

## Local Playing Rules

RWCLL plays baseball in accordance with the Little League Baseball Rulebook except as modified by our local league rules as follows. Rulebooks will be provided to Managers and Umpires as available. Little League Rules are also available as a mobile application with demonstration videos, etc.

### Wiffle Ball Division

1. Time Limit: 60 minutes: 10 minute full group warmup, 25 minute team practice, 25 minute game
2. Number of Innings: 2-5 depending on time limit
3. Roster Batting: each player hits and runs around the bases until they reach home plate
4. Inning ends after each player bats once
5. 25 foot diamond is used
6. Players hit baseball sized Wiffle balls off a batting tee
7. Plastic or foam bats only; no metal or wood bats
8. All players on the roster play defense. Registered parents may field the positions on defense with their player
9. No scores are kept

### T-Ball Division

1. Time Limit: No new inning after 45 minutes with hard stop at one hour
2. Number of Innings: Typically 2-4 innings, but time is the limiting factor
3. Roster Batting
4. Players hit off a batting tee
5. Inning ends after each player bats once; last batter runs a homerun
6. 5 infielders, with all remaining players spread around the outfield
7. Outs are not recorded, base runners continue to run the bases if they are put out by the defense
8. No scores are kept
9. Home Team occupies the 1st base dugout and sets up the field (drags, chinks, bases, etc)
10. Visitor team puts away the field and ensures equipment boxes, dugout gate and portable outhouses are locked

### A Division

1. Time Limit: No new inning after one hour and 15 minutes
2. Number of Innings: Six
3. Minimum Play: Three defensive innings
4. Coach pitch
5. A single coach may stand in the outfield with the players throughout the season.
6. Inning ends after whichever comes first:
  - a. Each player bats once
  - b. Three outs
  - c. Five runs scored

7. Up to ten players in the field on defense with four outfielders
8. Roster batting
9. Number of Pitches Per At Bat: 5
  - a. A tee will be used after 5 pitches for the first half of the season
10. No scores are kept
11. Home Team occupies the 1st base dugout and sets up the field (drags, chalks, bases, etc)
12. Visitor team puts away the field and ensures equipment boxes, dugout gate and portable outhouses are locked
13. No bunting

## AA Division

1. No player, Manager, Coach or fan may talk to an umpire about calls. All calls are final, no conferences on field, no objection to calls, no yelling from dugout or stands. Any breach will be ejection from the game and one game suspension. Two instances in the season, violators will be suspended for the remainder of season.
2. Maximum numbers of defensive players are 1 pitcher, 1 catcher, 4 infielders, 4 outfielders.
3. Full Roster Batting order. Order is set for game, no changing of order after the first pitch of game. If a player is removed from the order because of illness or injury he may return to same position in order.
4. 5 Coach Pitches per batter, 3 swinging strikes is an out, bunt on third strike foul or offered at is a strike out, foul on 5th pitch continues at bat, not umpires job to notify batter of last pitch, team scorekeeper or coach should notify their batter.
5. If a batted ball hits the pitching coach it is declared dead and considered a "no pitch". The pitching coach should walk outside the baselines after a ball is put in play to avoid obstruction. If it is determined by the Volunteer Umpire that the pitching coach caused obstruction to the defensive team once the ball has been put into play, it will be ruled obstruction, the batter declared "Out" and all base runners must return to their occupied base prior to the obstructed play.
6. 3 outs per inning
7. 5 run limit per inning in 1st thru 5th innings. 6th inning is limited runs for both teams. 3 Outs need to be made to end the inning. Score keeper of batting team notifies umpire to stop the inning after entire play concludes. Play is only stopped by making an out or ball is controlled to stop play as in rule #10. Even if more than 5 runs score in final play only 5 runs count in the inning towards final score. Each team must have a scorebook. Exchange line ups before game, compare score books after each inning.
8. No inning can start after 75 minutes and game stops at 90 minutes
9. Play is stopped when; player has control of ball inside the outside edge of bases with hands up. No halfway rule, runner goes back to last base crossed when play is stopped by fielder. The fielder still has the option to continue play and attempt a play on any runner before he/she has stopped play.
10. Any ball thrown out of play on the 1st or 3rd base line that makes contact with the fence will be considered a dead ball and runners will advance one base
11. Coaches can pitch from any location they feel comfortable throwing strikes to batters
12. Any contact between runner and fielder, runner is out. Runner must avoid any contact. There is no out of

baseline call unless during a rundown when tag is being attempted.

13. Outfielders must play behind white arc designating beginning of outfield
14. Cones are placed at 160 feet on white dots painted on turf
15. Ball hit over the cones is a homerun. Ball hit on ground past cones is ground rule double. Ball touched by fielder that roles past cones is live ball
16. Swinging bunts are allowed. Note : this rule is intended for the players who are hitting challenged, not for capable hitters to bunt for hits
17. No Infield Fly Rule
18. Feet First sliding is allowed
19. Home Team sets up field, Visitors take down and are responsible for all equipment, (bases, home plate, cones, machine, cord, benches, ball bags) being locked in Equipment Boxes.
20. Home team 1st base dugout, Visitors 3rd base dugout
21. Runners must stay in contact with the base until the ball crosses home plate, no leading or stealing
22. Ball thrown out of play past fence line or into dugout opening is dead, runners advance one base
23. No On Deck Batters. No swinging of bats in dugout area
24. Each team may have one defensive coach on the field that stands beyond the outfielders.
25. Base coaches must be in designated coaching box at first and third base only.
26. The pitching adult may not coach runners on the base paths during the inning, they may coach the batter in the batters box.
27. All other rules are as found in Little League Green Rule Book

## AAA Division

1. Roster Batting
2. Mandatory Play Rule: All players must play 3 innings. Innings do not need to be consecutive.
3. Substitution Rule: Each player shall bat in their spot in the batting order. However, a player may be entered and/or re-entered defensively in the game anytime provided they meet the requirements of minimum play. Once a pitcher is removed from the mound, they cannot go back in as a pitcher.
4. A courtesy runner may be used for an injured player or catcher only with two outs in the inning. Runner is the last player to make an out.
5. Time Limits:
  - In the AAA Regular Season, no new inning may start after 1:45 hours have expired from the 1st pitch to start the game. The time is checked after the last out in a completed inning (bottom of inning.). Also, the entire inning is played with both teams having their at-bats, regardless of score. However, if there is a following game on the same field, there is a 2:00 maximum limit on the game. If the game does not finish, the score will revert back to the prior inning score.
  - In the AAA playoffs, there will be no time limit for the completion of a game. If field conditions do not allow safe completion of an inning, the game can be called by the umpires or the game coordinator and if the game has gone at least of regulation game minimum length of 4 innings the score will revert the score at the end of the previous inning. If that score is tied then the game must be completed the next day.
6. Max Number of Runs Per Inning: Five except for the 6th inning where runs are unlimited for both teams.
7. Unlimited inning: If a time limit is hit, the coaches can declare a "final inning" along with the umpire where that final inning will be unlimited. Once that inning is complete, the game is over.
8. The 10 run Mercy Rule will be used in the AAA playoffs only. If after their at bat in the 4th or 5th inning, any team is behind by less than 10 runs, the game will continue. If after their at bat, any team is behind by 10 or more runs, the game will end.
9. In the event that darkness approaches in the 4th or 5th inning, and that inning has been declared the last inning by the umpires, if a team is behind by more than 10 runs before their at bat starts, that team will be allowed to score the no. of runs they are behind +1 in that inning. In the 6th inning and beyond unlimited runs can be scored.
10. No Intentional Walks in AAA.
11. The infield Fly Rule will not be enforced. Generally, a high fly ball is rarely caught with ordinary effort at this level.
12. Home Team occupies the 1st base dugout and sets up the field (drags, chalks, bases, etc) and provides a scorekeeper
13. Visitor team puts away the field and ensures equipment boxes, dugout gate and portable outhouses are locked
14. Regular season record does not affect playoff seeding. Seeding is a random draw selected at the end of season coaches meeting.

## Majors Division

1. Roster Batting
2. Mandatory Play Rule: All players must play 3 innings. Innings do not need to be consecutive.
3. Substitution Rule: Each player shall bat in their spot in the batting order. However, a player may be entered and/or re-entered defensively in the game anytime provided they meet the requirements of minimum play. Once a pitcher is removed from the mound, they cannot go back in as a pitcher.
4. No time limit: Games are played until there is a winner after completion of six innings or extra innings. If a game is called due to darkness, weather, or bad field conditions, the game can be called by the umpires and the score shall revert to the score at the end of the last completed inning. An official regulation game must go at least 4 innings.
5. The 10 Run Mercy rule after 4 innings applies. There are NO 5-Run inning limit rules in Majors. Extra innings are played until a winner is determined.
6. Dropped third strike rule is in effect. A batter is out on a third strike not caught by the catcher with first base occupied and less than two outs in the inning
7. Home Team occupies the 1st base dugout.
8. Home Team occupies the 1st base dugout and sets up the field (drags, chalks, bases, etc) and provides a scorekeeper
9. Visitor team puts away the field and ensures equipment boxes, dugout gate and portable outhouses are locked
10. Regular season record determines playoff seeding.

## Juniors Divisions follow District 52 rules

### Pitch Counts

We follow Little League's pitch count chart by league age, <https://www.littleleague.org/playing-rules/pitch-count/>:

**13-16:** 95 pitches per day

**11-12:** 85 pitches per day

**9-10:** 75 pitches per day

**7-8:** 50 pitches per day

Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

***Under no circumstances shall a player pitch in three (3) consecutive days***

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.

### **First 5 games**

For the first 5 games of the season, no pitcher shall throw more than 35 pitches in one single outing – this applies to AAA, Majors, and Juniors. *In the event a team has already met their 35 pitch limit of 5 games but play a team who has not met their limit, both teams will play the 35 pitch limit.*