



# WEYAUWEGA-FREMONT YOUTH BASEBALL and SOFTBALL LITTLE LEAGUE GAME RULES

Updated 5.5.25

## PLAYER ELIGIBILITY

1. Age requirements: 6-8. (Age the player will be on August 31)
2. Coaches must submit their batting order to the scorekeeper before the game.
3. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order.
4. Rosters are determined via in person draft by volunteer head coaches
5. Coaches cannot play players who are not registered for the current year WFYBS Little League program.

## FIELD SETUP

1. Pitching machine speed must be set at setting **3** and machine must stay in the designated area set up by the Little League Commissioner. This is approximately 30-35 **feet** from home plate (front legs of pitching machine). The machine will be calibrated and tested before the game.
2. All teams will use the same pitching machine.
3. Bases will be **60 feet** apart.
4. No **infield** practice before the game. Outfields may be used for warm-ups.
5. Batting practice/warmup: All players near or in use of baseball bats are required to wear a helmet.
6. The scheduled Home Team occupies 1st Base Dugout.
7. The official pitching machine of WFYBS Little League is the Louisville Slugger Blue Flame.

## GAME REQUIREMENTS

1. Game duration will be no more than 1 hour or 6 innings.
2. No new inning will start after 50 minutes after the **start time**.
3. Scores will be kept. The winning team coach must report the score.
4. Each team is limited to five (5) runs per inning
5. Games ending regulation in a tie will stay a tie, no overtime.
6. All players must wear their respective team shirt issued by the league.

## UMPIRES (Commissioners)

1. One to two umpires will be provided - one as the base ump and the other as the home plate ump.
2. Arguing with umpires is prohibited.
3. In the event of bad weather, the commissioner and or coaches should contact a board member for decision to cancel. Cancelled games will not be rescheduled and standings will be decided by winning percentage if teams play an unequal number of games.
4. Umpires should contact a board member in the event of severe unsportsmanlike behavior from parents, coaches or players.

5. In the event of an injury, the umpire should call dead ball immediately and attend to the player. It is the umpires judgment to provide disposition on the outcome of the play.

## DEFENSE (PLAYING THE FIELD)

1. All players will be used on the field in a league game; however, a team can play with eight (8) if they are short players.
2. At a minimum, positions should consist of 4 infielders, 4 outfielders, 1 catcher, and 1 pitcher constitute a full team on the field of play. (***Outfielders "must" play "at least" 25 feet behind the base line***). ***Emphasis should be put on teaching basic fundamentals of playing specific positions.***
3. Rotation of players: All team members play every position at some point in the season to determine where they are best suited. No player may play the same position more than TWICE in a game
4. The defense pitcher may stand on either side of the pitching machine within 8 feet of the machine, but not in front of it towards home plate.
5. The infield fly rule does not apply.
6. If a **batted ball hits the pitching machine, pitching equipment, OR pitching coach, INTERFERENCE** is called, **THE BALL WILL BE DECLARED DEAD**, and the **batter shall be awarded first base**. All base runners advancing to the next base by **FORCE PLAY**, will advance one base. Base runners who would not advance by force, would remain at their current base. (*Example: if there is a runner on first-they would move to second base, however if there is a runner ONLY at second, they would remain at their current base*).
7. The pitching coach may not intentionally interfere with a ball in play

## OFFENSE (BATTING)

1. Every player in attendance shall bat even though they may not be an active defensive player for that inning. The batting order shall consist of all eligible team members. Each player must come to bat before the first batter bats a second time.
2. **Rotation of batting order.** Coaches must set the batting order line up for their next game to start with wherever the lineup ended in the previous game, to allow for equal at bats through out the season.
3. Coaches may choose to use the pitching machine or throw the pitches themselves, however, if the coach chooses to pitch themselves, the batter is still limited to 5 pitches regardless of the pitches are balls or strikes. The coach cannot alternate back and forth between the machine and throwing it themselves in the same inning.
4. If the coach chooses to pitch themselves, their front foot must not land closer than pitching machine relative to home plate. When pitching to boys, the coach must pitch overhand and must pitch underhand to girls.
5. All players must bat in correct order according to the lineup card presented to the umpire. If the batter bats out of batting order and reaches first base the batter is out.
6. Late arriving players may only be added to the bottom of the official line up, without penalty.
7. A maximum of 5 pitches per batter. **If the batter does not put the ball in play after 5 pitches, he is OUT.**
8. **Three swinging strikes is an out** (a foul ball on the third strike is not an out). If the batter does not put the ball in play in 5 pitches, the batter is out, with the following exception. If the batter fouls the 5th pitch or successive pitches after the 5th pitch, he/she will continue to bat until the batter does not swing, swings and misses, or puts the ball in play.
9. There are no walks.
10. There is "NO" free base given for a batter hit by a pitch.
11. No bunting is allowed.
12. Batters can be called out if they throw the bat. The rule shall be enforced by the umpire when in their opinion the action is unsafe. **ONE WARNING PER TEAM. PENALTY: The batter is out.**
13. One coach may coach first base and on may coach third base in the coach's boxes. Coaches for the offensive team are not allowed on the field of play.
14. There is a strict limit of 1 on-deck batter at any given time.

15. Batters must stay inside the batter's box
16. A courtesy runner for the catcher is recommended when there are 2 outs. The player making the last out will be the runner. This allows you to get your catcher ready for your next defensive inning.
17. Dugout gates must be closed at all times for both teams when the game is in play.

## OFFENSE (BASE RUNNING)

1. A player may advance only when the ball is hit.
2. Under no circumstances is a runner permitted to steal a base when a ball has not been hit fairly by a batter. The runner must return to their base.
3. No Stealing bases.
4. No leading off. The base runner cannot leave their base until the ball is batted. **PENALTY:** The runner must return to previous base. **Umpire judgement.**
5. No sliding into first base.
6. Runners must slide on a close play, **FEET FIRST ONLY**. **Head-first** sliding is an **OUT**.
7. On a hit ball that is in fair territory, runners cannot advance to another base **once the ball makes contact to the ground or a defensive player** in the **INFIELD**. This rule is enforced as the ***Spirit of the Game***. (*Think: Would a real major league player advance once the ball is returned to the infield and they are near their current base?*)
8. A runner that is more than halfway toward the next base will be awarded that base. This halfway rule will be the judgment of the umpire.
9. Two base runners may not occupy the same base simultaneously. **PENALTY:** The base runner that first legally occupied the base shall be entitled to it. The second base runner maybe put out by being touched with the ball unless they make it back to the preceding base. (**THIS IS NOT AUTOMATIC OUT.**)
10. If a base runner fails to touch a base and the runner enters team's bench area or play is over and the ball is thrown back to the base that runner missed to make an appeal, the runner will be declared out according to judgment of umpire.
11. No runner may return to a missed base or one they had left illegally once they entered the team's bench area, or a following runner has scored. First runner automatically out.
12. When the ball is in play and is overthrown, a player may advance only 1 additional base.
13. When a base runner is struck with a fair-batted ball in fair territory while off the base and before it passed an infielder, and in the judgment of the umpire, no other infielder had a chance to play the ball, the base runner is out. The batter is entitled to first base and the ball is dead.
14. When the base runner is on base and is struck by a fair-batted ball, the runner is safe. The batter is entitled to first base and the ball is dead.
15. When a player loses possession of the ball, such as an attempted tag, and the ball enters the dead ball area or becomes blocked, all base runners are awarded one base from the last base touched at the time the ball entered the dead ball area or became dead.
16. If in the judgment of the umpire, a fielder intentionally carries a live ball from the playable territory into the dead ball territory, the ball becomes dead and all base runners are awarded one base from the last base touched at the time they entered dead ball territory.
17. When a defensive player has the ball and is waiting for the runner and the runner remains on their feet and deliberately, with great force, crashes into a defensive player, the runner is declared out. The runner is out, the ball is dead, and all other runners must return to the last base touched at the time of the collision. **NOTE: IF THE ACT IS DETERMINED TO BE FLAGRANT THE OFFENDER SHALL BE EJECTED FROM THE GAME.**
18. If the catcher is going for the ball, the catcher has the right to be in the baseline. If the catcher does not have or is not going for the ball, the catcher cannot block the baseline.
19. When a base runner abandons a base, does not attempt to advance to next base, and enters the team area or leaves the field of play, the base runner shall be declared out immediately.
20. When a base runner runs behind or in front of the fielder and outside the baseline in order to avoid interfering with a fielder attempting to field the ball in the base path it will not be considered an automatic out.

21. A base runner is not out when they do not run in a direct line to the base, providing the fielder in the direct line does not have the ball in their possession.
22. When a batter/base runner overruns first base after touching it and turns to the right with no attempt to advance to second base, the runner is considered safe.
23. When a batter/base runner overruns first base after touching it and turns to the left this may be considered an attempt to advance to second and the base runner may be tagged out. The attempt is a judgment call by the umpire.
24. In a "tag-up" situation (less than two outs), a base runner may advance on a caught fly ball, as long as the runner does not leave his/her base until the fielder catches the ball.
25. If a runner slides and the base becomes dislodged, he/she shall not be declared out if he/she is judged to be safe by the umpire, and he/she stays at the position where the b

#### **PLAYER ETTIQUETTE**

1. **No swearing or name calling**
2. **Players must hustle on and off the field**
3. **No taunting or harassing other players, verbally or physically**
4. **Respect other players, coaches, umpires and parents.**
5. **Players should stay in their respective dug out areas during games**
6. **Do not delay the game**

#### **EQUIPMENT AND PLAYING FIELD**

1. No metal cleat shoes are allowed.
2. Catchers must wear catcher's equipment: catcher's helmet, chest protector, shin guards.
3. Athletic cups recommended
4. All batters and runners must wear batting helmets.
5. Regulation HARD BALL 9" baseballs are used. The ball used for Games and Practices should be a Rawlings R10U (CROLB) or equivalent. (Leather cover, Composite/Cork center)
6. Game balls will be provided by the league
7. Bats may be stamped USA or USSSA