



**Whitman Baseball & Softball Association**  
Major, Minor & Farm League Baseball Divisions  
2015 HOME RULES

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The Whitman Major, Minor & Farm League Baseball Divisions will utilize the "Major League Division" rules, as stated in the "Official Regulations and Playing Rules 2015" book published by Little League Baseball. This listing of rules shall be used to clarify and make some exceptions to the rules for each division.

## 1. PLAYING FIELD

- a. Prior to the start of games, VISITING teams are responsible for wetting down the infield, raking the infield surface, installation of the bases, laying lines and filling any holes on the field; particularly the pitcher's mound and home plate areas.  
  
**\* Town Park Field – both teams, all divisions, will assist in the preparation of this field.**
- b. At the finish of all games and practices, both teams shall be responsible for cleaning their dugouts and equipment areas. They are also responsible for emptying all barrels. Both teams shall also ensure that the concession stand/building and equipment are locked up, as well as ALL appliances used for cooking, heating and warming is safely shut off.
- c. The HOME team shall occupy the first base dugout.

## 2. EQUIPMENT

- a. All teams will be provided an equipment bag consisting of a first aid kit, catcher's gear, game balls and practice balls. If any of the equipment is damaged and poses a safety issue, the managers are responsible for contacting the league division director for replacement.
- b. Players (boys) must wear protective cups during games and practices, with NO EXCEPTIONS.
- c. **Players' bats must be regulation Little League bats of aluminum, wood & composite and must be no longer than 31 inches.** Any damaged bats, cracks, dents, etc. must be removed from use during games and practices. Wooden bats can only be used if the handles are taped. All non-wood shall be printed with a BPF of 1.15 or less.
- d. Catcher's equipment is provided and catcher's masks must use the "dangling" throat protector provided. Personal catcher's equipment may be used providing it conforms to the league standard including the throat guard.
- e. Managers must make sure that they have all first aid supplies prior to start of any game or practice along with the medical forms of each player. The medical forms must be at every practice and game along with parental/guardian contact information.
- f. All players shall wear their designated baseball uniform, including socks. No uniform shall be altered from its original style, color or intent. Shirts must be tucked in during game play and the umpire may stop play until the player complies.

### 3. UMPIRES

- a. Managers, players and parents are not to argue calls made by the umpire.
- b. Managers and only managers may ask for clarification of a call, provided they call time from the foul line and are granted time. This is at the discretion of the umpire in charge.
- c. Managers are responsible for parents and spectators. Unruly spectator(s) can provoke a warning by the umpire and if the situation is not controlled, the umpire can stop the game.
- d. Managers are asked to assist in calming any situations that arise between parent, player, coach or spectator and the umpire to prevent any problems. If situations cannot be “calmed” call 911, then the Umpire-in-Chief and the director.

### 4. GAMES

- a. Make-up games will be scheduled as soon as possible. Every effort should be made to ensure that neither team is playing back to back days. If this is not possible, then both teams must agree to either back-to-back days or a double-header on a weekend. Games must be cleared with the Major or Minor League Director, and the Director will be responsible for scheduling the umpire. If a manager refuses to field a team for a make-up game, he will be suspended for the next two (2) consecutive games, will not be considered for an All-Star team, and could possibly lose any consideration to manage in subsequent years.
- b. On nights when games are scheduled, the field must be cleared of all practice sessions by 4:30PM, to allow time for field maintenance, prior to the next scheduled game.
- c. On days of multiple games: Should a game go over the allotted two-hours, the second and/or third game participants will be given twenty-minutes (ten minutes each team) for warm ups.
- d. No games shall be lost due to a forfeit. All games that cannot be played will be rescheduled.
- e. Rescheduling of games may be allowed if:
  - 1) There is a legitimate reason for the rescheduling.
  - 2) Both managers of the teams involved agree to reschedule.
  - 3) The director is notified two weeks in advance of proposed rescheduling.
  - 4) The rescheduling does not produce undue hardship on any other team in league.

\* At least two (2) weeks prior to proposed rescheduling, managers involved will meet with the director, whose determination will be final. Games should be rescheduled as soon as logistically possible.

f. All teams will play a balanced schedule. Each team will play each other a minimum of two times during the regular game schedule.

**g. No game will end in a tie at the Major or Minor League level. After the sixth inning is concluded and the score is a tie, the game will continue by using a Texas Shootout format. At the top of the seventh inning, the last batter out in the sixth inning from the away team goes to second base and the game continues. In the bottom of the seventh inning, the last batter out in the sixth inning from the home team goes to second base and play continues. This format continues in extra innings until the tie is broken, but play continues until the home team receives their last at bat.**

## 5. PLAYING

- a. Mercy Rule: A twelve (12) run lead after (4) full innings, shall constitute a complete game with the score official at that point. All pitch counts will be charged against eligibility. The (12) run rule applies for 3-1/2 innings if the HOME team is leading by 12 or 4 innings if the VISITING team is leading.
- b. **EVERY PLAYER MUST PLAY AT LEAST 3 DEFENSIVE INNINGS.**

## 6. PITCHING

- a. Curve balls are **NOT** permitted. The pitcher will receive a warning if suspected of trying to throw a curve ball, and his manager will be notified by the umpire. Play will continue until the play is officially over, according to the umpire. The offensive manager will have the option of accepting the play or taking a ball. Should the pitcher attempt to throw a second curve ball in the same game, the pitcher will be removed from the pitching position for the remainder of the game.
- b. Pitch count rules shall apply per Little League 2015 rules.

## 7. MAJOR , MINOR & FARM LEAGUE

- a. Each player on the team roster who is present for the game will be required to bat in his/her respective spot in the batting order.
- b. Players whom arrive after the start of the game will be added to the end of the batting order. (Minor & Farm)

## 8. FARM & MINOR LEAGUE

### A. BATTING ORDER

- a. All teams will roster bat. Continuous batting order that will be set by game #4.
- b. The next game begins where the batting order left off. For example: If your game ends with your #9 batter then next game begins with your #10 batter.

### B. PITCHING (Applies to MINOR LEAGUE play)

- a. 12 Year Old Players are not allowed to pitch this rule is IAW 2014 Little League Official Rule Book.

### C. BASE ADVANCEMENT

- a. **A player can only advance from 3<sup>rd</sup> base to home plate on a batted ball or force due to base-on-balls or hit batsman.** There is no stealing of home plate in any scenario.

## 9. PARENT RESPONSIBILITIES (VOLUNTEERS)

- a. The HOME team is responsible for providing a parent to work in the Concession stand/building. Teams should schedule the volunteers before uniforms are given out and if changes need to be made, the volunteers shall make the arrangements. A schedule of parent coverage must be submitted to the director who will send to the concessions director.
- b. Failure to provide a volunteer will result in the stoppage of the game until a volunteer is working in the Concession stand/building.
- c. Volunteers are asked to help in the best interest of the kids playing the game. Every effort should be made to assist if possible. **GET INVOLVED!**
- d. Any person interacting with the children on the fields **MUST** complete and return to the board an Official Volunteer Application, as well as a state mandated CORI Request form.
- e. Volunteers at the Concession stand/buildings must be adults.

## 10. PLAYOFFS - MAJOR LEAGUE

- a. All teams will participate in the playoffs. Playoff tiers shall be used to determine the playoff game schedules. The first place team will have a 1<sup>st</sup> round bye. The 2<sup>nd</sup> place will play seventh place, third place will play 6<sup>th</sup> place and fourth place team will play fifth place team. The 1<sup>st</sup> round shall be single elimination games. The 2<sup>nd</sup> and 3<sup>rd</sup> round games shall be three game series.

1<sup>st</sup> Round – three single elimination games (6 teams & 1<sup>st</sup> place team bye)

2<sup>nd</sup> Round – two three game series (4 teams)

3<sup>rd</sup> Round – one three game series (FINAL – 2 teams)

- b. The highest seeded team will be the home team for the first game. If this is a best of three (3) series, the highest seeded team will be the home team for games one & three.
- c. There must be at least one day off between the conclusion of the semi-finals and the beginning of the Championship series.
- d. TIE BREAKER – In the event of a tie, the following criteria will be used to break the tie:
  1. Two team tie – Head to Head - Wins vs. Losses
  2. Two team tie – Head to Head – Runs against
  3. Two team tie – The team with the lowest runs against total, league wide
  4. Two team tie – Coin toss
  5. Three team tie – Head to head to head – Wins vs. Losses
  6. Three team tie – Head to head to head – Runs against
  7. Three team tie – Head to head to head – The team with the lowest runs against total, league wide
  8. Coin toss

## 11. PLAYOFFS – MINOR LEAGUE

- a. Minor League will use the same type of playoff tiers as Major League with the exception of the number of teams actually participating during the regular season. The format will be determined by the number of teams in the Minors for the season. The Minor League Director will announce the format. If there is an even number of teams there will not be a 1<sup>st</sup> round bye.

## 12. PLAYOFFS – FARM LEAGUE

- a. **Farm League playoff seeding will be determined by record of each team at the end of the regular season. First place finisher (best record) is first seed, second place finisher (second best record) is second seed, etc., until all teams are positioned. All teams will make the playoffs. The first place team gets a bye if there are an even amount of teams.**

## 13. SELECTION OF ALL STAR MANAGERS

- a. The President of WBSA shall nominate the ALL-STAR managers and the governing BOD shall vote on the managers for the specific teams. Division Director shall make recommendation to the President.

- b. A manager selected above must be “active” as a manager or coach in their division at the same time as the selection, unless other considerations are made by the governing BOD.

#### **14. DRAFT (MAJOR & MINOR)**

The 2015 draft order will be determined by a random drawing of numbers. This is necessary due to the new age specifications determined by the WBSA BOD.

- \* All 12 year old players are selected in a draft that occurs before all other draft rounds. The order of selection is determined by the drawing of cards.
  - a. First round – inverted order of previous year’s regular season standings:
    - Last place finisher 1<sup>st</sup> pick in the 1<sup>st</sup> round.
    - Second to last place finisher 2<sup>nd</sup> pick in the 1<sup>st</sup> round.
    - Third to last place finisher 3<sup>rd</sup> pick in the 1<sup>st</sup> round
    - And So On.
  - b. In all subsequent rounds, order of picks will be determined by the drawing of cards among those teams having picks in those rounds. All cards for all rounds will be drawn prior to the beginning of the draft.
  - c. At the draft, a manager and/or the “official” coach can protect his own child and the sibling of a player currently on the roster. Said child shall then be drafted according to the rating of the combined managers except that no such child shall be rated higher than a 2<sup>nd</sup> round draft pick.
  - d. In order to protect his child in the draft, a manager/coach must have been the official coach of that team the previous season, prior to the draft.

#### **15. DRAFT (FARM ONLY)**

**When drafting Farm League teams, these rules will be followed;**

**The first round of this draft will be only for all eligible league age eight year old players. The order of draft will be determined by a random draw of cards. Once all coaches choose a card and the order is determined, the draft order will “snake” (best card on through last card, starting again with last card and back through best card, etc.) until all of the eligible league age eight year old players are exhausted.**

**The second round of this draft will be for eligible league age seven year old players. The coaches will draw a new set of cards to determine draft position. The draft will then “snake” (best card on through last card, starting again with last card and back through best card, etc.) until all of the eligible league age seven year old players are exhausted.**

#### **16. FARM LEAGUE**

- Farm League rules are consistent with the 2015 Little League Official Rule Book unless specifically addressed within the Farm League Addendum to the WBSA Official Home Rules.

## **17. FALL BALL**

WBSA Fall Ball will adhere to all rules and regulations set forth in the WBSA Home Rules designed for the Spring Ball Season. All towns that choose to participate in the WBSA sanctioned Fall Ball League will also adhere to these rules.

The following rules below are the only deviations from the approved WBSA Spring Ball regulations:

### **A. BATTING: FULL ROSTER**

- Continuous batting order is mandatory, and free substitution is permitted.

### **B. PITCHING**

- A player may pitch up to 4 innings in a game and no more than 6 total innings in back to back games, or Little League pitch count whichever comes first.
- A pitcher may not pitch in more than one game in a day. (A pitcher can only pitch in one game of a double header, regardless of pitch count)
- Pitch count rest requirements apply. (See below for pitch count totals and rest requirements)
  - If a pitcher pitches 41 pitches or more they cannot take the position of catcher for the remainder of that game.
  - If a player plays catcher for 4 or more innings they cannot pitch for the rest of that game. If a pitcher appears in an inning and throws at least one pitch it counts as a full inning.
  - Maximum Pitches Per Age IAW Official Little League Rules 2012
    - 10 year old 75 pitches
    - 11 year old 85 pitches
    - 12 year old 85 pitches
- The pitcher may not start a new batter once this pitch count has been reached. However, the pitcher may finish the batter if he / she have hit the limit in the middle of a batter.

## **18. END OF SEASON**

- A. AFTER THE LAST GAME OF EACH SEASON, ALL MANAGERS MUST COLLECT ALL UNIFORMS (MAJOR & MINOR) AND EQUIPMENT AND RETURN THEM TO THE EQUIPMENT MANAGER.
- B. All Managers should keep a list of player's names and uniform numbers to turn in at the end of the season so that unaccounted uniforms can be collected by the managers.