

WEST SIDE LITTLE LEAGUE (WSLL)
Minor Division Rules
Spring 2008

These rules accompany and/or modify the Official Playing Rules of Little League Baseball, Inc. In those cases where the West Side Little League Rules contradict the Official Playing Rules of Little League Baseball, Inc., the West Side Little League Rules preempt the Official Rules of Little League Baseball, Inc.

I. Use of Players

A. Teams will use a batting order consisting of all players who show up for the game. Prior to each game teams must exchange batting orders with each other and provide a copy to the umpire. The batting order must identify players by name and uniform number.

B. In the minor division, all players must play a minimum of two innings in an infield position and one inning in the outfield. Each team shall provide the other team and the umpire with a schedule of fielding assignments for all players for six innings prior to the start of the game.

C. In the field, a minor league team may use four outfielders. Teams play standard infield positions. The maximum number of players permitted on the field is ten.

D. The Division Head will investigate all charges of failure to use players in accordance with these rules upon receiving a complaint from a manager. If the charges are substantiated, the manager who has violated the rules shall be automatically suspended from the team's next game. A second infraction will result the indefinite suspension of the manager and the appointment by the Division Head of a replacement manager.

II. Pitching

A. Minor League Pitching

(1) The umpire will call balls and strikes.

(2) Following the 4th (fourth) consecutive walk a pitcher must be removed.

(3) No player shall be permitted to pitch more three (3) innings in any game. If a player has pitched one pitch or more in an inning, that player has pitched one inning.

(4) A pitcher cannot exceed 60 pitches or the limit of 3 innings, whichever comes first. Every team must assign an assistant coach or parent to keep the log of pitches per game. Managers are to strictly enforce this.

(5) A player once removed from the game as a pitcher may not return to the game as pitcher even if he/she has not exceeded the inning limit.

(6) Any pitcher who pitches more than one inning in a game must rest for three consecutive days before pitching in another game.

B. Technique

(1) Pitchers may use either a windup or set position as defined in the rule book. In using the set position, the pitcher does not have to come to a complete stop.

(2) The pitcher must have the pivot foot in contact with the pitching rubber when delivering the pitch. If the pitcher delivers an illegal pitch with the bases unoccupied, the umpire has the discretion to declare it a ball, unless the batter reaches base safely.

(3) There is no penalty for a balk.

(4) The pitcher may not intentionally try to hit a batter. Umpires have the discretion to remove a pitcher if he/she throws without control and is a danger to the batter. A batter hit by a pitch that first hits the ground shall be awarded first base.

(5) Intentional walks are prohibited.

(6) A maximum of eight warm-up pitches will be allowed each pitcher prior to the start of an inning. The umpire may allow a pitcher as much time as is necessary if he/she is entering the game because of an injury to the previous pitcher.

Pitchers who enter the game in the middle of an inning otherwise will be permitted eight warm-up pitches to get loose.

(7) The pitcher should pitch within 20 seconds after receiving the ball from the catcher. Umpires have the discretionary authority to direct the pitcher to deliver to the plate if, in their opinion, the time taken between pitches serves to delay the game without cause.

(8) Curveballs thrown with a snapping of the wrist are damaging to a young pitcher's elbow and are not permitted.

C. Consultations

(a) When the manager consults with the pitcher, only the catcher may join the conference. He/she may not consult with any other player in the field.

(b) The third consultation with the same pitcher in the same inning shall result in the automatic removal of the pitcher.

D. Pitching distance

The pitching distance shall be 40 feet from the back of home plate to the front of the pitching rubber.

III. Infield Fly

A. The minor division will not use the infield fly rule.

IV. Batting

A. Our league utilizes a full roster batting order; that is, all team members who attend the game must be placed in the team batting order.

B. The batter must enter the batter's box promptly when instructed to do so by the umpire.

C.

1. If a batter bats out of turn, the proper batter will be declared out upon appeal of the opposition and the next legal batter is at bat. Any play made involving the improper batter is nullified. If the opposition fails to appeal before pitching to the next batter, then any play involving the improper batter stands and no appeal can be made.

2. Each team will provide the opposition with a copy of its batting order prior to the start of the game.

D. Bunting is allowed.

E. Bats shall be no more than 2 1/4" in diameter and a maximum of 33" long.

V. Running

A. No runner may go more than three feet out of the baseline except to avoid interfering with a fielder attempting to make a play on a ball.

B. Stealing Bases

1. There is no base stealing in the minor division.

C. Taking Leads

1. Base runners may not leave their base before the ball passes the batter. However, a runner leaving the base before the pitched ball passes the batter is not out and base hits are not nullified. Standard Little League rules apply.

Essentially, the runner must return to the base or, if the batter gets a hit, the runner must be placed one base in front of the hitter. Therefore, an early runner can only score on a triple or home run. If an early runner beats a force play, neither runner is out and the play stands.

2. If a team persists in having its runners leave the base before the ball passes the batter after the umpire's warning, it will then be within the umpire's discretion to further enforce the no leading rule by calling "out" any runner who leaves the base before the ball passes the batter.

E. Sliding

1. When a fielder in possession of the ball attempts to make a tag play on any runner at any base, must either slide feet-first into the base or allow the tag to be applied without a collision. A runner who fails to "slide or avoid" is out regardless of whether the fielder holds on to the ball. A runner is not required to slide if no play is being made, nor is a runner required to avoid a collision as long as he/she slides feet-first.
2. Head first slides are illegal unless the runner is returning to a base. Any runner who makes a head first slide into a base is out automatically, regardless of whether or not a play is being made.
3. Stand-up collisions are not allowed. If the umpire feels that either the fielder or the runner intentionally caused such a collision, the offender may be ejected.
4. Un-staked bases usually move when players slide. If an umpire declares a runner safe and the base moves during the play, the runner should remain on the spot where the base had been and call "time." The umpire shall grant time out and return the base to the proper position. A player who chases after the base that has moved does so at his/her own risk and may be tagged out.
5. Coaches may not touch a runner when the ball is in play. If a coach does touch a runner, the runner shall be declared out. A home run ball that clears the fence is not in play.
6. Players, managers and coaches may request time from an umpire. Umpires are not required to grant time out and play is live until they do.
7. No runner may go more than three feet out of the baseline to avoid a tag. Any runner who does is out. Any runner, who interferes with a fielder attempting to make a play on the ball, even if the runner is in the baseline, is out. A fielder may not fake a tag in order to induce a runner to slide. That is interference and the runner is awarded another base.

VI. Movement of the Game

- A. Games will start promptly at the scheduled time. A team unable to begin the game with at least seven players within fifteen (15) minutes of this time will forfeit the game.
- B. No new inning shall begin after a quarter of the hour prior to the next scheduled game.
- C. No more than five runs will be scored in any half inning in a minor league game. After the fifth run has been scored, the team at bat will take the field. There are three exceptions to this rule.
 1. If the sixth, seventh, and eighth runs score in the same play at the fifth run, they will be counted; then the team at bat will take the field.
 2. If the team at bat is behind, it will be allowed to score as many runs as is necessary to take a five run lead. All the runs scoring on the play that gives the team a five run lead will be counted.

3. The five-run rule is suspended in the sixth inning regardless of the score.
4. If after four (4) innings, three and one half innings (3 1/2) if the home team is ahead, one team has a lead of ten (10) runs or more, the coaches of the team with the fewer runs may concede the victory to the opponents.

E. 72nd Street Field Ground Rules

1. A ball hit over the outfield fence in fair territory is a home run.
2. A ball hit through the outfield fence or bouncing over the outfield fence in fair territory is a "ground rule double."

F. Game Preparation

1. Each team must provide the umpire with a new game ball with the name of the team written on it. Used balls are to be conserved as much as possible and used for practices.
2. The home team for the first game of the day is responsible for field preparation-placing bases and drawing base lines, as well as preparing the mound and the infield. The home team for the last game of the day is responsible for returning all equipment to the Parks Department shed at the field.

VII. Rules of Conduct

A. Unsportsmanlike conduct on the part of players, coaches, and parents is prohibited. It is up to adult participants to provide examples of good sportsmanship and fair play for players.

B. Once the teams are on the field, the umpire is in charge until the game is over. The umpire is responsible for keeping the game moving and beginning an ending on time.

C. Restrain yourself, your players, and your spectators. Umpires have authority from the league to enforce rules and to eject any coach, player, or spectator for objecting to a decision or for unsportsmanlike language or behavior.

D. Judgment calls by an umpire are not grounds for a protest. Only the interpretation of the rules may be protested. The manager must inform the umpire before the next play begins that the game is being played under protest and the umpire shall so inform the opposing coach. The protesting coach must submit a written protest to the league within 24 hours. The protest must describe the circumstances and the interpretation of the rules that the manager feels to be correct.

E. Coaches may leave their bench area only to confer with a player or with an umpire. They must first receive the umpire's permission to do so.

VIII. Safety Rules

1. Safety batting helmets must be worn by all batters, base runners, and all Little Leaguers serving as first or third base coaches during practices and games. Regulation batting helmets are provided by the League. Runners must not intentionally remove their helmets while running the bases. If the umpire feels that a player did intentionally remove his or her helmet, that player is out.
2. A full set of catcher's equipment must be worn by players in the catcher's position, including warm-ups. There are no exceptions. Little Leaguers serving as catchers must wear a cup. Athletic supporters with the cup insert as well as the cup will be provided by the League along with all other catcher's equipment.
3. The throwing of bats is strictly prohibited. If the batter throws the bat, the batter will be called out for dangerous play and the ball will be dead.
4. The swinging of bats is allowed only in the batter's box.
5. During games and practices, all persons not directly involved in the game or practice (batter, base runners, players in the field, umpires, coaches) should remain at least three (3) feet behind an imaginary line that extends from the end of the backstop and runs parallel to the foul line.
6. Only players, coaches, and umpires are permitted on the playing field during play and practice sessions.
7. Metal spikes and cleats are prohibited.
8. Eyeglasses should be of "Safety Glass" and worn with a secure strap.
9. Plaster casts or those made of other hard substances may not be worn during the game.