



WAA BASEBALL RULES

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GENERAL INFORMATION

Pre-Season Practice

The head coach of your child's team will conduct practices during the days following team assignments and prior to the start of regular season play. Each head coach will have a practice schedule and you should assist your child in maintaining regular attendance. The players' skill, development and playing positions may depend upon this period of instruction.

League Play and Practice

During the WAA season, each team will usually play 2 games each week. In addition, practices will be scheduled during the week **at the discretion of the head coach**. Many head coaches could use some help at practice, please offer your assistance. Parents who have some knowledge of the game of baseball will find some modifications in the rules as played by WAA. Rules and strategy are altered for reasons of safety, size of the playing field, the size of the children and their ability. All rules are contained in this booklet.

Canceling Games

- **Rainouts** – In the event of inclement weather OR poor field conditions, **the ONLY way game or field cancellations will be communicated is via our website at www.waasports.org**. Please go to the home page of the WAA website. www.waasports.org. Under "Quick Links", the first link is the "WAA Rainout Line". Click on the link and it will take you to all the field locations WAA is using. Scroll through the list to find your field. Green means "It's a GO, Yellow means "pending", Red means "Cancelled". Our goal is to update the status of game fields by **4:30pm** weekdays, **9am** on Saturday or as soon as we know about the playability of the field. PLEASE DO NOT CALL THE WAA OFFICE. We update the status as soon as crews contact us. Typically, we will not cancel games due to a weather forecast. Please note that all coaches and parents may download the free Rainout Line App, or sign up for email or text alerts for your team's specific fields. Sign up is easy and located on the left side of the Rainout Line status page. After 4:30 PM, continue to check the Rainout Line, but in most cases cancellations after 4:30, will be based on a game time decision at the field by the umpires and coaches

Uniforms

All players must be in full uniform or they will not be permitted to play. A full uniform consists of the following:

1. Hat and team jersey provided by WAA for:
 - ♦ T-Ball and Rookie Divisions
2. Hat, socks and team jersey provided by WAA for:
 - ♦ A, AA, AAA, Minors, Majors, and Ponies Divisions
3. Players need to provide plain white baseball pants.
4. Players must provide a glove.
5. Players must provide a helmet.
6. Players should provide their own bat. *limited supply*
7. **Ponies, Majors and Minors** will provide own bats.



Bat Standards

In accordance with WAA bat rules and regulations, we will be abiding by the following rules for the WAA Baseball season:

- All levels will be allowed to use USA stamped bats up to 2 5/8' in diameter.
- All levels are permitted to use 2017 and prior bats as long as the following dimensions are honored and managed by parents and coaches alike. *This means: ANY BAT 2017 or older can be used if they meet the barrel dimensions below.*
 - Only "Tee Ball" bats may be used. All bats must be marked for tee ball use.
 - Recreational Rookie (K and 1st grade leagues) – 2 1/4'
 - 2nd grade Single A – 2 1/4'
 - 3rd grade Double A – 2 1/4'
 - 4th/5th grade Triple A and Competitive Minors – 2 1/4'
 - 6th/7th grade Triple A and Competitive Majors – 2 5/8'
- It is EVERY coach's responsibility to ensure these rules are followed as written.
- Failure to follow the rules written herewith in upon an appeal by an opposing coach will result in an immediate out and all players returning to their prior positions (first offense in a given game) followed by a game forfeiture (second offense in same game).



Entering K in Fall and Current K: TEE-BALL RULES

A. Field Dimensions (For Tee Ball & K/1st Grade Rookies)

- The diamond will have fifty (50) foot base lines. Second base will be located 70 feet 9 inches from home plate to the back of 2nd base.
- The pitcher's plate, located within a six foot circle, will be thirty-five (35) feet from home plate.
- Left field and right field foul lines will be marked.
- The batter's box will be rectangular, six feet (6) by three feet (3). The inside line will be parallel to and four inches away from the side of home plate. It must extend forward from the center of home plate 3 feet and to the rear.
- A six (6) foot diameter on deck circle will be provided for each team.
- Dugouts on grass fields will consist of a 5 x 20 foot rectangular area on the sideline for each team. All players must remain seated in the "dugout" when they are not playing.

B. Equipment

- Each player must furnish their own glove and helmet.
- Team shirts and hats must be worn by players while on the field.
- NOCSA approved batting helmets must be worn by the batter, on deck batter, all base runners, catchers and youth coaches.
- Shoes with metals spikes or cleats are not permitted. Shoes with molded cleats are permissible.
- Tee ball bats (lengths 26" and shorter) are not required to undergo lab testing to receive approval under the USA Bat Program.
- Only the "Tee-Ball" bats may be used. All bats must be marked for tee ball use. If the bat does not have the tee ball markings then it will not be able to be used in a game.
- A regulation size "Soft" T-Ball will be used during games. 2 games balls will be supplied by the home team.
- All bases and tee will be provided by the home team.
- All WAA issued equipment must be returned to the WAA office after the last season game.

C. Games

- Warm-ups for games will start at coach's discretion. Games will start at 6:15. No inning will start after 7:30 P.M. T-ball games will consist of up to 6 innings.
- Game format will be as follows:
 - The team at bat is limited to 5 runs per inning.
 - A team's turn at bat will end once 3 outs are recorded or 5 runs are scored.
 - Players cannot sit out for more than one inning at a time
- Games results will not be kept. The object of the game is not to win or lose, but to have fun learning how to play the game and developing the player's skills. Winning should not be emphasized, but learning and improving a child's skill level will make them successful.
- The home team will always occupy the dug out on the 3rd base side of the field.

D. Positions

- A team on the field will consist of ten (10) players. First baseman, second baseman, shortstop, third baseman, pitcher, catcher and four (4) outfielders (left, left center, right center, right).
- A team parent needs to watch the kids who are in the dugout during his or her teams fielding. For safety reasons, if no one steps up to help, it is admissible for a coach to load the outfield. This is not preferred, however the kids are safer in the outfield then wandering around where they could hit with a foul ball or swinging bat.
- A game can be played with as few as eight (8) players.



- Each player cannot sit out in back to back innings. Each player must bat as scheduled within the line-up prepared before the game. Note: Each player is given a batting position regardless if he/she plays in the field or sits out an inning.
- A player may not play the same position for more than two (2) innings in a game.
- An infielder may not take a position more than three (3) steps inside the baseline. All outfielders must play 10 feet past the baseline. Once the batter makes contact with the ball, then all fielders can advance.
- Fielders must play in their designated position until the ball is hit. Overloading fielders to one side of the field is not allowed.
- Catchers MUST always wear a batting helmet.

E. Batting

- A batter is out if he/she throws the bat a second time. The first thrown bat will be accompanied by a warning. The batting team coach will be responsible for making the call.
- All batters hit off tee.
- Batters will bat until a fair ball is batted. There will be no strikeouts.
- A ball hit short of the Five (5) foot fair ball line is considered a foul ball. Once a batted ball crosses the ten (10) foot line it is considered "fair" regardless of how much contact is made with the batting tee
- Bunting or intentional "easy swings" are not allowed. The play will be repeated.
- Only one player may be warming up, and they must be in the on deck circle and have on a batting helmet. All other players are to be in the dugout area for safety reasons.

F. Base Running

- If a base runner is tagged out, they are considered out and should not be allowed to stay on base. This also applies to a force out.
- The base coach is to make the call if the runner is out.
- All bases must be held until the ball is batted. There will be no lead-offs or base stealing.
- Base runners must tag up on caught fly balls or they will be called out. The infield fly rule will not apply.
- On any infield overthrow the base runners may not advance to the next base and the ball will be considered dead.
- A ball hit to the outfield is considered dead when the fielders' throw crosses the plane of the infield baseline. There will be no further advancement and all base runners must return to the previous base touched. It is the offensive team's responsibility to make sure that this rule is followed and abuse of this rule will be addressed by the appropriate baseball director.

G. Coaching

- The batting team is allowed an adult batting coach, 1st base coach, 3rd base coach and an on-deck coach.
- The fielding team is allowed two (2) field coaches and one (1) catcher's coach. The catcher's coach will be responsible for removing a tee and bat when there is a play at home plate. For safety reasons please make sure that the catchers coach is a responsible individual (preferably an adult) and not for example, a 10 year old sibling.
- The head coach is responsible for maintaining order on the sideline and keeping equipment and players seated behind the bench lines in the dug out. A coach or parent must be assigned to the dugout to maintain order. Batting helmets and bats should be kept by the on-deck circle away from the dug out.
- All coaching must be positive and instructional, not vulgar, critical or demeaning. Coaches who are abusive to players must be reported to the Baseball Director and the WAA Office. Continued abusive behavior will not be tolerated.
- Coaches must stay cool. Don't embarrass yourself or WAA by creating a scene on the field. Set a good example of sportsmanship in all game situations.
- Any coaches who will not adhere to the WAA rules, policies and philosophy should plan on being a spectator.
- Coaches are not permitted to smoke or chew tobacco products during games or practices.



- ALL Coaches also agree to abide by the W.A.A. Coaches Code of Conduct. This is very important to the organization and violations will be dealt with accordingly, including possible dismissal from your position as a coach. We appreciate your taking the time to volunteer as a coach and we want to make sure that all the children have a safe and supportive environment in which to participate in our programs.

H. Umpire

- There will be no umpires provided for the games.
- The base coaches will serve as the umpires for making safe/out calls on the bases and determining fair/foul balls.
- The catchers coach will serve as the umpire for making safe/out calls at home plate, as well as determining if the ball has crossed the 10 foot line.



K or 1st Grade: ROOKIE LEAGUE BASEBALL RULES

A. Field Dimensions

- The diamond will have fifty (50) foot base lines. Second base will be located 70 feet 9 inches from home plate to the back of 2nd base.
- The pitcher's plate, located within a six foot circle, will be thirty-five (35) feet from home plate.
- Left field and right field foul lines will be marked.
- The batter's box will be rectangular, six feet (6) by three feet (3). The inside line will be parallel to and four inches away from the side of home plate. It must extend forward from the center of home plate 3 feet and to the rear.
- A six (6) foot diameter on deck circle will be provided for each team.
- Dugouts on grass fields will consist of a 5 x 20 foot rectangular area on the sideline for each team. All players must remain seated in the "dugout" when they are not playing.

B. Equipment

- Team shirts and hats must be worn by players while on the field. Players are encouraged to wear white baseball pants, which are to be provided by the player.
- Each player must furnish their own glove and helmet.
- All male players must wear an athletic supporter.
- Catchers must wear a chest protector, shin guards, and a catcher's helmet with both a mask and throat protector. Male catchers must wear a metal fiber or plastic cup.
- NOCSA approved batting helmets must be worn by the batter, on deck batter, all base runners and youth coaches.
- Shoes with metals spikes or cleats are not permitted. Shoes with molded cleats are permissible.
- All levels will be allowed to use USA stamped bats only.
- A regulation size "Soft" T-Ball will be used during games. 8 games balls will be supplied by the home team and shall be placed in a bucket behind the adult pitcher.
- All bases and pitching rubber will be provided by the home team.
- All WAA issued equipment must be returned to the WAA office after the last game of the season.

C. Games

- Weekday games will start at 6:15 P.M. No inning will begin after 8:00 P.M. Saturday games will be played per schedule.
- **Fall Ball games will be played on Sunday at a time to be determined.**
- A regulation game consists of six (6) innings unless extended because of a tie score or the umpire calls the game.
- Each half inning will consist of three (3) outs or five (5) runs which ever occurs first.
- The score will be kept, but standings will not be maintained.
- If a game is called for any reason, it shall be a complete game if four innings have been completed, or if the home team is ahead after the completion of the visiting teams at bat in the fourth inning.
- If a game is called for any reason before it is a complete game it shall be considered a suspended game and shall be resumed from the point of curtailment at the time scheduled by the WAA office.
- If a game is called for any reason in an uncompleted inning, after having reached complete game length and the visiting ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in it's portion of the uncompleted inning, the game shall be considered a suspended game and shall be continued from the point of curtailment at the time scheduled by the WAA office.
- All games that are tied once it is a complete game, and time, weather or other circumstances do not allow another inning(s) to be played, the game will be recorded as a tie in the standings and will not be completed.
- No inning of a game may start, for any reason, within 10 minutes of the scheduled starting time of the



next game on that field. If only one game is scheduled the games will be played to completion subject to the coach's decision relative to darkness or safety.

- The home team will keep the official score. At the completion of each inning the home team will review the score with the visiting team head coach.
- Rescheduling of suspended games must be arranged through the WAA office. The league will determine the time and place.
- Suspended games will be resumed from the point of suspension. The only exception is if a game is called with less than one complete inning played. In this case it will be declared no game and all records will be disregarded.
- The home team will always occupy the 3rd base side of the field.

D. Positions

- A team on the field will consist of ten (10) players, first baseman, second baseman, shortstop, third baseman, pitcher, catcher and four (4) outfielders (left, left center, right, right center).
- Each player must play at least three (3) innings in the field. Each player must bat as scheduled within the line-up prepared before the game. Note: Each player is given a batting position regardless if he/she plays in the field or sits out an inning.
- Except for the catcher, no player may play more than two (2) innings at the same position.
- Fielders must play in their designated position until the ball is hit, over-loading fielders to one side of the field is not allowed.

E. Batting

- A batter is out if he/she throws the bat a second time. The first thrown bat will be accompanied by a warning. The batting team coach will be responsible for making the call.
- A strikeout will consist of three (3) strikes. There will be no walks. A player will receive a maximum of 8 pitches during an at bat. If they do not put the ball in play on the 8th pitch they will be declared out.
- There will be no bunting.
- A batter will not be awarded 1st base when hit by a pitched ball.
- A dropped 3rd strike rule is not in effect.

F. Base Running

- All bases must be held until the ball is batted. There will be no lead offs or base stealing. If a runner leaves a base when a ball is hit foul, he/she will be required to completely return to the base and touch the base.
- Base runners must tag up on caught fly balls or they will be called out. On any over throw, the base runner is allowed to advance only one base.
- The infield fly rule will NOT be in effect.
- Players must be encouraged to slide into a base where a play is being made. If a runner should collide with a fielder who is attempting to catch a thrown ball, and the runner did not slide or try to avoid contact with the fielder (umpire's judgment), the runner will be called out. In addition, a player may be ejected if he/she has deliberately attempted to cause injury to an opposing player.
- **Courtesy Runners:** A courtesy runner may be used to run in place of the catcher if there are two outs and the catcher is a base runner. The courtesy runner chosen shall be a player currently not in the game at a defensive position. If there are no players available then the runner shall be the player who made the last (second) out of the current inning. Other than an injury, this is the only circumstance in which a courtesy runner may be used during a game.

G. Pitching

- Coaches will pitch the entire game to their own team and must wear a glove at all times while pitching. Rotation of pitching coaches is permitted during the game. The coach will start with 8 baseballs for each batter. The catcher will place the pitched balls behind him/her until the 8th pitch has been thrown. The catcher will then throw the last pitch back to his/her teammate playing the pitcher's position. The adult



- catchers coach will throw the other balls back to the adult pitcher to help speed the game along.
- Coaches should avoid pitching down to the players. Coaches are encouraged to pitch from one knee so that the ball comes across the plate on a more level plane, making it easier for the player to hit. The coach must pitch overhand and at an appropriate speed for the skill level of the individual player.
- The coach will pitch a maximum of 8 pitches to a batter. The batter must put the ball in play by the conclusion of the 8th pitch or they will be declared out. There are strikeouts but no walks. Under no circumstances is a batter to receive more than 8 pitches during an at bat. This is not a negotiable point for two opposing coaches to agree to an increase in the number of pitches.
- The ball is considered dead if touched by the adult pitcher in any fielding situation. Adult pitchers are only allowed to pitch. The team member playing the pitching position is required to field the ball. If the adult pitcher touches the ball, the play must be repeated (note: this is the only time a player may receive a 9th pitch).
- The player at the pitching position when the coach is pitching will stand within three (3) steps to the side of the coach. Right-handed players will stand to the right and the left-handed player will stand to the left.

H. Coaching

- The batting team is allowed the following coaches; on deck coach, hitting coach, first base coach, and third base coach. All other coaches must remain within the dugout area and supervise the remaining players.
- The fielding team is allowed two (2) coaches on the field and one (1) catchers coach (positioned behind the catcher). All of the other coaches for the fielding team must remain within the dugout area and supervise the remaining players.
- The head coach is responsible for maintaining order on the sideline and keeping equipment and players seated behind the bench lines in the dug out. A coach or parent must be assigned to the dugout to maintain order. Batting helmets and bats should be kept by the on deck circle away from the dugout.
- All coaching must be positive and instructional, not vulgar, critical or demeaning. Coaches who are abusive to players must be reported to the Baseball Director and the WAA Office. Continued abusive behavior will not be tolerated.
- Coaches must stay cool. Don't embarrass yourself or WAA by creating a scene on the field. Set a good example of sportsmanship in all game situations.
- Any coaches who will not adhere to the WAA rules, policies and philosophy should plan on being a spectator.
- Coaches are not permitted to smoke or chew tobacco products during games or practices.
- ALL Coaches also agree to abide by the W.A.A. Coaches Code of Conduct. This is very important to the organization and violations will be dealt with accordingly, including possible dismissal from your position as a coach. We appreciate your taking the time to volunteer as a coach and we want to make sure that all the children have a safe and supportive environment in which to participate in our programs.

I. Umpires

- No umpires will be provided by the league.
- The coach who is pitching will call out balls and strikes. Please make sure to call strikes so that the players learn to recognize strikes and what pitches they should be swinging at. They need to learn that striking out is a part of playing baseball and that it is ok. It is important for them to start to develop a sense of what the strike zone is.
- The base coaches will serve as the umpires for making safe/out calls on the bases and determining fair/foul balls.
- The catchers coach will make all safe/out calls at home plate.



"A" 2nd Grade: SINGLE A BASEBALL RULES

A. Field Dimensions

- The diamond will have fifty (50) foot base lines. Second base will be located 70 feet 9 inches from home plate to the back of 2nd base.
- The pitcher's plate will be thirty-five (35) feet from home plate.
- Left field and right field foul lines will be marked.
- The batter's box will be rectangular, six feet (6) by the three feet (3). The inside line will be parallel to and four inches away from the side of home plate. It must extend forward from the center of home plate 3 feet and to the rear.
- A six (6) foot diameter on deck circle will be provided for each team.
- Dugouts will be present at all fields. If not constructed, they will consist of a 5 x 20 foot rectangular area on the sideline for each team. All players must remain seated in this area when they are not playing.

B. Equipment

- WAA issued team shirts, hats and socks must be worn by all players while on the field. Players must provide their own plain white baseball pants to be worn at all times while on the field. Players out of uniform will not be permitted to play.
- Each player must furnish their own glove and helmet.
- All male players must wear an athletic supporter.
- The catcher must use a catcher's mitt.
- Catchers must wear a chest protector, shin guards, and a catcher's helmet with both a mask and throat protector. Male catchers must wear a metal fiber or plastic cup. Catchers warming up pitchers, on or off the field, MUST wear a catchers' mask.
- NOCSA approved batting helmets must be worn by the batter, on deck batter, all base runners and youth coaches.
- Shoes with metals spikes or cleats are not permitted. Shoes with molded cleats are permissible.
- All levels will be allowed to use 2018 USA stamped bats up to 2 5/8" in diameter.
- All levels are permitted to use 2017 and prior bats as long as the following dimensions are honored and managed by parents and coaches alike.
- All bats must meet Pony League specifications & standards, with a maximum barrel size of 2 1/4".
- A regulation size ball will be used during games. 2 game balls will be supplied by the home team.
- All bases and pitching rubber will be provided by the home team.
- All WAA issued equipment must be returned to the WAA office after the last game of the season.

C. Games

- Weekday games will start at 6:15 P.M. No inning will begin after 8:00 P.M. Saturday games will be played per schedule.
- A regulation game consists of six (6) innings unless extended because of a tie score or the umpire calls the game.
- Each half inning will consist of three (3) outs or five (5) runs which ever occurs first.
- The score will be kept, but standings will not be maintained.
- If a game is called for any reason, it shall be a complete game if four innings have been completed, or if the home team is ahead after the completion of the visiting teams at bat in the fourth inning.
- If a game is called for any reason before it is a complete game it shall be considered a suspended game and shall be resumed from the point of curtailment at the time scheduled by the WAA office.
- If a game is called for any reason in an uncompleted inning, after having reached complete game length and the visiting ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in it's portion of the uncompleted inning, the game shall be considered a suspended game and shall be continued from the point of curtailment at the time scheduled by the WAA office.



- All games that are tied once it is a complete game, and time, weather or other circumstances do not allow another inning(s) to be played, the game will be recorded as a tie in the standings and will not be completed.
- No inning of a game may start, for any reason, within 10 minutes of the scheduled starting time of the next game on that field. If only one game is scheduled the games will be played to completion subject to the coaches and umpires decision relative to darkness or safety.
- The home team will keep the official score. At the completion of each inning the home team will review the score with the visiting team head coach.
- Rescheduling of suspended games must be arranged through the WAA office. The league will determine the time and place.
- Suspended games will be resumed from the point of suspension. The only exception is if a game is called with less than one complete inning played. In this case it will be declared no game and all records will be disregarded. Regular season pitching rules will remain in force under any and all situations. A pitcher that reached their pitch limit in the originally scheduled game will not be allowed to pitch in the suspended game when it is re-scheduled.
- If after four (4) innings, three and one half innings if the Home team is ahead, a team has a lead of (15) runs or more, the game shall be terminated with the team ahead declared the winner.
- The home team will always occupy the 3rd base side of the field.

D. Positions & Playing Time

- A legal team can be represented by a minimum of 8 players. If either team has less than 8 players, an attempt should be made to balance the teams so the game may be played.
- A maximum of 9 players can be on the field at a time.
- Each player must play at least three (3) innings in the field. Each player must bat as scheduled within the line-up prepared before the game. Note: Each player is given a batting position regardless if he/she plays in the field or sits out an inning.
- No player may play more than two (2) innings at the same position, including catchers.
- Fielders must play in their designated position until the ball is hit. Over-loading fielders to one side of the field is not allowed.

E. Batting

- A batter is out if he/she throws the bat a second time. The first thrown bat will be accompanied by a warning. The umpire's decision is final.
- A strikeout will consist of three (3) strikes. There are no walks. If the youth pitcher cannot get the batter out on strikes, the coach comes in after 7 pitches are thrown or 4 balls are thrown, whichever comes first. The coach finishes the count.
- There will be no bunting.
- A batter is awarded 1st base when hit by a pitched ball (exception: no base awarded if hit by a pitched ball from a coach). If a pitcher hits 3 batters in an inning, then he/she must be replaced.
- A dropped 3rd strike rule is not in effect.

F. Base Running

- All bases must be held until the ball is batted. There will be no lead-offs or base stealing. If runners leave a base when a ball is hit foul, he/she will be required to completely return to the base and touch the base.
- Base runners must tag up on caught fly balls or they will be called out. On any overthrow, the base runner is allowed to advance only one base.
- The infield fly rule will NOT be in effect.
- Players must be encouraged to slide into a base where a play is being made. If a runner should collide with a fielder who is attempting to catch a thrown ball, and the runner did not slide or try to avoid contact with the fielder (umpires judgment), the runner will be called out. In addition, a player may be ejected if he/she has deliberately attempted to cause injury to an opposing player.
- **Courtesy Runners:** A courtesy runner may be used to run in place of the catcher if there are two outs



and the catcher is a base runner. The courtesy runner chosen shall be a player currently not in the game at a defensive position. If there are no players available then the runner shall be the player who made the last (second) out of the current inning. Other than an injury, this is the only circumstance in which a courtesy runner may be used during a game.

G. Pitching

- Players will pitch 3 innings and coaches will pitch to their own hitters for the second 3 innings. This will be for only the first 6 games of the season. After that the kids pitch the entire game. Players will pitch the entire game after 6 regular season games have been played.
- Any player on a team roster may pitch.
- Once a Batter has reached 4 balls on the count, the batting teams coach comes out to pitch the remainder of the batters at bat. The count will remain as is. If the batter has a count of 4 and 2 when the coach comes out, the batter will get one more strike from the coach. If the count is 4 and 0, the batter will get three strikes from the coach. A batter will not be called out if the third strike is hit foul. The batter will remain in the box until the ball is hit into play or he is called out on strikes.
- The player pitcher will resume pitching at the next batter. (it is important that when the coach comes out to relieve the player pitcher that the player remain on the field to field a ball hit to the mound)
- A batter may be struck out, but there will be no walks.
- Pitch counts will be used for determining how long a pitcher may pitch in a game, as well as determining the amount of rest they will need prior to pitching in another game.
- Pitch Counts for a game:
 - Maximum number of innings per pitcher is 2 per game
- Mandatory recovery time:
 - 1 inning = 1 Night's Rest
 - 2 innings = 2 Night's Rest
 - Example: A player who pitches more than one inning on Monday cannot pitch again until Wednesday.
- A player, once removed as a pitcher, may not pitch again in the same game.
- If a pitcher hits 3 batters in an inning, then he/she must be replaced.
- No balks will be called.
- The player at the pitching position when the coach is pitching will stand within three (3) steps to the side of the coach. Right-handed players will stand to the right and the left-handed player will stand to the left.
- The coach when pitching will wear a glove for protection.
- The ball is considered dead if touched by the adult pitcher in any fielding situation. If the adult pitcher touches the ball, the play must be repeated. Adult pitchers are only allowed to pitch. The team member playing the pitching position during adult pitching is required to field the pitch.

H. Coaching

- The batting team is allowed the following coaches: on deck coach, first base coach, and third base coach. All other coaches must remain within the dugout area and supervise the remaining players (both seated and immediate batters).
- The fielding team is allowed two (2) coaches on the field. All other coaches for the fielding team must remain within the dugout area and supervise the remaining players.
- The head coach is responsible for maintaining order on the sideline and keeping equipment and players seated behind bench lines (dug out). Batting helmets and bats should be kept by the on deck circle, away from the dug out.
- All coaching must be positive and instructional, not vulgar, critical or demeaning. Coaches who are abusive to players must be reported to the Baseball Director and the WAA Office. Continued abusive behavior will not be tolerated.
- Coaches must stay cool. Don't embarrass yourself or WAA by creating a scene on the field. Set a good example of sportsmanship in all game situations.



- Any coaches who will not adhere to the WAA rules, policies and philosophy should plan on being a spectator.
- Coaches are not permitted to smoke or chew tobacco products during games or practices.
- ALL Coaches also agree to abide by the W.A.A. Coaches Code of Conduct. This is very important to the organization and violations will be dealt with accordingly, including possible dismissal from your position as a coach. We appreciate your taking the time to volunteer as a coach and we want to make sure that all the children have a safe and supportive environment in which to participate in our programs.

I. Umpire

- One umpire will be scheduled and provided by the league.
- The umpire's decision is final. THERE WILL BE NO PROTESTS.
- Pony League rules will prevail where not previously stated or replaced herein.
- If league umpire is not present, each team will furnish one adult umpire. The field and plate umpire will alternate position after three full innings. In this situation the plate umpire will call balls and strikes from behind the pitcher.



"AA" 3rd Grade: DOUBLE A BASEBALL RULES

A. Field Dimensions

- The diamond will have sixty (60) foot base lines. Second base will be located 84 feet 10 inches from home plate to the back of 2nd base.
- The pitcher's plate will be forty (40) feet from home plate.
- Left field and right field foul lines will be marked.
- The batter's box will be rectangular, six feet (6) by three feet (3). The inside line will be parallel to and four inches away from the side of home plate. It must extend forward from the center of home plate 3 feet and to the rear.
- A six (6) foot diameter on deck circle will be provided for each team.
- Dugouts will be present at all fields. If not constructed, they will consist of a 5 x 20 foot rectangle area on the sideline for each team. All players must remain seated in area when not playing.

B. Equipment & Uniforms

- WAA issued team shirts, hats and socks must be worn by all players while on the field. Players must provide their own plain white baseball pants to be worn at all times while on the field. Players out of uniform will not be permitted to play.
- Each player must furnish their own glove and helmet.
- All male players must wear an athletic supporter.
- The catcher must use a catcher's mitt.
- Catchers must wear a chest protector, shin guards, and a catcher's helmet with both a mask and throat protector. Male catchers must wear a metal fiber or plastic cup. Catchers warming up pitchers, on or off the field, MUST wear a catcher's mask.
- NOCSA approved batting helmets must be worn by the batter, on deck batter, all base runners, and youth coaches.
- Shoes with metals spikes or cleats are not permitted. Shoes with molded cleats are permissible.
- All levels will be allowed to use 2018 USA stamped bats up to 2 5/8" in diameter.
- All levels are permitted to use 2017 and prior bats as long as the following dimensions are honored and managed by parents and coaches alike.
- All bats must meet Pony League specifications & standards, with a maximum barrel size of 2 1/4".
- A regulation size baseball will be used for games. 2 games balls are supplied by the home team.
- All bases and pitching rubber will be provided by the home team. These will be available in a lock box located at the field.
- All WAA issued equipment must be returned to the WAA office after the last game of the season.

C. Game

- Weekday games will start at 6:15 P.M. No inning will begin after 8:15 P.M. Saturday games will be played per schedule.
- A regulation game consists of six (6) innings unless extended because of a tie score or the umpire calls the game.
- If a game is called for any reason, it shall be a complete game if four innings have been completed, or if the home team is ahead after the completion of the visiting teams at bat in the fourth inning.
- If a game is called for any reason before it is a complete game it shall be considered a suspended game and shall be resumed from the point of curtailment at the time scheduled by the WAA office.
- If a game is called for any reason in an uncompleted inning, after having reached complete game length and the visiting ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in it's portion of the uncompleted inning, the game shall be considered a suspended game and shall be continued from the point of curtailment at the time scheduled by the WAA office.
- All games that are tied once it is a complete game, and time, weather or other circumstances do not allow



another inning(s) to be played, the game will be recorded as a tie in the standings and will not be completed.

- No inning of a game may start, for any reason, within 10 minutes of the scheduled starting time of the next game on that field. If only one game is scheduled the games will be played to completion subject to the umpires' decision relative to darkness or safety.
- Each half inning will consist of three (3) outs or six (6) runs which ever occurs first.
- The home team will keep the official score. At the completion of each inning the home team will review the score with the visiting team head coach.
- Rescheduling of suspended games must be arranged through the WAA office. The league will determine the time and place.
- Suspended games will be resumed from the point of suspension. They only exception is if a game is called with less than one complete inning played. In this case it will be declared no game and all records will be disregarded. Regular season pitching rules will remain in force under any and all situations. This applies to all regular season and post-season games. A pitcher that reached their pitch limit in the originally scheduled game will not be allowed to pitch in the suspended game when it is re-scheduled.
- If after four (4) innings, three & one half innings if the Home team is ahead, a team has a lead of ten (10) runs or more, the game shall be terminated with the team ahead declared the winner.
- The home team will always occupy the 3rd base side of the field.

D. Positions & Playing Time

- A legal team can be represented by a minimum of 8 players. If either team has less than 8 players, it will be an automatic forfeit. A practice game can be played at that point.
- A maximum of 9 players can be on the field at a time.
- Each player must play at least three (3) innings in the field. Each player must bat as scheduled within the line-up prepared before the game. Note: Each player is given a batting position regardless if he/she plays in the field or sits out an inning.
- No player may play more than three (3) innings at the same position, including catchers.
- Fielders must play in their designated position until the ball is hit. Over-loading fielders to one side of the field is not allowed.

E. Batting

- Each player on the team will be given a position (as scheduled in the line up prepared prior to the game) and must bat in that position.
- Bunting is NOT allowed.
- The batter will be declared out if he/she throws the bat (first 2 wks. of the season will result in a verbal warning). There will be no warnings after the first two weeks of the season. The umpire's decision is final.
- A batter is awarded 1st base when hit by a pitched ball. If a pitcher hits 3 batters in an inning, then he/she must be replaced.
- A dropped 3rd strike rule is not in effect.

F. Base Running

- All bases must be held until the ball is batted. There will be no lead-offs or base stealing. If runners leave a base when a ball is hit foul, he/she will be required to completely return to the base and touch the base.
- A ball is considered dead when:
 - It is in the pitchers' hand, on the mound and all runners are on base.
 - When it is hit or thrown out of play.
 - When the umpire has called time.
- Foul territory is that area between fair territory and a line on each side of the field extended from the spectator fences.
- Runners may continue to advance on wild throws that stay within play in fair or foul territory.
- Players must be encouraged to slide into a base where a play is being made. If a runner should collide with a fielder who is attempting to catch a thrown ball, and the runner did not slide or try to avoid contact



with the fielder (umpires judgment), the runner will be called out. In addition, a player may be ejected if he/she has deliberately attempted to cause injury to an opposing player.

- The infield fly rule will NOT be in effect.
- On any overthrow that goes out of play, the base runner is allowed to advance to the base running to plus 1 additional base because of the over throw.
- **Courtesy Runners:** A courtesy runner may be used to run in place of the catcher if there are two outs and the catcher is a base runner. The courtesy runner chosen shall be a player currently not in the game at a defensive position. If there are no players available then the runner shall be the player who made the last (second) out of the current inning. Other than an injury, this is the only circumstance in which a courtesy runner may be used during a game.

G. Pitching

- Any player on a team roster may pitch.
- Pitch counts will be used for determining how long a pitcher may pitch in a game, as well as determining the amount of rest they will need prior to pitching in another game.
- Pitch Counts for a game:
 - Maximum number of pitches a player can throw in one game is 50
 - A pitcher will be allowed to complete pitching to a batter if they reach their pitch count.
 - Opposing coaches should cross check pitch counts after each inning of play to help avoid any potential conflicts.
- Mandatory recovery time:
 - Up to 20 pitches = 1 Day Rest
 - 21 to 35 pitches = 2 Days Rest
 - 36-45 pitches = 3 Days Rest
 - Over 46 pitches = 4 Days Rest
- A player, once removed as a pitcher, may not pitch again in the same game.
- No balks will be called
- If a pitcher hits 3 batters in an inning, then he/she must be replaced.

H. Coaching

- The batting team is allowed the following coaches first base coach, and third base coach. All other coaches must remain within the dugout area and supervise the remaining players (both seated and immediate batters).
- The fielding team is allowed one coach on the field. This is to keep the defensive players alert and in the game. All other coaches for the fielding team must remain within the dugout area and supervise the remaining players.
- The head coach is responsible for maintaining order on the sideline and keeping equipment and players seated behind bench lines (dug out). Batting helmets and bats should be kept behind the backstop, away from the dug out.
- All coaching must be positive and instructional, not vulgar, critical or demeaning. Coaches who are abusive to players must be reported to the Baseball Director and the WAA Office. Continued abusive behavior will not be tolerated.
- Coaches must stay cool. Don't embarrass yourself or WAA by creating a scene on the field. Set a good example of sportsmanship in all game situations.
- Any coaches who will not adhere to the WAA rules, policies and philosophy should plan on being a spectator.
- Coaches are not permitted to smoke or chew tobacco products during games or practices.
- ALL Coaches also agree to abide by the W.A.A. Coaches Code of Conduct. This is very important to the organization and violations will be dealt with accordingly, including possible dismissal from your position as a coach. We appreciate your taking the time to volunteer as a coach and we want to make sure that all the children have a safe and supportive environment in which to participate in our programs.



I. Umpire

- One umpire will be scheduled and provided by the league.
- Any umpire's decision which involves judgment is final.
- If there is a reasonable doubt that the umpire's decision may be in conflict with the rules, a coach may appeal the decision and ask that a correct ruling be made. Such an appeal shall be made only to the head plate umpire.
- The umpire's decision is final. THERE WILL BE NO PROTESTS.
- Pony League rules will prevail where not previously stated or replaced herein.
- If league umpire is not present, each team will furnish one adult umpire. The field and plate umpire will alternate position after three full innings. In this situation the plate umpire will call balls and strikes from behind the pitcher.



"AAA – 4th/ 5th Grades": TRIPLE A BASEBALL RULES

A. Field Dimensions

The diamond will have sixty (60) foot base lines. Second base will be located 84 feet 10 inches from home plate to the back of 2nd base.

The pitcher's plate will be forty four (44') feet from home plate.

Left field and right field foul lines will be marked.

The batter's box will be rectangular, six feet (6) by three feet (3). The inside line will be parallel to and four inches away from the side of home plate. It must extend forward from the center of home plate 3 feet and to the rear.

A six (6) foot diameter on deck circle will be provided for each team.

- Dugouts will be present at all fields. If not constructed, they will consist of a 5 x 20 foot rectangle area on the sideline for each team. All players must remain in area when they are not playing.

B. Equipment and Uniforms

- WAA issued team shirts, hats and socks must be worn by all players while on the field. Players must provide their own plain white baseball pants to be worn at all times while on the field. Players out of uniform will not be permitted to play.
- Each player must furnish their own glove and helmet.
- All male players must wear an athletic supporter.
- The catcher must use a catcher's mitt.
- Catchers must wear a chest protector, shin guards, and a catcher's helmet with both a mask and throat protector. Male catchers must wear a metal fiber or plastic cup. Catchers warming up pitchers, on or off the field, MUST wear a catchers' mask.
- NOCSA approved batting helmets must be worn by the batter, on deck batter, all base runners, and youth coaches.
- Shoes with metals spikes or cleats are not permitted. Shoes with molded cleats are permissible.
- All levels will be allowed to use 2018 USA stamped bats up to 2 5/8" in diameter.
- All levels are permitted to use 2017 and prior bats as long as the following dimensions are honored and managed by parents and coaches alike.
- All bats must meet Pony League specifications & standards, with a maximum barrel size of 2 1/4".
- A regulation size baseball will be used for games. 2 game balls will be supplied by home team.
- All bases and pitching rubber will be provided by the home team. These will be available in a lock box located at the field.
- All WAA issued equipment must be returned to the WAA office after the last game of the season.

C. Games

- Games will start at 6:15 P.M. No inning will start after 8:15 P.M. Saturday games will be played as per schedule.
- All games are scheduled for six (6) innings. A 7th inning will be played to resolve any ties provided it begins within 2 hours and 10 minutes of the games scheduled starting time. Games still tied after completion of seven (7) innings will be considered a tie game.
- Each half inning, will consist of three (3) outs. There is no run limit per inning.
- Games will be scored but no standings will be kept.
- Instruction and teaching will be prevalent both on and off the field. Coaches will be allowed to stop play to develop or train at the moment of occurrence for the first 8 (eight) games of the season. This will be stopped after the eighth game of the season for on field training.
- If a game is called for any reason, it shall be a complete game if four innings have been completed, or if the home team is ahead after the completion of the visiting teams at bat in the fourth inning.
- If a game is called for any reason before it is a complete game it shall be considered a suspended game and shall be resumed from the point of curtailment at the time scheduled by the WAA office.



- If a game is called for any reason in an uncompleted inning, after having reached complete game length and the visiting ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its portion of the uncompleted inning, the game shall be considered a suspended game and shall be continued from the point of curtailment at the time scheduled by the WAA office.
- All games that are tied once it is a complete game, and time, weather or other circumstances do not allow another inning(s) to be played, the game will be recorded as a tie and not be completed.
- No inning of a game may start, for any reason, within 10 minutes of the scheduled starting time of the next game on that field. If only one game is scheduled the games will be played to completion subject to the umpires' decision relative to darkness or safety.
- The home team will keep the official score. At the completion of each inning the home team will review the score with the visiting team head coach.
- Rescheduling of suspended games must be arranged through the WAA office. The league will determine the time and place.
- Suspended games will be resumed from the point of suspension. The only exception is if a game is called with less than one complete inning played. In this case it will be declared no game and all records will be disregarded. Regular season pitching rules will remain in force under any and all situations. This applies to all regular season and post-season games. A pitcher that reached their pitch limit in the originally scheduled game will not be allowed to pitch in the suspended game when it is re-scheduled.
- There is no run limit per inning.
- If after four (4) innings, three- and one-half innings if the Home team is ahead, a team has a lead of ten (10) runs or more, the game shall be terminated with the team ahead declared the winner.
- The home team will always occupy the 3rd base side of the field.

D. Positions & Playing Time

- A legal team will consist of a minimum of 8 players. If either team has less than (8) players, an attempt should be made to balance the teams so the game can be played. A team must have a pitcher and catcher.
- A maximum of 9 players can be on the field at one time.
- Each player must play a minimum of three (3) innings in the field. Each player must bat as scheduled within the line-up prepared before the game. Note: Each player is given a batting position regardless if he/she plays in the field or sits out an inning.
- Except for the pitcher and catcher, no player may play more than three (3) innings at the same position.
- Coaches are encouraged to have players play multiple positions during a game and over the course of the season.
- A player must sit out one complete inning prior to re-entering the game.

E. Batting

- Each player on the team will be given a position (as scheduled in the line up prepared prior to the game) and must bat in that position regardless if the player has played the field during that inning.
- Bunting is allowed. A batter is out if he/she bunts a foul on third strike.
- The batter will be declared out if he/she throws the bat. There will be no warnings. The umpire's decision is final.
- A batter is awarded 1st base when hit by a pitched ball. If a pitcher hits 3 batters in an inning, then he/she must be replaced.
- There is no dropped 3rd strike rule.



F. Base Running

- Runners can steal second and third base; runners at third base are only allowed to steal home if a catcher attempts to pick the runner off third.
- Home plate will be awarded on an overthrow only if a ball is batted into play. If a player steals 3rd without a ball batted into play, and the fielding team makes an overthrow, the runner will not be awarded home base the runner cannot advance. If the ball is **hit** into play and the fielding team makes an attempt to throw the runner out at third and makes an overthrow, the runner can advance. If the ball is thrown out of play, the runner is awarded home.
- Base runners will not leave their base until the ball has been delivered from the pitcher and has reached the batter/crossed home plate. A runner (team) will receive one warning for leaving early during a stealing attempt, resulting in a dead ball and the runner returning to the original base. This warning applies to the team as a whole; each player does not get one warning. All subsequent infractions will result in the ball being declared dead and the runner will be called out.
- A ball is considered dead when:
 - It is in the pitchers' hand, on the mound and all runners are on base.
 - When it is hit or thrown out of play.
 - When the umpire has called time.
- Foul territory is that area between fair territory and a line on each side of the field extended from the spectator fences.
- Runners may continue to advance on wild throws that stay within play in fair or foul territory on a batted ball only.
- Players must be encouraged to slide into a base where a play is being made. If a runner should collide with a fielder who is attempting to catch a thrown ball, and the runner did not slide or try to avoid contact with the fielder (umpires judgment), the runner will be called out. In addition, a player may be ejected if he/she has deliberately attempted to cause injury to an opposing player.
- The infield fly rule will be in effect.
- On any overthrow that goes out of play, the base runner is allowed to advance to the base running to plus 1 additional base because of the over throw. With the exception of when the runner is stealing 2nd or 3rd without a ball being batted into play.
- **Courtesy Runners:** A courtesy runner may be used to run in place of the catcher if there are two outs and the catcher is a base runner. The courtesy runner chosen shall be a player currently not in the game at a defensive position. If there are no players available then the runner shall be the player who made the last (second) out of the current inning. Other than an injury, this is the only circumstance in which a courtesy runner may be used during a game.

G. Pitching

- Any player on a team roster may pitch.
- Pitch counts will be used for determining how long a pitcher may pitch in a game, as well as determining the amount of rest they will need prior to pitching in another game.
- Pitch Counts for a game:
 - Maximum number of pitches a player can throw in one game is 55 (they can stay in as long as they are UNDER the 55 pitch count)
 - A pitcher will be allowed to complete pitching to a batter if they reach their pitch count.
 - Opposing coaches should cross check pitch counts after each inning of play to help avoid any potential conflicts.
- Mandatory recovery time:
 - Up to 20 pitches = 1 Day Rest
 - 21 to 35 pitches = 2 Days Rest
 - 36-45 pitches = 3 Days Rest
 - Over 46 pitches = 4 Days Rest
- A player, once removed as a pitcher, may not pitch again in the same game.



- No balks will be called.
- If a pitcher hits 3 batters in an inning, then he/she must be replaced.

H. Coaching

- The batting team is allowed a 1st base coach, 3rd base coach and a bench coach.
- The fielding team is allowed one coach on the field. This is to keep the defensive players alert and in the game. All other coaches for the fielding team must remain within the dugout area and supervise the remaining players.
- The head coach is responsible for maintaining order on the sideline and keeping players in the dugout area along with the equipment.
- All coaching must be positive and instructional, not vulgar, critical or demeaning. Coaches who are abusive to players must be reported to the Baseball Director and the WAA Office. Continued abusive behavior will not be tolerated.
- Coaches must stay cool. Don't embarrass yourself or WAA by creating a scene on the field. Set a good example of sportsmanship in all game situations.
- Any coaches who will not adhere to the WAA rules, policies and philosophy should plan on being a spectator.
- Coaches are not permitted to smoke or chew tobacco products during games or practices.
- ALL Coaches also agree to abide by the W.A.A. Coaches Code of Conduct. This is very important to the organization and violations will be dealt with accordingly, including possible dismissal from your position as a coach. We appreciate your taking the time to volunteer as a coach and we want to make sure that all the children have a safe and supportive environment in which to participate in our programs.

I. Umpire

- Umpires shall be scheduled and approved by the league.
- Any umpire's decision which involves judgment is final.
- If there is a reasonable doubt that the umpire's decision may be in conflict with the rules, a coach may appeal the decision and ask that a correct ruling be made. Such an appeal shall be made only to the head plate umpire.
- The umpire's decision is final. THERE WILL BE NO PROTESTS.
- Pony League rules will prevail where not previously stated or replaced herein.
- If league umpire is not present, each team will furnish one adult umpire. The field and plate umpire will alternate position after three (3) full innings. In this situation the plate umpire will call balls and strikes from behind the pitcher.



"AAA – 6th/ 7th Grades": TRIPLE A BASEBALL RULES

A. Field Dimensions

The diamond will have seventy (70) foot base lines. Second base will be located 99 feet from home plate to the back of 2nd base.

The pitcher's plate will be forty eight (48') feet from home plate.

Left field and right field foul lines will be marked.

The batter's box will be rectangular, six feet (6) by three feet (3). The inside line will be parallel to and four inches away from the side of home plate. It must extend forward from the center of home plate 3 feet and to the rear.

A six (6) foot diameter on deck circle will be provided for each team.

- Dugouts will be present at all fields. If not constructed, they will consist of a 5 x 20 foot rectangle area on the sideline for each team. All players must remain in area when they are not playing.

B. Equipment and Uniforms

- WAA issued team shirts, hats and socks must be worn by all players while on the field. Players must provide their own plain white baseball pants to be worn at all times while on the field. Players out of uniform will not be permitted to play.
- Each player must furnish their own glove and helmet.
- All male players must wear an athletic supporter.
- The catcher must use a catcher's mitt.
- Catchers must wear a chest protector, shin guards, and a catcher's helmet with both a mask and throat protector. Male catchers must wear a metal fiber or plastic cup. Catchers warming up pitchers, on or off the field, MUST wear a catchers' mask.
- NOCSA approved batting helmets must be worn by batter, on deck batter, all base runners, and youth coaches.
- Shoes with metals spikes or cleats are not permitted. Shoes with molded cleats are permissible.
- All levels will be allowed to use 2018 USA stamped bats up to 2 5/8" in diameter.
- All levels are permitted to use 2017 and prior bats as long as the following dimensions are honored and managed by parents and coaches alike.
- All bats must meet Pony League specifications & standards, with a maximum barrel size of 2 5/8".
- A regulation size baseball will be used for games. 2 game balls are supplied by the home team.
- All bases and pitching rubber will be provided by the home team. These will be available in a lock box located at the field.
- All WAA issued equipment must be returned to the WAA office after the last game of the season.

C. Games

- Games will start at 6:15 P.M. No inning will start after 8:15 P.M. Saturday games will be played as per schedule.
- All games are scheduled for six (6) innings. A 7th inning will be played to resolve any ties provided it begins within 2 hours and 10 minutes of the games scheduled starting time. Games still tied after completion of seven (7) innings will be considered a tie game.
- Each half inning, will consist of three (3) outs. There is no run limit per inning.
- Games will be scored but no standings will be kept.
- Instruction and teaching will be prevalent both on and off the field. Coaches will be allowed to stop play to develop or train at the moment of occurrence for the first five (5) games of the season. This will be stopped after the fifth game of the season for on field training.
- If a game is called for any reason, it shall be a complete game if four innings have been completed, or if the home team is ahead after the completion of the visiting teams at bat in the fourth inning.
- If a game is called for any reason before it is a complete game it shall be considered a suspended game and shall be resumed from the point of curtailment at the time scheduled by the WAA office.



- If a game is called for any reason in an uncompleted inning, after having reached complete game length and the visiting ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its portion of the uncompleted inning, the game shall be considered a suspended game and shall be continued from the point of curtailment at the time scheduled by the WAA office.
- All games that are tied once it is a complete game, and time, weather or other circumstances do not allow another inning(s) to be played, the game will be recorded as a tie and not be completed.
- No inning of a game may start, for any reason, within 10 minutes of the scheduled starting time of the next game on that field. If only one game is scheduled the games will be played to completion subject to the umpires' decision relative to darkness or safety.
- The home team will keep the official score. At the completion of each inning the home team will review the score with the visiting team head coach.
- Rescheduling of suspended games must be arranged through the WAA office. The league will determine the time and place.
- Suspended games will be resumed from the point of suspension. The only exception is if a game is called with less than one complete inning played. In this case it will be declared no game and all records will be disregarded. Regular season pitching rules will remain in force under any and all situations. This applies to all regular season and post-season games. A pitcher that reached their pitch limit in the originally scheduled game will not be allowed to pitch in the suspended game when it is re-scheduled.
- There is no run limit per inning.
- If after four (4) innings, three and one half innings if the Home team is ahead, a team has a lead of ten (10) runs or more, the game shall be terminated with the team ahead declared the winner.
- The home team will always occupy the 3rd base side of the field.

D. Positions & Playing Time

- A legal team will consist of a minimum of 8 players. If either team has less than (8) players, an attempt should be made to balance the teams so the game can be played. A team must have a pitcher and catcher.
- A maximum of 9 players can be on the field at one time.
- Each player must play a minimum of three (3) innings in the field. Each player must bat as scheduled within the line-up prepared before the game. Note: Each player is given a batting position regardless if he/she plays in the field or sits out an inning.
- No restrictions on how many innings a player may play a position. Coaches are encouraged to have players play multiple positions during a game and over the course of the season.
- A player must sit out one complete inning prior to re-entering the game.

E. Batting

- Each player on the team will be given a position (as scheduled in the line up prepared prior to the game) and must bat in that position regardless if the player has played the field during that inning.
- Bunting is allowed. A batter is out if he/she bunts a foul on third strike.
- The batter will be declared out if he/she throws the bat. There will be no warnings. The umpire's decision is final.
- A batter is awarded 1st base when hit by a pitched ball. If a pitcher hits 3 batters in an inning, then he/she must be replaced.
- There is no dropped 3rd strike rule.



F. Base Running

- **Runners can steal second and third base; runners at third base are only allowed to steal home if a catcher attempts to pick the runner off third.**
- Home plate will be awarded on an overthrow only if a ball is batted into play. If a player steals 3rd without a ball batted into play, and the fielding team makes an overthrow, the runner will not be awarded home base the runner cannot advance. If the ball is **hit** into play and the fielding team makes an attempt to throw the runner out at third and makes an overthrow, the runner can advance. If the ball is thrown out of play, the runner is awarded home.
- Base runners will not leave their base until the ball leaves the pitcher's hand. A runner (team) will receive one warning for leaving early during a stealing attempt, resulting in a dead ball and the runner returning to the original base. This warning applies to the team as a whole; each player does not get one warning. All subsequent infractions will result in the ball being declared dead and the runner will be called out.
- A ball is considered dead when:
 - It is in the pitchers' hand, on the mound and all runners are on base.
 - When it is hit or thrown out of play.
 - When the umpire has called time.
- Foul territory is that area between fair territory and a line on each side of the field extended from the spectator fences.
- Runners may continue to advance on wild throws that stay within play in fair or foul territory on a batted ball only.
- Players must be encouraged to slide into a base where a play is being made. If a runner should collide with a fielder who is attempting to catch a thrown ball, and the runner did not slide or try to avoid contact with the fielder (umpires judgment), the runner will be called out. In addition, a player may be ejected if he/she has deliberately attempted to cause injury to an opposing player.
- The infield fly rule will be in effect.
- On any overthrow that goes out of play, the base runner is allowed to advance to the base running to plus 1 additional base because of the over throw. With the exception of when the runner is stealing 2nd or 3rd without a ball being batted into play.
- **Courtesy Runners:** A courtesy runner may be used to run in place of the catcher if there are two outs and the catcher is a base runner. The courtesy runner chosen shall be a player currently not in the game at a defensive position. If there are no players available then the runner shall be the player who made the last (second) out of the current inning. Other than an injury, this is the only circumstance in which a courtesy runner may be used during a game.

G. Pitching

- Any player on a team roster may pitch.
- Pitch counts will be used for determining how long a pitcher may pitch in a game, as well as determining the amount of rest they will need prior to pitching in another game.
- Pitch Counts for a game:
 - Maximum number of pitches a player can throw in one game is 70
 - A pitcher will be allowed to complete pitching to a batter if they reach their pitch count.
 - Opposing coaches should cross check pitch counts after each inning of play to help avoid any potential conflicts.
- Mandatory recovery time:
 - Up to 25 pitches = 1 Day Rest
 - 26 to 35 pitches = 2 Days Rest
 - 36-55 pitches = 3 Days Rest
 - Over 56 pitches = 4 Days Rest
- A player, once removed as a pitcher, may not pitch again in the same game.
- No balks will be called.



- If a pitcher hits 3 batters in an inning, then he/she must be replaced.

H. Coaching

- The batting team is allowed a 1st base coach, 3rd base coach and a bench coach.
- The fielding team is allowed one coach on the field. This is to keep the defensive players alert and in the game. All other coaches for the fielding team must remain within the dugout area and supervise the remaining players.
- The head coach is responsible for maintaining order on the sideline and keeping players in the dugout area along with the equipment.
- All coaching must be positive and instructional, not vulgar, critical or demeaning. Coaches who are abusive to players must be reported to the Baseball Director and the WAA Office. Continued abusive behavior will not be tolerated.
- Coaches must stay cool. Don't embarrass yourself or WAA by creating a scene on the field. Set a good example of sportsmanship in all game situations.
- Any coaches who will not adhere to the WAA rules, policies and philosophy should plan on being a spectator.
- Coaches are not permitted to smoke or chew tobacco products during games or practices.
- ALL Coaches also agree to abide by the W.A.A. Coaches Code of Conduct. This is very important to the organization and violations will be dealt with accordingly, including possible dismissal from your position as a coach. We appreciate your taking the time to volunteer as a coach and we want to make sure that all the children have a safe and supportive environment in which to participate in our programs.

I. Umpire

- Umpires shall be scheduled and approved by the league.
- Any umpire's decision which involves judgment is final.
- If there is a reasonable doubt that the umpire's decision may be in conflict with the rules, a coach may appeal the decision and ask that a correct ruling be made. Such an appeal shall be made only to the head plate umpire.
- The umpire's decision is final. THERE WILL BE NO PROTESTS.
- Pony League rules will prevail where not previously stated or replaced herein.
- If league umpire is not present, each team will furnish one adult umpire. The field and plate umpire will alternate position after three (3) full innings. In this situation the plate umpire will call balls and strikes from behind the pitcher.



MINORS (9 & 10 year olds) BASEBALL RULES

A. General

- The most current issue of the National Federation of State High School Association Playing Rules will prevail except as modified or restated herein. You can find these rules on-line at <http://www.nfhs.org/activities-sports/baseball/>.
- Coaches may not perform any field maintenance under any circumstances, including the application of a drying agent.
- Absolutely no batting practice or warm ups on the infield before games; use the outfield or other open space for all pregame warmups.
- Conducting any sort of batting activity (flip, tee, etc.) into any fence structure is strictly prohibited
- Pitching plates, spikes, and bases must be put away and base plugs put back into the anchors after the last game on that field that day (except NPD fields, they leave bases out all the time).
- All debris in dugout area and bleacher area must be picked up. Leave the field cleaner than you found it.
- Report immediately any field issues or missing equipment.

B. Field Dimensions

- The diamond will have sixty (60) foot base lines. Second base will be located 84 feet 10 inches from home plate to the back of 2nd base.
- The pitcher's plate will be forty-four (44) feet from home plate.
- Foul territory is that area between fair territory and a line on each side of the field extended from the spectator fences.

C. Equipment & Uniforms

- WAA issued team shirts, hats and socks must be worn by all players while on the field. Players must provide their own baseball pants (color to be determined by the coach) to be worn at all times while on the field. Players will only wear WAA hats. Players out of uniform will not be permitted to play.
- Each player must furnish their own glove and helmet.
- All male players must wear an athletic supporter and metal fiber or plastic cup.
- The catcher must use a catcher's mitt. Left handed catchers mitts are available for coaches to pick up at the WAA office.
- Catchers must wear a chest protector, shin guards, and a catcher's helmet with both a mask and throat protector. Catchers under the age of 18 who are warming up pitchers should be in full protective gear at all times.
- NOCSA approved batting helmets must be worn by the batter, on deck batter, all base runners, and youth coaches.
- Only shoes with molded cleats are permissible; shoes with metals spikes or cleats are not permitted. Legal bats must comply with the following rules, to be enforced and managed by coaches and parents alike:
 - a. 2018 USA stamped bats up to 2 5/8" in diameter.
 - b. Pre-2018 / Non-USA stamped bats up to 2 1/4" in diameter.Failure to follow the rules written here-within upon an in-game appeal by opposing coach will result in an immediate out and all players return to their prior positions (first offense in a given game) followed by a game forfeiture (second offense in same game).
- Two (2) regulation sized game balls will be supplied by the home team.
- All bases and pitching plates/spikes will be available in a lock box located at the field and set up by the home team.
- All WAA issued equipment must be returned to the WAA office on a date that will be specified to all coaches via email after the last game of the season.

D. Game

- All games will be played per the schedule. A regulation game consists of six (6) innings unless extended because of a tie score or the umpire calls the game.



- There is no run limit per inning.
- The home team will always occupy the 3rd base side of the field.
- The home team will keep the official score. At the completion of each inning the home team will review the score with the visiting team head coach. The winning team coach will call/text/email the score to the Minors Coordinator at the completion of the game.
- Any ball hit to the parking lot (fly or on the ground) will be considered a home run.
- **GAME CONCLUSION:**
 - If after four (4) innings (three and one-half innings if the Home team is ahead) a team has a lead of ten (10) runs or more, the game shall be terminated with the team ahead declared the winner.
 - If a game is called for any reason
 - It shall be a complete game if four (4) innings have been completed, or if the home team is ahead after the completion of the visiting teams at bat in the fourth inning.
 - Before it is a complete game, it shall be considered a suspended game and shall be resumed from the point of curtailment at the time scheduled by the WAA office.
 - In an uncompleted inning, after having reached complete game length and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team is not provided the opportunity to bat in its half of the inning, the score will revert to the prior completed inning.
 - If the prior completed inning equates to a completed game, the game will be considered complete and winner acknowledged based on the resulting score.
 - If the prior completed inning does not equate to a completed game, the game shall be considered a suspended game and shall be continued from the point of curtailment at the time scheduled by the WAA office.
 - All games that are tied once it is a complete game, and time, weather or other circumstances do not allow another inning(s) to be played, the game will be recorded as a tie in the standings and will not be completed.
- **SUSPENDED GAMES:**
 - Rescheduling of suspended games must be arranged through the WAA office. The league will determine the time and place.
 - Suspended games will be resumed from the point of suspension. The only exception is if a game is called with less than one complete inning played. In this case it will be declared no game and all records will be disregarded.
 - In the event of a suspended game, lineup modifications from original game can be made based on player availability at no penalty.
- **TIME LIMITS:**
 - During the regular season, no inning of a game may start, for any reason, within 10 minutes of the scheduled starting time of the next game on that field (1-hour 50-minute time limit). If an inning starts before the 10-minute window closes, the inning should be completed in full.
 - No new inning will begin after 8:15pm on a field without lights or after 10:10pm on a field with lights.
 - If only one game is scheduled, the game will be played to completion subject to the umpires' discretion relative to safety. If an inning is completed after 10:10, the game is considered complete.
 - All playoff games must be a regulation game of 6 innings with no time limit restriction in place, unless mercy rule has been reached. Playoff games will be considered suspended from the point of stoppage and completed at a later date.
- **TIE BREAKER**



- In the event of a tie game at the end of 6 innings, and time permits it, the game will continue with extra innings.
- Each team will start their offensive half of the inning with a runner on second base. This person will be the player that made the last out of the previous inning.
- Each inning will start with 1 out and all batters will start their at bat with a 1 ball and 1 strike count.
- The team to score the most runs after the inning is completed will be declared the winner.
- If the score is still tied after an extra inning the teams will repeat the above procedure until a winner is declared or the time limit is reached.

E. Positions & Playing Time

- A legal team can be represented by a minimum of 8 players.
- If a team knows it will only have 8 players, they can request a 9th player as a sub from another Minors or rec team. Subs approved by the Minors Director allow for legal game to be played. Rules for playing subs are outlined in section K.
- If either team has less than 8 players present at the field at the originally scheduled start time for the game, it will be an automatic forfeit. A practice game can be played at that point.
- A maximum of 9 players can be on the field at a time.
- Each player must play a minimum of four (4) innings in the field.
- Each player must bat as scheduled within the line-up prepared before the game.
- Except for the catcher, no player may play more than three (3) innings at the same position.

F. Batting

- Each player on the team will be given a position in the batting order (as prepared in the lineup prior to the game) and must bat in that position.
- Bunting is allowed. A batter is out if he/she bunts a foul on third strike.
- Fake bunting and then attempting a full swing at a pitch is NOT allowed.
 - a. First offense is a warning for the team; second offense is an automatic out.
- There will be one thrown bat warning per team per game. The next batter determined to have thrown his/her bat will be declared out. The umpire's decision is final.
- The dropped 3rd strike rule is NOT in effect.
- Only 3 players should have a bat in their hand: the batter, the on-deck hitter and the player in the hole. The on-deck hitter will position himself to the BACK of the batter.
- Intentional walks are not allowed.

G. Base Running

- A ball is considered dead when:
 - It is in the pitchers' hand, on the mound and all runners are on base.
 - When it is hit or thrown out of play.
 - When the umpire has called time.
- The infield fly rule WILL be in effect.
- STEALING:
 - Runners can steal second and third base; runners at third base are only allowed to steal home if a catcher attempts to pick the runner off third.
 - Base runners will not leave their base until a pitched ball has crossed home plate. A runner (team) will receive one warning for leaving early during a stealing attempt, resulting in a dead ball and the runner returning to the original base. This warning applies to the team as a whole; each player does not get one warning. All subsequent infractions will result in the ball being declared dead and the runner will be called out.
- SLIDING:
 - Players must slide into a base where a play is being made. If a runner fails to slide into the base



- and impedes a fielder's ability to catch a thrown ball and/or make a play with the ball (ie. barreling over the catcher) on the runner, the runner will be called out.
- Base runners must avoid contact by sliding or giving themselves up.
 - Base runners making unnecessary contact may be called out at the discretion of the umpire.
 - A player will be ejected if he/she has deliberately attempted to cause injury to an opposing player.
- **ADVANCING BASES:**
 - Runners may not advance to home on an errant throw to third on a steal attempt of third.
 - On an overthrow that goes out of play, the base runner is allowed to advance to the base they are running to plus one (1) additional base resulting from the overthrow.
 - Runners may continue to advance on wild throws resulting from a batted ball that stay within play in fair or foul territory.
 - The ways a runner may advance to home are:
 - Bases Loaded Walk or Hit by Pitch
 - Catcher to Fielder pickoff attempts (risk/reward play for both teams)
 - Runner on 3B takes extended lead after pitch crosses home plate. Catcher attempts a throw to 3B to pick off runner. Runner can advance home at his own risk.
 - Any play that involves a live ball put in play by the batter, including errant throws at 3B (whether in or out of play) on batted balls. Examples:
 - Runners on 1B and 2B. Ground ball to pitcher. Attempted force at 3B. Ball gets away (still in play, but down LF line). Runner can attempt to score at own risk.
 - Alternatively, same situation. Ground ball to pitcher. Attempted force at 3B. Ball is overthrown and goes out of play. Runner is awarded home.
 - **COURTESY RUNNERS:**
 - A courtesy runner should be used to run in place of the catcher or of a player who will be pitching the next inning at any time those players are base runners.
 - The runner shall be the player who made the most recent out of the current inning or last out of the prior inning.
 - Other than an injury, these are the only circumstances in which a courtesy runner may be used during a game.

H. Pitching

- A player, once removed as a pitcher, may not pitch again in the same game.
- Pitchers must be replaced if they hit 3 batters in an inning or 4 batters in a game.
- Balks will only be called if a pitcher stops his motion when a batter squares around to bunt with runners on base. Any runners will be awarded a base. If no runners are on base, a ball will be awarded to the batter.
- Pitchers are not allowed to throw curve balls or sliders. Concerned coaches should approach the umpire and ask for his oversight moving forward, but only the umpire will deem a ball a breaking pitch.
 - a. First team offense: warning
 - b. Second team offense: batter awarded first base and runners advance if forced
 - c. Third team offense: batter awarded first base, runners advance if forced, and the pitcher will be removed from the mound.
 - d. Fourth team offense: game is forfeited by offending team (game may continue at the umpires discretion as an exhibition game)
- **REGULAR SEASON:**
 - Pitch counts will be used for determining how long a pitcher may pitch in a game, as well as determining the amount of rest they will need prior to pitching in another game.
 - Pitch Counts for a game:



- Maximum number of pitches a player can throw in one game is 60
- A pitcher will be allowed to complete pitching to a batter if they reach their pitch count during that batter's existing at bat.
- Opposing coaches should cross check pitch counts after each inning of play to help avoid any potential conflicts. Mandatory recovery time:
 - Up to 20 pitches = No Rest Required
 - 21 to 35 pitches = 1 Days Rest
 - 36-50 pitches = 2 Days Rest
 - 51-60 pitches = 3 Days Rest
- Mandatory recovery time is in CALENDAR DAYS. The day the player pitches does NOT start the clock. Example - Player throws 36 pitches on Thursday; player can pitch again on Sunday. Friday and Saturday represent two (2) calendar days.
- A pitcher who delivers 40 or more pitches in a game cannot play the position of catcher for the remainder of that game. Similarly, a catcher who has caught 4 innings cannot pitch for the remainder of that game.
- Throughout the season, in addition to reporting scores, pitch counts must be reported before the beginning of your next scheduled game; during the post season tournament pitcher innings must be reported.
- Abusing pitch count and/or recovery time rules will result in forfeiture of game in which offense occurred and the ineligibility of that pitcher in their next pitching eligible game once rest required is achieved.
- For any regular season double headers, pitchers can pitch a maximum of 55 pitches in a day and may pitch in both games provided he/she does not meet the maximum number of pitches in game one.
- For suspended games, pitching rules will remain in force under all situations, for both regular season and playoff games.
 - A pitcher that reached their pitch limit in the originally scheduled game - before it was suspended - will not be allowed to pitch in the continuation of the suspended game when it is re-scheduled.
 - If a pitcher was in the game at time of game suspension, that pitcher is only eligible to pitch a maximum of 55 pitches (which includes his/her pitching record from the first game).
- POST SEASON:
 - **Pitching restrictions will change for the post season tournament. Pitchers are allowed to pitch for 6 consecutive outs per game (2 innings), 9 total outs per day (3 innings) and 21 total outs for the tournament (7 innings).**
 - During the post season tournament, if a pitcher enters a game and is unable to record an out for whatever reason, that pitcher will still be charged with pitching an "out" and will lose one out of their eligible total outs for the tournament.

I. Coaching

- The batting team is allowed the following coaches first base coach, and third base coach. All coaches are responsible for maintaining order on the sideline and keeping equipment and players in the dugout.
- Only the head coach may speak with the umpire
- All coaching must be positive and instructional, not vulgar, critical or demeaning. Coaches who are abusive to players must be reported to the Minors Director and the WAA Office. Continued abusive behavior will not be tolerated.
- Coaches are not permitted to smoke or chew tobacco products during games or practices.
- ALL Coaches must abide by the WAA Coaches Code of Conduct or jeopardize your position as a coach. This is very important to the organization and violations will be dealt with accordingly, including possible dismissal from your position as a coach. We appreciate your taking the time to volunteer as a coach and



we want to make sure that all the children have a safe and supportive environment in which to participate in our programs.

J. Umpire

- One umpire will be scheduled and provided by the league.
- All umpire decisions which involves judgment is final.
- If there is a reasonable doubt that the umpire's decision may conflict with the rules, a coach may appeal the decision to the umpire in a professional manner and ask that a correct ruling be made.
- The umpire's decision is final. THERE WILL BE NO PROTESTS.
- If league umpire is not present, each team will furnish one adult umpire. The field and plate umpire will alternate position after three full innings. In this situation the plate umpire will call balls and strikes from behind the pitcher.

K. Substitute Players

- If a Minors team knows they will only have 8 or fewer players, they will contact the Minors director, preferably 48 hours in advance of the scheduled game (NOTE: having 9 players does not constitute the need for a substitute - you play with 9). There will be two options for a substitute, executed in the order below:
 - Rec Sub
 - In conjunction with the Rec League director, the Minors director will have a list of players from the WAA age equivalent Rec league who are both interested in and have shown abilities to compete above the rec level.
 - The Minors director will contact both the Minors and Rec coach to coordinate an assigned substitute for your game. When one player is chosen to be a sub in a minors game, his name will then go to the bottom of the sub list. This way a team will not be using the same sub all the time.
 - This gives Rec players an introduction to and a taste of WAA competitive baseball.
 - Minors Sub
 - If, a Rec player is unavailable, the Minors director will approve the coach of the team needing a substitute to reach out to another Minors coach in search of an interested substitute.
- In either case, the rules for using subs for a Minors game are:
 - They bat last in the batting order.
 - They cannot pitch or play catcher.
 - The player must wear his existing team uniform.
 - All other playing time rules apply.
 - The game is a legal and sanctioned regular season game.
- In the event a substitute player is no longer needed to play, the Minors coach will contact the Minors director immediately to inform him, so the substitute player can be notified. If the substitute player arrives at the game after failing to be informed they are no longer needed, they will be allowed to play in the game regardless of the number of Minors players present for the team that originally requested the substitute player.

L. Fall Baseball

- All Minors regular season rules apply except for the following modifications:
 - Time Limit - 1:50 hard stop on game time.
 - Half inning limit - Each half inning will consist of three (3) outs or five (5) runs, whichever occurs first.
 - Pitcher innings limit - Pitchers can only pitch 2 innings in a game and must be consecutive.
 - Position played limit - Each player should only play a position for a maximum of 2 innings, excluding catcher.
- Pitcher's mound length - In 8/9 fall ball only, if players are having trouble throwing strikes from 44', the umpire can move the player up to 40' to facilitate improved game play.



MAJORS (11 and 12-year old) BASEBALL RULES

A. General

- The most current issue of the National Federation of State High School Association Playing Rules will prevail except as modified or restated herein. You can find these rules on-line at <http://www.nfhs.org/activities-sports/baseball/>.
- Coaches may not perform any field maintenance under any circumstances, including the application of a drying agent.
- Absolutely no batting practice or warm ups on the infield before games; use the outfield or other open space for all pregame warmups.
- Conducting any sort of batting activity (flip, tee, etc.) into any fence structure is strictly prohibited.
- Bases must be put away after the last game, base plugs put into the anchors (except NPD fields, they leave bases out all the time).
- All debris in dugout area and bleacher area must be picked up. Leave the field cleaner than you found it.
- Report immediately any field issues or missing equipment.

B. Field Dimensions

- The diamond will have seventy (70) foot base lines. Second base will be located 99 from home plate to the back of 2nd base.
- The pitcher's plate will be forty-eight (48) feet from home plate.
- Dugouts will be present at all fields. All players must remain in area when they are not playing.
- Foul territory is that area between fair territory and a line on each side of the field extended from the spectator fences.

C. Equipment & Uniforms

- WAA issued team shirts, hats and socks must be worn by all players while on the field. Players must provide their own baseball pants (color to be determined by the coach) to be worn at all times while on the field. Players will only wear WAA hats. Players out of uniform will not be permitted to play.
- Each player must furnish their own glove and helmet.
- All male players must wear an athletic supporter and metal fiber or plastic cup.
- The catcher must use a catcher's mitt. Left handed catchers mitts are available for coaches to pick up at the WAA office.
- Catchers must wear a chest protector, shin guards, and a catcher's helmet with both a mask and throat protector. catchers under the age of 18 who are warming up pitchers should be in full protective gear at all times.
- NOCSA approved batting helmets must be worn by the batter, on deck batter, all base runners, and youth coaches.
- Shoes with metals spikes or cleats are not permitted. Shoes with molded cleats are permissible.
- Legal bats must comply with the following rules to be enforced and managed by coaches and parents alike:
 - USA stamped bats up to 2 5/8' in diameter
 - USSSA stamped bats up to 2 5/8' in diameter
 - Qualified BBCOR bat
 - Be a wood bat
- It is EVERY coach's responsibility to ensure these rules are followed as written.
 - Failure to follow the rules written herewith in upon an in-game appeal by opposing coach will result in an immediate out and all players return to their prior positions (first offense in a given game) followed by a game forfeiture (second offense in same game).
- Two (2) regulation sized game balls will be supplied by the home team.
- All bases and pitching rubber will be available in a lock box located at the field and set up by the home team.



- All WAA issued equipment must be returned to the WAA office on a date that will be specified to all coaches via email after the last game of the season.

D. Game

- All games will be played per the schedule. A regulation game consists of seven (7) innings unless extended because of a tie score or the umpire calls the game.
- There is no run limit per inning.
- The home team will always occupy the 3rd base side of the field.
- The home team will keep the official score. At the completion of each inning the home team will review the score with the visiting team head coach. The winning team coach will call/text/email the score to the Minors Coordinator at the completion of the game.
- Any ball hit to the parking lot (fly or on the ground) will be considered a home run
- **GAME CONCLUSION:**
 - If after five (5) innings, four and one-half innings if the Home team is ahead, a team has a lead of ten (10) runs or more, the game shall be terminated with the team ahead declared the winner.
 - If a game is called for any reason
 - It shall be a complete game if five (5) innings have been completed, or if the home team is ahead after the completion of the visiting teams at bat in the fifth inning.
 - Before it is a complete game, it shall be considered a suspended game and shall be resumed from the point of curtailment at the time scheduled by the WAA office.
 - In an uncompleted inning, after having reached complete game length and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team is not provided the opportunity to bat in its half of the inning, the score will revert to the prior completed inning.
 - If the prior completed inning equates to a completed game, the game will be considered complete and winner acknowledged based on the resulting score.
 - If the prior completed inning does not equate to a completed game, the game shall be considered a suspended game and shall be continued from the point of curtailment at the time scheduled by the WAA office.
 - All games that are tied once it is a complete game, and time, weather or other circumstances do not allow another inning(s) to be played, the game will be recorded as a tie in the standings and will not be completed.
- **SUSPENDED GAMES:**
 - Rescheduling of suspended games must be arranged through the WAA office. The league will determine the time and place.
 - Suspended games will be resumed from the point of suspension. The only exception is if a game is called with less than one complete inning played. In this case it will be declared no game and all records will be disregarded.
 - In the event of a suspended game, lineup modifications from original game can be made based on player availability at no penalty.
- **TIME LIMITS:**
 - During the regular season, no inning of a game may start, for any reason, within 10 minutes of the scheduled starting time of the next game on that field (1-hour 50-minute time limit). If an inning starts before the 10-minute window closes, the inning should be completed in full.
 - No new inning will begin after 8:15pm on a field without lights or after 10:10pm on a field with lights.
 - If only one game is scheduled, the game will be played to completion subject to the umpires' discretion relative to safety. If an inning is completed after 10:10, the game is considered complete.



- All playoff games must be a regulation game of 7 innings with no time limit restriction in place, unless mercy rule has been reached. Playoff games will be considered suspended from the point of stoppage and completed at a later date.
- **TIE BREAKER**
 - In the event of a tie game at the end of 7 innings, and time permits it, the game will continue with extra innings.
 - Each team will start their offensive half of the inning with a runner on second base. This person will be the player that made the last out of the previous inning.
 - Each inning will start with 1 out and all batters will start their at bat with a 1 ball and 1 strike count.
 - The team to score the most runs after the inning is completed will be declared the winner.
 - If the score is still tied after an extra inning the teams will repeat the above procedure until a winner is declared or the time limit is reached.

E. Positions & Playing Time

- A legal team can be represented by a minimum of 8 players.
- If a team knows it will only have 8 players, they can request a 9th player as a sub from another Minors or Majors team. Subs approved by the Majors Director allow for legal game to be played. Rules for playing subs are outlined in section K.
- If either team has less than 8 players present at the field at the originally scheduled start time for the game, it will be an automatic forfeit. A practice game can be played at that point.
- A maximum of 9 players can be on the field at a time.
- Each player must play a minimum of five (5) innings in the field.
- Each player must bat as scheduled within the line-up prepared before the game.
- No restrictions on how many innings a player may play a position.

F. Batting

- Each player on the team will be given a position in the batting order (as scheduled in the lineup prepared prior to the game) and must bat in that position.
- Bunting is allowed. A batter is out if he/she bunts a foul on third strike.
- Fake bunting and then attempting a full swing at a pitch is NOT allowed.
 - a. First offense is a warning for the team; second offense is an automatic out.
- There will be one thrown bat warning per team per game. The next batter determined to have thrown his/her bat will be declared out. The umpire's decision is final.
- The dropped 3rd strike rule is in effect.
- Only 3 players should have a bat in their hand: the batter, the on-deck hitter and the player in the hole. The on-deck hitter will position himself to the BACK of the batter.
- A team can only intentionally walk each player on the opposing team's lineup one time in any game.

G. Base Running

- A ball is considered dead when:
 - It is in the pitchers' hand, on the mound and all runners are on base.
 - When it is hit or thrown out of play.
 - When the umpire has called time.
- The infield fly rule WILL be in effect.
- **STEALING:**
 - Runners are allowed to steal all bases.
 - Base runners will not leave their base until the ball has been released from the pitchers hand. A runner (team) will receive one warning for leaving early during a stealing attempt, resulting in a



dead ball and the runner returning to the original base. This warning applies to the team as a whole; each player does not get one warning. All subsequent infractions will result in the ball being declared dead and the runner will be called out.

- **SLIDING:**
 - Players must slide into a base where a play is being made. If a runner fails to slide into the base and impedes a fielder's ability to catch a thrown ball or make a play with the ball (ie. barreling over the catcher) the runner will be called out. In addition, a player may be ejected if he/she has deliberately attempted to cause injury to an opposing player.
 - Base runners must avoid contact by sliding or giving themselves up. Base runners making incidental contact without sliding will be called out. Egregious contact may result in ejection from the game at the discretion of the umpire.
- **ADVANCING BASES:**
 - On an overthrow that goes out of play, the base runner is allowed to advance to the base they are running to plus one (1) additional base resulting from the overthrow.
 - Runners may continue to advance on wild throws resulting from a batted ball that stay within play in fair or foul territory.
- **COURTESY RUNNERS:**
 - A courtesy runner should be used to run in place of the catcher or of a player who will be pitching the next inning at any time those players are base runners.
 - The runner shall be the player who made the most recent out of the current inning or last out of the prior inning.
 - Other than an injury, these are the only circumstances in which a courtesy runner may be used during a game.

H. Pitching

- A player, once removed as a pitcher, may not pitch again in the same game.
- Pitchers must be replaced if they hit 3 batters in a game.
- Balks will only be called if a pitcher stops his motion when a batter squares around to bunt with runners on base. Any runners will be awarded a base. If no runners are on base, a ball will be awarded to the batter.
- **REGULAR SEASON:**
 - Pitch counts will be used for determining how long a pitcher may pitch in a game, as well as determining the amount of rest they will need prior to pitching in another game.
 - Pitch Counts for a game:
 - Maximum number of pitches a player can throw in one game is 70
 - A pitcher will be allowed to complete pitching to a batter if they reach their pitch count during that batter's existing at bat.
 - Opposing coaches should cross check pitch counts after each inning of play to help avoid any potential conflicts. Mandatory recovery time:
 - Up to 20 pitches = No Rest Required
 - 21-35 pitches = 1 Day Rest
 - 36-50 pitches = 2 Days Rest
 - 51-65 pitches = 3 Days Rest
 - Over 66 pitches = 4 Days Rest
 - Mandatory recovery time is in CALENDAR DAYS. The day the player pitches does NOT start the clock. Example - Player throws 36 pitches on Thursday; player can pitch again on Sunday. Friday and Saturday represent two (2) calendar days.



- Throughout the season, in addition to reporting scores, pitch counts must be reported before the beginning of your next scheduled game; during the post season tournament pitcher innings must be reported.
- Abusing pitch count and/or recovery time rules will result in forfeiture of game in which offense occurred and the ineligibility of that pitcher in their next pitching eligible game once rest required is achieved.
- For any regular season double headers, pitchers can pitch a maximum of 70 pitches in a day and may pitch in both games provided he/she does not meet the maximum number of pitches in game one.
- For suspended games, pitching rules will remain in force under all situations, for both regular season and playoff games.
- A pitcher that reached their pitch limit in the originally scheduled game - before it was suspended - will not be allowed to pitch in the continuation of the suspended game when it is re-scheduled.
- If a pitcher was in the game at time of game suspension, that pitcher is only eligible to pitch a maximum of 70 pitches (which includes his/her pitching record from the first game).
- A player, once removed as a pitcher, may not pitch again in the same game.
- POST SEASON:
 - **Pitching restrictions will change for the post season tournament. Pitchers are allowed to pitch for 9 consecutive outs per game (3 innings), 12 total outs per day (4 innings) and 24 total outs for the tournament (8 innings).**
 - During the post season tournament, if a pitcher enters a game and is unable to record an out for whatever reason, that pitcher will still be charged with pitching an "out" and will lose one out of their eligible total outs for the tournament.

I. Coaching

- The batting team is allowed the following coaches first base coach, and third base coach. All coaches are responsible for maintaining order on the sideline and keeping equipment and players in the dugout.
- Only the head coach may speak with the umpire
- All coaching must be positive and instructional, not vulgar, critical or demeaning. Coaches who are abusive to players must be reported to the Minors Director and the WAA Office. Continued abusive behavior will not be tolerated.
- Coaches are not permitted to smoke or chew tobacco products during games or practices.
- ALL Coaches must abide by the WAA Coaches Code of Conduct or jeopardize your position as a coach. This is very important to the organization and violations will be dealt with accordingly, including possible dismissal from your position as a coach. We appreciate your taking the time to volunteer as a coach and we want to make sure that all the children have a safe and supportive environment in which to participate in our programs.

J. Umpire

- One umpire will be scheduled and provided by the league.
- All umpire decisions which involves judgment is final.
- If there is a reasonable doubt that the umpire's decision may conflict with the rules, a coach may appeal the decision to the umpire in a professional manner and ask that a correct ruling be made.
- The umpire's decision is final. THERE WILL BE NO PROTESTS.
- Pony League rules will prevail where not previously stated or replaced herein.
- If league umpire is not present, each team will furnish one adult umpire. The field and plate umpire will alternate position after three full innings. In this situation the plate umpire will call balls and strikes from behind the pitcher.

K. Substitute Players

- If a Majors team knows they will only have 8 or fewer players, they will contact the Majors director, preferably 48 hours in advance of the scheduled game (NOTE: having 9 players does not constitute the



need for a substitute - you play with 9). There will be two options for a substitute, executed in the order below:

- Minors sub
 - In conjunction with the Minors director, the Majors director will have a list of players from the WAA Minors player who are both interested in and have shown abilities to compete at the Majors level.
 - The Majors director will contact both the Majors and Minors coach to coordinate an assigned substitute for your game. When one player is chosen to be a sub in a minors game, his name will then go to the bottom of the sub list. This way a team will not be using the same sub all the time.
- Majors sub
 - If, a Minors player is unavailable, the Majors director will approve the coach of the team needing a substitute to reach out to another Majors coach in search of an interested substitute.
- In either case, the rules for using subs for a Majors game are:
 - They bat last in the batting order.
 - They cannot pitch or play catcher.
 - The player must wear his existing team uniform.
 - All other playing time rules apply.
 - The game is a legal and sanctioned regular season game.
- In the event a substitute player is no longer needed to play, the Majors coach will contact the Majors director immediately to inform him, so the substitute player can be notified. If the substitute player arrives at the game after failing to be informed they are no longer needed, they will be allowed to play in the game regardless of the number of Majors players present for the team that originally requested the substitute player.

L. Fall Baseball

- All Minors regular season rules apply except for the following modifications:
 - Time Limit - 1:50 hard stop on game time.
 - Half inning limit - Each half inning will consist of three (3) outs or five (5) runs, whichever occurs first.
 - Pitcher innings limit - Pitchers can only pitch 2 innings in a game and must be consecutive.
 - Position played limit - Each player should only play a position for a maximum of 2 innings, excluding catcher.
- Pitcher's mound length - In 8/9 fall ball only, if players are having trouble throwing strikes from 44', the umpire can move the player up to 40' to facilitate improved game play.



WAA PONY (13 & 14 year olds) BASEBALL RULES

A. General

- The most current issue of the Pony League Playing Rules will prevail except as modified or restated herein. **You can find these rules on-line at www.pony.org.**

B. Playing Field/Ground Rules

- The diamond will have eighty (80) foot base lines. Second base will be located 113 feet 2 inches from home plate to the back of 2nd base.
- The pitcher's plate will be fifty-four (54') feet from home plate.
- Left field and right field foul lines will be marked.
- The batter's box will be rectangular, six feet (6) by three feet (3). The inside line will be parallel to and four inches away from the side of home plate. It must extend forward from the center of home plate 3 feet and to the rear.
- A six (6) foot diameter on deck circle will be provided for each team.
- Dugouts will be present at all fields. If not constructed, they will consist of a 5 x 20 foot rectangle area on the sideline for each team. All players must remain seated in area when they are not playing.

C. Equipment and Uniforms

- WAA issued team shirts, hats and socks must be worn by all players while on the field. Players must provide their own plain white baseball pants to be worn at all times while on the field. Players out of uniform will not be permitted to play. Any changes to the uniform **MUST** be approved by the Pony Director.
- Each player must furnish their own glove and helmet.
- The catcher must use a catcher's mitt.
- All male players must wear an athletic supporter.
- Catchers must wear a chest protector, shin guards, catcher's helmet with mask and throat protector. Male catchers must wear a metal fiber or plastic cup. Catchers warming up pitchers, on or off the field, **MUST** wear a catcher's mask.
- NOCSA approved batting helmets must be worn by the batter, on deck batter and all base runners, and youth coaches.
- Regulation, Pony League balls will be used during games. The home team will supply 2 new baseballs.
- All bases for games will be provided and installed by the home team.
- Shoes with metal spikes or cleats are permitted. Shoes with molded cleats are permissible.
- All levels will be allowed to use 2018 USA stamped bats up to 2 5/8" in diameter.
- All levels are permitted to use 2017 and prior bats as long as the following dimensions are honored and managed by parents and coaches alike.
- All bats must meet Pony League specifications and standards. Bats are to be not more than 2 3/4" inches in diameter at the thickest part, or more than 42 inches in length, -3 drop high school bats are encouraged. 31 inch and over must be BBCORE -3 high school approved bat. 30 inch and under have no restrictions.
- All Equipment must be returned to the WAA office after the last game of the season.

D. Games

- Weekday games will start at 6:15 P.M. No inning will begin after 8:15 P.M. Saturday and Sunday games will be played per schedule.
- A regulation game consists of seven (7) innings unless extended because of a tie score or the umpire calls the game.
- If a game is called for any reason, it shall be a complete game if five (5) innings have been completed, or if the home team is ahead after the completion of the visiting teams at bat in the fifth inning.
- If a game is called for any reason before it is a complete game it shall be considered a suspended game and shall be resumed from the point of curtailment at the time scheduled by the WAA office.
- If a game is called for any reason in an uncompleted inning, after having reached complete game length



and the visiting ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its portion of the uncompleted inning, the game shall be considered a suspended game and shall be continued from the point of curtailment at the time scheduled by the WAA office.

- **All games that are tied once it is a complete game, and time, weather or other circumstances do not allow another inning(s) to be played, the game will be recorded as a tie in the standings and will not be completed.**
- No inning of a game may start, for any reason, within 10 minutes of the scheduled starting time of the next game on that field. If only one game is scheduled the games will be played to completion subject to the umpires' decision relative to darkness or safety.
- The home team will keep the official score. At the completion of each inning the home team will review the score with the visiting team head coach. Both head coaches will e-mail in the score and pitchers information for that game to the Pony Coordinator at the completion of the game.
- Rescheduling of suspended games must be arranged through the WAA office. The league will determine the time and place. A team must give 48 hours notice that it cannot play a scheduled game. If not, it will be counted as a forfeit loss.
- Suspended games will be resumed from the point of suspension. The only exception is if a game is called with less than one complete inning played. In this case it will be declared no game and all records will be disregarded. Regular season pitching rules will remain in force under any and all situations. This applies to all regular season and post-season games. A pitcher that reached their pitch limit in the originally scheduled game will not be allowed to pitch in the suspended game when it is re-scheduled.
- There is no run limit per inning.
- If after five (5) innings, four and one half innings if the Home team is ahead, a team has a lead of twelve (12) runs or more; or after six (6) innings, five and one half innings if the Home team is ahead, a team has a lead of ten (10) or more; the game shall be terminated with the team ahead will declared the winner.
- The home team will always occupy the 3rd base side of the field.

E. Position and Playing Time

- A legal team will consist of a minimum of 8 players. If a team has less than 8 players, they will forfeit the game. If both teams have less than 8 players the game will be rescheduled. A team must have a pitcher and a catcher.
- A maximum of 9 players can be on the field at one time.
- **Each player must play a minimum of three (3) innings in the field.** Each player must bat as scheduled within the line-up prepared before the game. Note: Each team will bat ten (10) players with all subs in by the top of the fourth inning.
- No restrictions on how many innings a player may play a position. Coaches are encouraged to have players play multiple positions during a game and over the course of the season.
- In the event of a slaughter, the winning team must still play their subs the minimum innings.

F. Batting

- Each starting player on the team will be given a position (as scheduled in the line up prepared prior to the game) and must bat in that position.
- A batter must return to their original spot in the line-up when re-entering the game.
- Bunting is allowed. A batter is out if he/she bunts a foul on third strike.
- The batter will be declared out if he/she throws the bat. There will be no warnings. The umpire's decision is final.
- A batter is awarded 1st base when hit by a pitched ball. If a pitcher hits 3 batters in an inning, then he/she must be replaced.
- The dropped 3rd strike rule IS in effect.

G. Base Running

- Runners may lead-off and steal bases.



- A ball is considered dead when:
 - When it is hit or thrown out of play.
 - When the umpire has called time.
- Foul territory is that area between fair territory and a line on each side of the field extended from the spectator fences.
- Runners may continue to advance on wild throws that stay within play in fair or foul territory.
- Players must be encouraged to slide into a base where a play is being made. If a runner should collide with a fielder who is attempting to catch a thrown ball, and the runner did not slide or try to avoid contact with the fielder (umpires judgment), the runner will be called out. In addition, a player may be ejected if he/she has deliberately attempted to cause injury to an opposing player. Sliding is mandatory for a play at home plate. If a player does not attempt to slide he will be called out.
- The infield fly rule will be in effect.
- On any overthrow that goes out of play, the base runner is allowed to advance to the base running to plus 1 additional base because of the over throw.
- **Courtesy Runners:** A courtesy runner may be used to run in place of the catcher if there are two outs and the catcher is a base runner. The courtesy runner chosen shall be a player currently not in the game at a defensive position. This could be a player who has played and has been substituted for. If there are no players available then the runner shall be the player who made the last (second) out of the current inning. Other than an injury, this is the only circumstance in which a courtesy runner may be used during a game.

H. Pitching

- Any player on a team roster may pitch.
- Innings are used for determining how long a pitcher may pitch in a game, as well as determining the amount of rest they will need prior to pitching in another game.
- Pitch innings
 - a. 7 per week
 - b. No more than 4 per game
- Mandatory recovery time
 - 3 innings no rest
 - 4 or more 2 days
- Pitching restrictions will apply for Playoffs as well
- A player, once removed as a pitcher, may not pitch again in the same game.
- Balks will be called. Each pitcher will receive one (1) warning.
- If a pitcher hits 3 batters in an inning, then he/she must be replaced.

I. Coaching

- **Coaches will exchange a line-up prior to the game with your line-up and subs.**
- The batting team is allowed the following coaches first base coach, and third base coach. All other coaches must remain within the dugout area and supervise the remaining players (both seated and immediate batters).
- The head coach is responsible for maintaining order on the sideline and keeping equipment and players seated behind bench lines (dug out). Batting helmets and bats should be kept behind the backstop, away from the dug out.
- All coaching must be positive and instructional, not vulgar, critical or demeaning. Coaches who are abusive to players must be reported to the Baseball Director and the WAA Office. Continued abusive behavior will not be tolerated.
- Coaches must stay cool. Don't embarrass yourself or WAA by creating a scene on the field. Set a good example of sportsmanship in all game situations.
- Any coaches who will not adhere to the WAA rules, policies and philosophy should plan on being a spectator.
- Coaches are not permitted to smoke or chew tobacco products during games or practices.



- ALL Coaches also agree to abide by the W.A.A. Coaches Code of Conduct. This is very important to the organization and violations will be dealt with accordingly, including possible dismissal from your position as a coach. We appreciate your taking the time to volunteer as a coach and we want to make sure that all the children have a safe and supportive environment in which to participate in our programs.

J. Umpire

- One umpire will be scheduled and provided by the league.
- Any umpire's decision which involves judgment is final.
- If there is a reasonable doubt that the umpire's decision may be in conflict with the rules, a coach may appeal the decision and ask that a correct ruling be made. Such an appeal shall be made only to the head plate umpire.
- The umpire's decision is final. THERE WILL BE NO PROTESTS.
- Pony League rules will prevail where not previously stated or replaced herein.
- If league umpire is not present, each team will furnish one adult umpire. The field and plate umpire will alternate position after four full innings. In this situation the plate umpire will call balls and strikes from behind the pitcher.



Special Needs Children in the Recreational Baseball/Softball Program

It is the philosophy of Wheatland Athletic Association to progressively develop children's skills by offering programs for various age levels. As they develop, the children are taught the value of good sportsmanship and teamwork. Our intent is for children to have FUN and to enjoy the sport they play while learning the character building lessons that come from participating in team sports.

WAA has children participating at all ability levels, including some children with special needs. Our goal is to create a fun, positive and safe environment for all of the children on the team as well as to teach that all people are not the same. For all grade levels, WAA asks that coaches institute a Buddy system for the teams with special needs children. This system was instituted in the 2009 baseball season for recreational players and worked well. Coaches and umpires should talk prior to the start of the game and agree that the "Buddy system" will be used for at least 3 innings of the game. Preferably the special needs child/children will play every other inning, and non-buddy play will occur the remaining innings of play.

WAA asks that one player be assigned to the same position as the child with special needs. The buddy should be rotated so that no one teammate has to be a buddy more than any other. The buddies should have a chance to play at least one half the game without a buddy. Please place the special needs child in the outfield or second base. The team with the special needs child will be allowed to have 10 players on the field. If the special needs child can throw and catch the ball, the Buddy should encourage him or her to do so. We do not want the Buddy to be making plays, they are there to encourage and help to keep the child focused on the game. When the special needs child is batting, the opposing team should go easy on them from a pitching standpoint. We do want to encourage the rules of the game be followed, so if the child is thrown out, he is to sit on the bench like the other kids. At the end of the game, we ask that the teams stay on the field and allow the special needs child to run the bases with encouragement from both teams. What we are trying to do is create a positive experience for the child.

If at any time the special needs child becomes difficult or poses a safety threat to him or herself or anyone on the team, they should not be allowed on the field. If needed, the special needs child's parent or guardian can be the Buddy. The best situation, however, is to have a teammate be the Buddy. Parents of special needs players are encouraged to assistant coach on their team in order to assist with the Buddy program as well as their child. Under certain circumstances, parents/guardians may be required to be present at practices and games.

On the waiver portion of the registration form, WAA asks for parents to note any limitations that their child may have and to communicate these limitations to the coach. This does not always happen so it is important that coaches evaluate and determine the child's level of disability and discuss any concerns with the family. Effective immediately, Wheatland Athletic Association will be adding the following sentence to the registration forms; "Under certain circumstances, parents/guardians may be required to be present and involved at practices and games".

Thank you, coaches and parents, for your continued commitment to youth sports. What we are trying to do is foster knowledge of the game, team work and create a positive experience for all participants. Please remember, this is a recreational league and we want it to be more about fun than about winning. The experiences of helping a teammate will last well beyond the memory of who won or lost. Parents of special needs children have told us that little things like what we are trying to do above make a world of difference to them and their children.