunds made outside of the policy guidelines detailed above must be approved by the League President.

1.B) Little League (LL) Baseball® rules will govern play in all divisions, except where modified or expanded by local rule, as defined here or in the division-specific ground rules. Please see the WSLLL's Umpire-In-Chief for an official copy of the current year's rule book.

1.C) In the Spring, all players (except T-Ball and Coach Pitch players) must attend at least one tryout.

1.D) According to LL rules, in the interest of player safety, no "on-deck" batters are allowed (Rule 1.08, Note 1). This includes the equipment area of each dugout adjacent to each bench. All players must remain in the fenced dugout until their turn at bat. Only the first batter of each half-inning will be permitted outside the dugout for each half-inning (Rule 1.08, Note 2).

1.E) In cases of questionable weather conditions, the league rainout number is (713) 846-1729. The league will attempt to reschedule games in as timely a manner as possible. Affected managers will be notified of any rescheduled games.

1.F) LL adopted a Lightning Safety Guidelines (Appendix A). The guideline recommends halting all activities and to find immediate shelter if lightning is observed or thunder is heard. The Club concession stand breeze-way and inside vehicles are acceptable shelters. The home plate umpire will make the call with the onsite Board Member. A 30-minute wait after the last observation of lighting or thunder is required before activities can resume.

1.G) In the event of an injury please reference the league's safety policy. Please see your team's Safety Officer or the league's web site ([www.wslll.com](http://www.wslll.com)) for a copy. Little League Accident Insurance Forms are also available at the above web address. The team Safety Officer should keep each player's emergency contact

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information (available on the player's registration form) and players' physicians' phone numbers on hand during games and practices.

1.H) All managers and coaches must remain inside the fenced dugouts at all times except:

1.H.i) Base coaches for the offensive team.

1.H.ii) Coach operating the pitching machine in Machine Pitch Division.

1.H.iii) In T-Ball and Coach Pitch, the offensive team's pitching coach and the defensive team's outfield coach(es).

1.H.iv) Otherwise, time out must be requested **and** received from the plate umpire **prior** to leaving the dugout area.

1.I) All protests are covered by the LL rules (Rule 4.19). If you have any questions regarding rule clarifications, please check with your home plate umpire. Questioning of umpire judgment calls violates Rule 4.19 and The Little League Parent/Volunteer Pledge, and is explicitly forbidden.

1.J) During the regular season, tie games will not be played out beyond the time limit established for the game (per the WSLLL General Rules, Section 2) or six completed innings, whichever comes first. Ties will count ½ win, ½ loss in the official league standings.

1.K) WSLLL has elected per LL rules section 4.04 to adopt a continuous batting order for all divisions.

1.L) WSLLL has elected per LL rule section 4.10(e), Note 2 to adopt the 10-run "Mercy Rule". See Appendix III for details.

1.M) Any issue not specifically covered by either local ground rules or the LL rulebook will be resolved through consultation with the **Division Commissioner and/or President, UIC, or Rules Committee** for the affected division.

## 2 Game Time

2.A) The home plate umpire is responsible for the official game time.

2.B) The official start time will be the earlier of either the actual start time or the scheduled start time, regardless of whether or not play has actually begun, with the following exception:

2.B.i) If the preceding game is not completed by the scheduled start time, then the official start time will be no more than 10 minutes after the completion of the preceding game.

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- 2.B.ii) Due to the sunset problem at Cunningham Creek, games may be delayed at the start or stopped during play until the conditions are playable. The Umpire will have the sole responsibility for determining when condition warrant no-play and when play can start or resume. The game time will stop during this condition.
- 2.C) No inning shall start after the time limit for the game has expired. The time limit will be as follows:
- 2.C.i) **One (1) hour and forty (40) minutes for all games**, unless otherwise specified in division or tournament rules and in no case shall any inning start after 9:50 pm. Every effort must be made to comply with the League's lease agreement with the NTRCA that stipulates that field lights at the Club and Cunningham Creek Fields will be turned off by 10:00 pm.
- 2.C.ii) This rule may be suspended during play-off or tournament play with approval from the WSLLL's Board of Directors.
- 2.D) All game time limits apply to individual game slots only and not to total game time. A suspended game which is continued will play for the length of time allowed by the new game slot.
- 2.E) When a game is officially complete, both teams must vacate the field immediately.
- 2.F) The changeover between innings will be limited to 60 seconds, beginning as soon as the final out is made in the preceding half-inning. The home plate umpire will monitor and enforce this rule.

### 3 Pool Player System

- 3.A) Per Section V(c) of the LL Rule Book, the Player Agent will develop the "official" list of pool players for each division, to avoid a forfeit due to minimum player requirements.
- 3.B) Prior to the first game of the season, the Player Agent will request that each team from every division submit the names and phone numbers of any players that have agreed to be "pool players". The list will include their **regular team**, emergency contact names and phone numbers and the player's physician's phone number.
- 3.C) A pool player(s) can only be used in a case where a team has less than 9 players and would be forced to forfeit. Pool Player(s) in both regular or play-off games will be restricted to **outfield positions only** and must bat in the last position in the batting order.

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- 3.D) All pool players will be assigned by the division commissioners. Players will be assigned on a "random" basis. Each commissioner will assign a number to each pool player listed on the "official" list. When a player is requested, the commissioner will draw a number out of a hat and that player must be called first. This process will continue until a player is found.
- 3.E) If a regular player(s) arrives during the game and the team is able to field a team of 9 regular players, the regular player(s) may enter the game immediately. A pool player may remain in the game but must meet minimum play requirements **for that division**. If the regular player arrives before the pool player(s) has satisfied minimum play, it is possible in the Machine Pitch Division to field 10 players **so long as the opposing team also has 10 players**.
- 3.F) In Machine Pitch Division, minimum outfield position play is suspended when using two (2) or more pool players.

### 4 Pre-Game Rules

- 4.A) Each manager must provide copies of their batting order in accordance with LL's rules. The lineup shall include players' first and last names, jersey numbers, and starting positions.
- 4.B) The hitting of baseballs into the fences (soft-toss) is strictly prohibited at all times. Plastic "whiffle" balls are suggested as an acceptable alternative for this type of drill.
- 4.C) On-field warm up, including pre-game outfield practice, will be limited to the time available. Areas are available adjacent to each field for pre-game warm up. These areas must be used to ensure games start on time.
- 4.D) In the Minor through Major Divisions, each team will be given up 25 minutes for defensive warm up (infield and outfield) while the other team is using the batting cage. After 25 minutes, the teams will rotate between the batting cage and field. This is only permitted when field conditions permit (i.e. no additional work is required to make the field playable) and the field is available (i.e. no game underway), the following is permitted. The 10-minutes prior to the start of the game, all infield and outfield warm-up will stop in order to allow time to set the field.

### 5 Every Team Responsibilities

- 5.A) Each team is responsible for cleaning their dugout and stands.
- 5.B) Each team is responsible for verifying the pitch count with both managers and the plate umpire at the end of each half inning.

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5.C) All pitching and game results shall be submitted via the WSLLL website (www.wslll.com) within 24 hours of the game.

5.D) Both managers will sign the scorebook at the conclusion of the game.

### **6 Home Team Responsibilities**

6.A) The Home Team for each scheduled game is defined as the team listed last for that game on the official league schedule (found and updated at www.wslll.com). The Home Team will occupy the third base dugout.

6.B) The Home Team is responsible for setting up the field prior to play. This includes setting the bases, marking the base lines and batters' boxes, setting up the pitching machine (in the MP division), and raking and/or watering the field as necessary. Only use line paint on the grass areas (grass base paths, extended foul lines and pitcher mound line for MP only). Chalk is only allowed on the infield skin area around home plate and dirt base paths.

6.C) The Home Team is responsible for supplying two game balls. Team Managers will be supplied with game balls at the beginning of the season.

6.D) The Home Team is responsible for the official scorebook including recording the official pitch count. The final pitch count for each player will be recorded in the official scorebook and verified with each manager at the conclusion of the game.

### **7 Visiting Team Responsibilities**

7.A) The Visiting Team for each scheduled game is defined as the team listed first for that game on the official league schedule. The Visiting Team will occupy the first base dugout.

7.B) The Visiting Team shall be responsible for clean up of the field after the game. This includes putting away the bases, putting up the pitching machine (in the MP division), raking the field, and policing the trash in and around the dugout areas

7.C) The Visiting Team is responsible for providing concession stand volunteers at both the Club and Cunningham Creek fields. No game will be started without concession stand volunteers in place. The league is not responsible for the concession stand at the Sports Complex fields.

7.D) The Visiting Team is responsible for operating the scoreboard.

## 8 Batting Cage Usage Rules

The following ground rules have been established to ensure the safe and efficient usage of the batting cages adjacent to the baseball fields. These rules must be adhered to at all times during use of the batting cages. Individuals and/or teams observed to be in violation of said rules are subject to loss of privilege, as deemed appropriate by the WSLLL Board of Directors.

- 8.A) The batting cages are intended for use only as designed, not as "play" areas. If the batting cage is not being actively used for its intended purpose, it must remain closed. Children are not permitted to play in the cage under any circumstances.
- 8.B) Abusive use and/or damaging of the batting cages will result in immediate removal and loss of privilege.
- 8.C) During use, only one (1) player is permitted in the cage at a time to hit. Players awaiting their turn shall do so outside the fenced cage. Standing between the netting and the fence, or behind the protective pitching screen inside the cage, is not permitted.
- 8.D) All batters are required to wear a LL approved protective batting helmet at all times while in the batting cage.
- 8.E) When in use, the access gate must be closed, so as prevent outside observers from being exposed to hit balls.
- 8.F) No unsupervised "practice swinging" is permitted immediately outside the cage area. Soft-toss hitting, using whiffle-type balls, is allowed outside the cage fence, with adult supervision.
- 8.G) If hitting "live" pitching in the cage, an adult must be used as the pitcher for all divisions.
- 8.H) If a pitching machine is being used inside the batting cage, the pitcher/feeder must be an adult only.
- 8.I) There is a protective pitching screen provided in each batting cage. It must be used at all times to protect the pitcher from hit balls. This applies even when a pitching machine is being used.
- 8.J) Practice Priorities
  - 8.J.i) The batting cage at each field is considered part of the practice facility for that field. As such, teams with league-authorized, scheduled practices have usage priority for the batting cage during their entire allotted practice time slot.

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8.J.ii) If no such league-authorized practice is scheduled, use of the batting cage is on a first-come-first-serve basis. If additional individuals/groups are awaiting use of the batting cage during these times, use is limited to 30-minute intervals for each group/individual.

### 8.K) Game-In-Progress Priorities

8.K.i) Teams with a league-authorized, scheduled game have exclusive-use priority of the batting cage at that field. This priority starts at one hour prior to the scheduled start of said game, and extends to 10 minutes prior to the scheduled start of the game.

8.K.i.(1) The Home Team has priority use of the batting cage starting at one hour prior to their game's scheduled start. This priority lasts for 25 minutes.

8.K.i.(2) The Visiting Team begins its priority use of the batting cage at 35 minutes prior to their game's scheduled start. This priority also lasts for 25 minutes.

8.K.i.(3) During the final 10 minutes preceding the scheduled start of a game, neither team involved in the scheduled game is permitted to use the batting cage. This is beneficial to starting games at their scheduled time.

8.K.ii) Teams involved in playing a game are not permitted to use the batting cage during their game.

8.K.iii) Teams and/or individuals not participating in the current game are permitted the use of the batting cage, in accordance with the rules and priorities defined in the preceding paragraphs.

## 9 All Star Player Selection Rules

9.A) All Star Managers will be nominated by the WSLLL Board of Directors. The league president will select the managers and the board will approve the final selections. The chosen managers may then select their own coaching staffs.

9.B) All Star teams (League Age Groups 9 – 12 years old) will be selected as follows:

9.B.i) A minimum of 12 players and maximum of 13 players will be selected for all age groups.

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- 9.B.ii) An eligible player (11 or 12 yr old) at the Majors level that elects to play down at the Varsity level, will not be eligible or on the ballot for Majors All Star selection.
- 9.B.iii) Players may vote only for players within their own age group. Regular season managers and All Star managers, by unanimous vote, may select players from age groups below their own only with Board approval.
- 9.B.iv) **Five (5)** players will be chosen by vote of the players in the age group.
- 9.B.v) **Six (6)** players will be chosen jointly by vote of the regular season managers and the All Star manager in the age group (**Seven (7) if the AS team has 13 players**).
- 9.B.vi) The All Star manager will choose the last player for that age group's All Star team.
- 9.B.vii) Regular season managers and the All Star manager may replace a selection from the players by **unanimous vote and approval from the Division Commissioner and the President**.
- 9.B.viii) **If a replacement player is required, the President will choose the replacement player from a list of alternate players generated by the regular season managers and All-Star manager.**
- 9.C) The following rules apply to MP All Star selection only:
  - 9.C.i) WSLLL will field 4 courtesy Machine Pitch All Star teams. Two teams will be league age 8 years old and two teams will be league age 7 years old.
  - 9.C.ii) The two managers will meet with the player agent and machine pitch commissioner to select the players. The managers will pick the players by alternating picks.

### 10 WSLLL Umpire Policies

- 10.A) Per to the LL Operating Manual, *"The umpire represents authority on the field of play. On the field, the umpire's is the final word, the absolute decision. A good umpire knows the rules and has the ability to apply them in action and split-second judgment"*. Our league is very interested in developing a broad core of capable volunteer umpires, and will operate under the following guidelines:
- 10.B) Any volunteer meeting the League's requirements for volunteers (Standard volunteer application, etc.) will be eligible to serve as a Team Umpire for Minor and Varsity League games.

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- 10.B.i) Any volunteer who is league age 13-18 will be eligible for WSLLL's Junior Umpire Program and will be subject to the meeting of normal and customary LL volunteer application requirements or any other standard WSLLL volunteer requirements.
- 10.C) WSLLL will classify those volunteers who have passed a rules class test as League Umpires and prioritize them to serve as plate umpire for Machine Pitch, Minors, Varsity, and Major Division Games, and as field umpires for Majors games.
- 10.D) WSLLL League Umpires will be used for Junior and Senior League games and paid umpires will be used when League Umpires are unavailable.
- 10.E) Incentive System
  - 10.E.i) Any newly approved league umpires, upon request and at the League's cost, will be given a membership in Little League Baseball's Umpire Registry, which will include a certificate for framing, E-Mails of rules changes and interpretations, and access to WSLLL sponsored Umpire Schools and Clinics.
  - 10.E.ii) Any league umpires who volunteer for a minimum of 10 games per season (Spring or Fall) will receive \$20 per game credit after the completion of those initial 10 games up to a cap of \$300 per season towards the purchase of personal umpire equipment. Receipts for this equipment must be provided to the WSLLL treasurer and validated by the Umpire-in-Chief in order to receive reimbursement.
  - 10.E.iii) In order to receive this credit, umpires must go to the Umpire Game Submission page of the WSLLL website and register games for which they have volunteered. Note that games must be marked as "Volunteer" or "Paid". Games which are marked as "Paid" or which are not registered through this webpage will not be included in the credit.
  - 10.E.iv) The Umpire in Chief for the league will maintain all records for the credits, and will periodically update the in-season Umpire Log of game submissions as part of his duties.
  - 10.E.v) Any Junior Umpires who volunteer for a minimum of 10 games per season (Spring or Fall) will receive a \$50 gift certificate. (Note: Should a team choose to compensate a Junior umpire to cover their allotted "Team Umpire" games as discussed below (i.e "buy-out" their Team Umpire slots), these games will not count towards the gift certificate.)

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- 10.E.vi) Any certified Junior Umpires who volunteer for a minimum of 10 games per season (Spring or Fall) will be eligible for the WSLLL umpire incentive program.

### 10.F) League and Game Assignments

- 10.F.i) WSLLL will be using a "Team Umpire" system to ensure that enough umpires are provided for all games. This system will require teams from the Minors, Varsity, and Majors Divisions to provide a single volunteer umpire to work with an assigned WSLLL umpire for a specified number of Minors, Varsity, or Junior/Senior games. Team Umpires will be assigned field umpire duties. The dates, times and locations of each game that a team is responsible for providing a Team Umpire will be provided to each manager at the beginning of the season in the Master Schedule, and it is the manager's responsibility to ensure that their volunteer works their assigned game. The number of Team Umpire slots assigned to each team is the responsibility of the Umpire-in-Chief (UIC).
- 10.F.ii) Should a team be unable or unwilling to fill their Team Umpire slots, they have the option of buying those slots out at \$30 per game. These funds will be given to the UIC or any current WSLLL Board Member. The UIC will then schedule a Junior Umpire to fill the slots. A record of Paid games worked by Junior Umpires will be maintained on the Umpire page of this website (in the Umpire Logs) and checks will be written to the Junior umpires at the end of the season. The UIC will also track the Paid and Unpaid status of teams that have bought out Team Umpire slots.
- 10.F.iii) Notification of a "buy-out" of a Team Umpire slot must be given to the UIC a minimum of 48 hours in advance of the scheduled umpire slot in order to facilitate scheduling of a replacement umpire. Less than 48 hours notice could result in a failure to find a replacement and a "no show" at game time. **It is recommended that notifications with less than 48 hours notice (a) be avoided, and (b) be placed with the UIC via phone call or in person.**
- 10.F.iv) Penalties for Team Umpire "No-Shows"  
Any team which does not show up to fill their Team Umpire slot will be fined as per the following schedule:
- (a) First Offense: \$40 Fine
  - (b) Second Offense: \$80 Fine

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- (c) Third Offense: \$160 Fine and/or the manager of the offending team will automatically be barred from consideration for future management opportunities in WSLLL.
- 10.F.iv.(2) Any team that chooses not to pay its fines within two weeks of the end of the season will face disciplinary action. The WSLLL Board of Director will assess the penalty that could include barring the offending manager from future management opportunities at WSLLL.
- 10.G) League Supplied Umpires  
The league will endeavor to supply a League Umpire per the follow section:
  - 10.G.i) T-Ball Games  
There is no umpiring at the T-Ball level.
  - 10.G.ii) Coach Pitch  
One umpire provided by the defensive team in each half inning (no WSLLL certified or team umpires assigned).
  - 10.G.iii) Machine Pitch/Minor/Varsity League Games  
One WSLLL League Umpire and one Team Umpire will be assigned to each game.
  - 10.G.iv) Major League Games  
Two WSLLL League Umpires will be assigned to each game.
  - 10.G.v) Junior and Senior League Games  
One WSLLL League Umpire and one Team Umpire or a second WSLLL League Umpire will be assigned to each game. Paid umpires will be used in the event that League Umpires who are qualified to work the large field are unavailable.
- 10.H) Umpire Training  
Rules and mechanics training will be held each season. See the League's web site for details and dates.
- 10.I) Equipment  
WSLLL will provide basic umpire equipment at each field for the plate umpire (mask, chest protector, shin guards, etc.). The league will also purchase individual umpire hats and shirts for any umpire who attend a rules training class and pass a rules examination, as well as for any other volunteer umpires who call 10 or more games for the league during the prior season.

## 11 Junior League Division Rules

- 11.A) The Junior League Division is open to league ages 13 and 14 year olds and 12 year olds who are currently in the seventh grade. Any seventh grade 12 year old who wishes to play in the Junior Division must request a waiver from the WSLLL Board of Directors. Per Little League's rules, a 12 year old Player who participates in the Junior League Division will automatically forfeit all eligibility to play in the Major Division including Major's All-Star team.
- 11.B) WSLLL may elect to play inter-league play with other Little Leagues and thus develop ground rules outside this Handbook. If there is a conflict between this Handbook and inter-league play rules, the Handbook will supersede and rules regarding policy or producers and the inter-league play rules will supersede rules regarding play as determined by the WSLLL Board of Directors.

## 12 Major League Division Rules

- 12.A) The Major League Division is open to league ages 11 and 12 year olds only. Players who are league age eleven (11) will be considered for Majors but may play in the Varsity League Division, if so requested by the parents/guardians. Any 12 year old who previously participated in the Junior Division is ineligible for the Major League Division include post season All-Stars team.

## 13 Varsity League Division Rules

- 13.A) The Varsity division is limited to League age 10, 11 and 12 year olds only. Player who is league age twelve (12) must have written approval from the District Administrator to play in the Varsity Division (Regulation (V)(a). A player who is league age twelve (12) may not pitch in the Varsity division (Regulation (VI)(j)).
- 13.B) The "Run Rule" for this division is as follows:
- 13.B.i) Each team will be limited to 5 runs per inning in each of the first three (3) innings. Beginning in the top of the 4th inning, unlimited runs are allowed.

## 14 Minor League Division Rules

- 14.A) The Minors Division is limited to League age 9 year olds only when the Varsity League Division is available to League age 10 year olds. If a Varsity Division is not available, then the Minors Division is open to both League Age 10 and 9 year olds.
- 14.B) **The following division rule is for Fall season baseball only.** If the Minors Division is comprised of both League Age 9 and 10 year old players (i.e. in

the absence of a Varsity Division), pitching limitations for 10 year old players shall be as follows:

- 14.B.i) Pitch count for **ALL** 10 year old pitchers utilized in a single game may not exceed 60 pitches **COMBINED**.
- 14.B.ii) All other pitching and pitching rest requirements shall be as stipulated in Regulation VI of the Little League Rule Book.

**NOTE:** Should a 10 year old pitcher reach the 60<sup>TH</sup> pitch while facing a batter, the pitcher may continue to pitch to the batter until that batter reaches base, is put out, or the third out is made to complete the half inning.

14.C) The “Run Rule” for this division is as follows:

- 14.C.i) Each team will be limited to 5 runs per inning in each of the first three (3) innings. Beginning in the top of the 4th inning, unlimited runs are allowed.

## 15 Machine Pitch Division Rules (7U & 8U)

**In the Spring season only:** If adequate players are available, the Machine Pitch Division will be split into two divisions. One division will be comprised of league age 8 year olds, the other league age 7 year olds. In order for the division to occur, there must be adequate players to comprise a total of 9 teams. Furthermore, there must be enough players of each age group (7 & 8) to comprise at least 4 teams in each division.

If those numbers can not be reached, then the 7 and 8 year olds play together in one division under the following rules 15A – 15J.

If those numbers are reached, then the seven year olds follow rules 15A-1J. 8U division will maintain the same rules as well, with modified rules 15K specific to the 8U division(See 15K).

15.A) Machine Pitch 7U/8U divisions are instructional divisions and are limited to league-age 7 and 8 only.

15.B) Before the game starts, each manager should provide the opposing team and the scorebook keeper with the lineup and the positions each player will play for 6 innings. If changes to the positions on the field are made, the opposing manger must be notified.

15.C) The “Run Rule” for this division is as follows:

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- 15.C.i) Each team will be limited to 5 runs per inning in each of the first four (4) innings. Beginning in the top of the 5th inning, unlimited runs are allowed.
- 15.D) No on-field batting practice with the machine will be allowed prior to the game.
- 15.E) Care of the equipment is mandatory. Managers who do not ensure proper treatment of the pitching machine, including but not limited to the careful storage of the machine, will be suspended for one game for the first offense, and for the rest of the season on the second offense.
- 15.F) Any batted ball that strikes the pitching machine, the cord or the coach feeding the pitching machine prior to being controlled by the defensive team is immediately called "dead".
  - 15.F.i) All base runners will be allowed to advance one base beyond the last base occupied at the time the ball became dead.
  - 15.F.ii) The coach at the machine must make a good faith effort to get out of the way of a batted ball. If, in the umpire's judgment, he does not make such effort, he can be called for offensive interference in which case the batter will be called out and all runners will return to their original base.
- 15.G) The home plate umpire will stop play when the momentum of the play has been stopped. The umpire will raise his hands, indicating that time is called. Pitcher control of the ball does not stop the play from continuing. Base runners may not advance once time has been called.
  - 15.G.i) For balls being returned from the outfield, the momentum of the play is stopped when an infielder has control of the ball or no intention of play is made at the umpire's discretion.
  - 15.G.ii) For balls being returned from the infield, the momentum of the play is stopped when the pitcher has control of the ball within a two steps of the pitcher's mound at the umpire's discretion.
- 15.H) The Infield Fly Rule is suspended for the Machine Pitch division.
- 15.I) Offense
  - 15.I.i) Pitching machines shall be operated by an adult only at all times. The speed settings for each machine shall remain constant at all times during play. The machine will be set so the back leg is touching the first of the pitching rubber.

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- 15.I.i.(1) For the digital speed readout machine(s), the setting shall remain at 38 mph.
- 15.I.i.(2) For the dial control machines, the setting shall remain at 50 rpm.
- 15.I.i.(3) With the permission of the home plate umpire, adjustments other than speed may be made at any time to the machine to compensate for wildness.
- 15.I.i.(4) Fake bunting is not allowed.
- 15.I.i.(5) The coach feeding the machine may coach the batter and the base runners prior to the delivery of the pitch when the ball is dead and not in play. Following delivery of the pitch, the coach feeding the machine is not allowed to coach a runner or the batter-runner. A first offense of this policy will result in a warning from the umpire and a second offense will result in the removal of the offending adult as the machine feeder.
- 15.I.i.(6) The coach feeding the machine may only place the ball in the chute delivering the baseball to the machine wheel (no pushing or spinning of the baseball is allowed upon delivery). A first offense of this policy will result in a warning from the umpire and a second offense will result in the removal of the offending adult as the machine feeder.
- 15.I.ii) There will be no walks in the Machine Pitch Division. The batter will hit until he/she either hits the ball into play or strikes out up to a maximum of Four (4) total pitches. Foul balls other than on the final pitch and balls not swung at count towards the total. If the final pitch is hit foul, the batter is entitled to another pitch.
- 15.I.iii) No stealing allowed until after the 4<sup>th</sup> inning is completed.
- 15.I.iii.(1) Once the 5<sup>th</sup> inning has started, stealing is allowed under the following conditions:
  - (a) A base runner may steal a single base on a passed ball which travels into the area beyond the arc behind home plate and inside the extended foul lines. Once a ball passes into this area, runners may steal even if the ball's momentum then carries it outside of this area.
  - (b) Runners may advance only a single base on an overthrown ball.
  - (c) Runners may never steal home or move to home on a steal opportunity.

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### 15.J) Defense

- 15.J.i) No player may sit out more than two defensive innings in a single game.
- 15.J.ii) All players must play at least two defensive innings in the infield for any game extending past the fourth inning, otherwise only one infield defensive inning is required. No player may play the same infield position for more than two innings in a single game, with the exception of the catcher. The catcher is considered an infield position only when stealing is allowed. For example, all innings of games in the Spring season and innings 5 and 6 during the Fall season.
- 15.J.iii) All players must play at least one defensive inning in the outfield or sit out one defensive inning. Innings where stealing is not allowed the position of catcher does not count as infield or outfield for purposes of minimum play.
- 15.J.iv) If Machine Pitch positional minimum play is not adhered to, the penalty shall be the same as LL Regulation IV, paragraph I.
- 15.J.v) Three or four outfielders are acceptable. Outfielders must be positioned at least 15 feet behind the infield arc.
- 15.J.vi) Infielders must be on the infield dirt until the ball reaches the plate unless the batter shows bunt.
- 15.J.vii) If the batter shows bunt, the first and third basemen may charge forward before the ball reaches the plate. In a season where MP is divided for 7 year olds and 8 year olds, NO bunting is allowed for the 7 YO division.
- 15.J.viii) The player assigned to the pitcher position must remain behind the pitching rubber with one foot on the pitching mound dirt until the ball reaches the plate.

### 15.K) Machine Pitch 8U Division:

When the machine pitch division is divided into two divisions, 7U and 8U, the Machine Pitch 8U Division will play under the Machine Pitch rules set forth with the following exceptions:

- 15.K.i.(1) For the digital speed readout machine(s), the setting shall remain at 42 mph.

15.K.i.(2) Runner can steal bases under closed base runs in innings 4 through 6. However, runners cannot steal home on the throw from the catcher back to the pitcher, after an initial pitch. Stealing of home is not allowed innings 4 thru 6.

15.K.i.(3) Runners may steal in innings 1 through 3 when the ball which travels into the area beyond the arc behind home plate and inside the extended foul lines. Once a ball passes into this area, runners may steal even if the ball's momentum then carries it outside of this area. Stealing home during this 3 innings is not allowed.

15.K.i.(4) No player shall play the catcher position more than three (3) innings per game. Catcher will be considered an infield position in all innings.

## 16 Coach Pitch Division Ground Rules

16.A) The Coach Pitch Division is purely an instructional league and is limited to league-age 6-year olds only.

16.B) The Home Team will provide an umpire to call outs on the bases and keep track of the number of pitches thrown for each batter. The team managers will enforce the rules. It is the responsibility of the team managers to know the rules and manage the game with good sportsmanship.

16.C) The score will be kept each inning just to keep track of when a team reaches 5 runs in an inning, as 5 runs will be the maximum allowed in any inning. The Visiting Team will assign an "official" score keeper for each game. The score keeper should notify the team managers when either team has reached 5 runs in any inning.

16.D) Each team will bat until 3 outs are made or 5 runs are scored in an inning, whichever comes first.

16.E) No league standings will be kept.

16.F) In the Coach Pitch Division, no inning shall start after 1 ½ hours. Any inning started will be completed unless it becomes too dark to play (as decided by team managers). A game will end when 6 innings are complete or time has run out.

16.G) Any batted ball that hits the coach pitching will result in a dead ball. The hitter will be awarded first base and each base runner may move up one base. The coach pitching must make an effort to get out of the way.

16.H) A play is considered "dead" when:

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- 16.H.i) A ball hit beyond the 15-foot outfield arc is returned to the infield. Once the ball breaks the plane of the base path, it is considered in the infield. The ball does not have to be in the control of an infielder.
- 16.H.ii) A ball fielded in the infield is considered "dead" once the pitcher has control of the ball within the pitcher's circle.
- 16.I) There will be no Infield Fly Rule.
- 16.J) Offense
  - 16.J.i) There will be no walks in coach pitch. The batter will hit until he/she puts the ball into play, strikes out, fouls out (a foul ball caught in the air) or has reached the maximum of 5 pitches.
    - 16.J.i.(1) If a foul is hit (and not caught) on the 5th pitch, the hitter will continue to bat until he/she strikes out, fouls out, puts the ball in play, or lets a pitch go by. If a hitter strikes out or lets the 5th pitch go by, the hitter will get two swings off a tee.
    - 16.J.i.(2) After two unsuccessful swings, the hitter will be out. The hitter will be out even if the 2nd swing off the tee results in a foul ball.
  - 16.J.ii) Bunting or fake bunting is not permitted in Coach Pitch.
  - 16.J.iii) Base stealing is not permitted in Coach Pitch.
  - 16.J.iv) Base runners may advance no more than one base on an overthrown ball
  - 16.J.v) Each team will pitch to their team. Only approved managers and/or coaches may pitch. The coach pitching may coach the hitter.
  - 16.J.vi) Coaches cannot provide any physical help to any base runner.
- 16.K) Defense
  - 16.K.i) All players will play a defensive position each inning. Six (6) players will play in the infield each inning: pitcher position, catcher, 1st base, 2nd base, SS, and 3rd base. All others will play in the outfield.
  - 16.K.ii) Each player will play at least one inning at an infield position, and at least one inning at an outfield position in each game. No player will play pitcher or first base more than one inning a

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game. Violation of this rule will result in a one game suspension of the manager.

16.K.iii) Outfielders must be positioned behind the outfield arc, approximately 15 ft. behind the base line and must remain behind this arc during play. Outfielders may not come into the infield to make a play.

16.K.iv) Infielders except the pitcher and catcher must be behind the baseline and may come in to field a batted ball.

16.K.v) The player assigned to the pitcher position must stay behind the pitching rubber, and have at least one foot in the dirt pitching circle.

16.K.vi) Defensive coaches will be positioned as follows: two (2) coaches behind the outfield arc. All other Coaches must remain in the dugout.

16.K.vii) Coaches cannot provide any physical help to any defensive player.

### 17 T-Ball Division Ground Rules

17.A) The T-Ball Division is purely an instructional division and is limited to league-age 5 year olds only unless there is no Coach Pitch Division (i.e. divisions are combined), in which case league-age 6 years olds are allowed.

17.B) The each team will provide an umpire to call outs on the bases and keep track number of swings or pitches thrown for each batter. The team managers will enforce the rules. It is the responsibility of the team managers to know the rules and manage the game with good sportsmanship.

17.C) There will be no official score kept during T-Ball games. No league standings (wins-losses) will be kept in the T-Ball Division. A scorebook may be kept to keep track of positions in the batting order each inning.

17.D) In the T-Ball Division, no inning shall start after 1½ hours and no more than 3 innings will be played. Any inning started will be completed.

17.E) A play is considered "dead" when:

17.E.i) A ball hit beyond the outfield arc is returned to the infield. Once the ball breaks the plane of the base path, it is considered in the infield. The ball does not have to be in the control of an infielder.

17.E.ii) A ball fielded in the infield is considered "dead" once the pitcher has control of the ball within the pitcher's circle.

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### 17.F) Offense

- 17.F.i) Each team will bat its entire line-up each inning regardless of the number of outs made.
- 17.F.ii) Each batter will get five (5) swings to hit off the tee. If they do not put the ball in play or foul-off on the fifth swing, they will be declared out and must return to the dugout. If the batter fouls-off the fifth swing, then the batter will be awarded an additional swing.
- 17.F.iii) For 6 year olds, please refer to the "Offense" section of Coach Pitch Division for batting rules.
- 17.F.iv) A foul ball is any ball hit outside the foul lines between home plate and either first or third base or any ball that does not go beyond the foul ball arc. The foul ball arc is marked 15 ft. from home plate.
- 17.F.v) Bunting is not permitted in T-Ball.
- 17.F.vi) Base runners may advance no more than one base on all overthrown balls.
- 17.F.vii) Three (3) Offense Coaches will be allowed on the field and will be positioned in the 1<sup>st</sup> and 3<sup>rd</sup> base coach boxes as well as a Hitting Coach at home plate or pitcher's mound to assist the batter.
- 17.F.viii) Coaches may not physically assist any base runner. Coaches are allowed only to provide verbal instruction.

### 17.G) Defense

- 17.G.i) All players will play a defensive position each inning. A maximum of seven players, including the catcher, may play in the infield, at one time.
- 17.G.ii) Each player will play at least 1 inning at an infield position each game.
- 17.G.iii) Outfielders must be positioned behind the outfield arc, approximately 15 ft behind the base line and must remain behind this arc during play. Outfielders may not come into the infield to make a play.
- 17.G.iv) Infielders except the pitcher and catcher must be behind the baseline and may come in to field a batted ball.

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- 17.G.v) No player may play the positions of pitcher or first base for more than one inning per game.
- 17.G.vi) Two (2) Defense Coaches will be allowed on the field and will be positioned behind the outfield arc.
- 17.G.vii) Coaches may not physically assist any defensive player. Coaches are allowed only to provide verbal instruction.

## **APPENDIX I – 2012 WSLLL Rule Changes**

The following summarizes the significant changes to the 2012 Handbook that are highlighted above.

- Modified WSLLL Refund Policy.
- Modified 1.M to add President, UIC and Rules Committee.
- Added Cunningham Creek Sunset Rule (Item 2.B.ii)
- Modified Pool Player System (Section 3)
- Modified All-Star Selection Rule (Section 9)
- Clarified Number of League Supplied Umpires at Machine Pitch games (Item 10.G.iii)
- Add Junior Division Rules. (Section 11)
- Add provision for 7<sup>th</sup> grade 12 year old to play up in Junior Division (Section 11 & 12)
- Add specification about the position of the pitching machine (Item 15.H.i)
- Clarified Bunting (15.H.i.4)
- Modified base stealing rules for Machine Pitch level. Separate rules for Fall (developmental) and Spring (competitive) seasons (Item 15.H.iii)
- Modified classification of catcher position in Machine Pitch level to coincide with different stealing rules for Fall and Spring seasons (Item 15.I.ii)
- Option for split Machine Pitch Division into a lower and upper division. (Item 15.J)

**APPENDIX II – FAQ Rules**

- How many warm up pitches are allowed?  
LL rule 8.03, a maximum of eight (8) pitches, at the beginning of any inning, are allowed if the pitches shall not consume more than one minute of time. If a sudden emergency causes a pitcher change without any opportunity to warm up, the umpire-in-chief shall allow the pitcher as many pitches as the umpire deems necessary.
- Who can warm up a Pitcher?  
Once the game actually begins, a manager or coach (adult) may not warm-up the pitcher per LL rule 3.09. LL rule 1.17 states warm-up catcher must wear the required protective cup (male only) and catcher's mask with the dangling type throat protector and catcher's helmet. This applies to both infield and outfield (bullpen) warm-ups.
- What is a Pitcher's maximum pitch count  
LL Regulation VI states that the manager must remove a pitcher when said pitcher reaches the limit for their age group. If the pitcher reaches the limit while facing a batter they may finish the at bat. They may also remain in the game.

League Age Group:	13-16	95 pitches per day
	11-12	85 pitches per day
	9-10	75 pitches per day

- Can a Pitcher catch after pitching?  
LL Regulation VI Note 1 states that a pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- Catcher's Safety Equipment is required?  
LL rule 1.17 states all catcher's must wear chest protectors (male - long style; female – long or short style) with neck collar, throat guard (dangling type, hockey mask style still requires dangling type protector), shin guards and a catcher's helmet.
- Can a Player be a Base Coach?  
In addition to adult base coaches, LL's rule 1.16 states an eligible, uniformed player, wearing a batting helmet may be used as a base coach.
- Are Courtesy Runners allowed?  
Per LL rule section 3.04, a player whose name is on the teams batting order may not become a substitute runner for another member of the team. "Courtesy runner" not permitted. This is a change to our past ground rules that allowed a courtesy runner for the catcher when there were two outs in an inning.

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- Can I protest a call?  
LL's rule 9.02(a) state that questioning of judgment calls made by an umpire is not allowed. Examples of judgment calls are strikes and balls, safe or out, fair or foul calls. You can only protest call involving violation or interpretation of the rules (see 4.19(a) for details).
- What is the Mercy Run Rule?  
LL's rule 4.10(e) states that if after four (4) innings or three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
- What is the minimum Player required for a game?  
LL's rule 4.16 and 4.17, which requires nine (9) players on each team to start or continue a game.