West Madison Little League Local Rules
Senior League, 2009

All national little league rules in current season rule book apply unless specifically changed by these local rules, or by past practice. The WMLL Safety Plan contains further regulations which will be enforced as local rules.

Base Coaches. Adults may be base coaches when their team is at bat. All coaches, if not coaching a base, must stay within three feet of the dugout entrance.

Bat Throwing. A player will receive one warning each game for inappropriately throwing the bat. For any subsequent instance of throwing the bat in that same game the player will be called out. The warning and out can be on the same at bat. If a hitter is called out for throwing the bat the ball will be dead and any runners must return the base which he/she occupied prior to the pitch. Note: this rule applies to accidental bat throwing while or shortly after swinging at a pitch, not to bat throwing in anger or protest.

Batting Cages & Surrounding Spaces. The home team can use a batting cage for thirty minutes beginning seventy minutes prior to the game and the visiting team can use a batting cage for thirty minutes beginning forty minutes prior to the game to the game. Soft toss and other pregame batting practice can take place only in a batting cage or in an area officially designated for that purpose.

Batting Order. The manager has the discretion to bat nine players or all players who are present for the game. When everyone is in the batting order, if a player is unable to continue play there will be no penalty to the offensive team when that individual is scheduled to bat. If able, the player can reenter the batting order without penalty. When all players are in the batting order, free substitution on defense is permitted.

Courtesy Runner. Coaches may use courtesy runners for the pitcher but it is not mandatory. Coaches may use courtesy runners for the catcher at any time, but it is mandatory when there are two outs. The Courtesy runner must be a player not currently in the game or the last out of the inning if no substitute is available. If the previous out is the scheduled pitcher or catcher, the courtesy runner may be the out prior to that. A player cannot run for both the catcher and pitcher in the same inning.

Dugouts. Only uniformed players, the manager, one coach and one scorekeeper are permitted on the bench. The manager should require all others to leave the dugout. Players must stay in the playing area or on the bench during the game unless the manager permits them to leave. During a game, the only individuals allowed outside of the dugout are the defense team, the batter, on deck hitter in the Badger and Senior League only, base runners, manager and base coaches. Each team must clean up their respective dugout and area after a game or practice.

Forfeits for Lack of Players. If a team does not have eight players to participate in a game, that team will forfeit the game. A team has fifteen minutes from the schedule starting time to obtain eight players before a forfeit is declared. When both teams have less than eight players, a double forfeit occurs. If a team expects to be short of players, the team manager should obtain replacement players according to his league's rules. The only exception to this rule occurs when a team has less than the

required number of players due to a scheduled school event in May or June. Contact the league coordinator, if this occurs, so that the game can be rescheduled. If a team forfeits a game, the game will not be replayed.

Game Time Limits. All regular season games shall be seven innings or two hours. Tie games will be played until a winner is determined. A game which ends due to the time limit will be considered a complete game regardless of the number of innings played. Please begin the initial game of the day on time unless the field is not playable or the umpires are not present. The umpires will enforce the scheduled starting time and the time limits. Insist that your players hustle on and off the field between offense and defense so that the game proceeds quickly. The official game starting time and ending time, when the last out in the last inning is made, should be recorded on the scorecard. The first pitch of a half inning must be delivered not longer than 90 seconds in baseball after the third out of the previous half inning. Penalty: the umpire may call a strike on the batter if the violation is by the offensive team, or a ball on the batter if t he violation is by the defensive team. The umpire may continue to call strikes or balls each 20 seconds until the first pitch is delivered.

Harassment of and Disputes with Umpires.

1. The league will not tolerate any harassment of the umpires by managers, coaches, players or fans or any harassment / organized cheering against any opposing player or team.
2. The umpires will not tolerate any abusive language, equipment throwing or other violent behavior by managers, coaches, players or fans.
3. Any person guilty of participating in these actions will be warned once by the umpires. Second violation will result in ejection from the game and removal from the WMLL field areas. In severe instances the offending party will be immediately ejected. The umpire will report such ejections to the umpire coordinator who will notify the Baseball Operations Committee Chairperson. Unsportsmanlike behavior which results in and a game ejection carries with it another one game suspension. For a second game ejection there will be an automatic three game suspension and for a third game suspension, the individual will receive a season ending suspension.
4. To question an umpire's ruling only the manager is to represent the team. He/she must call time out and calmly consult with the umpire. A manager must not run out of the dugout or yell objections. The manager should provide the players and fans with an exemplary model of sportsmanship.
5. During all consultations with umpires about their rulings, the manager must remain in foul territory. To check on an injured player's status, the manager/coach may be on the playing field after an umpire requests their assistance.

Home Team. The home team occupies the first base dugout. The home team will provide two new regulation baseballs, and a concession worker.

Ineligible Pitcher. Any violation of the pitching rules will result in the ineligible pitcher being removed from the pitching position and an automatic protest which will be ruled on by the Baseball Operations Committee. The game will continue with a new eligible pitcher and both scorebooks should note the ineligible pitcher's name and the inning in which the violation was said to have occurred.

Line up Cards. Line up cards are to be exchanged between the managers at the beginning of the game to indicate the starting players, all eligible substitutes, absent and injured players and players who are being disciplined by not participating. The manager will also list each player who has pitched in the past week indicating when he/she pitched and the number pitches thrown in each outing.

Pitching Rules – Senior. After having been removed as a pitcher a player may not return to the mound in the same game. Days of rest provisions of the national rule for baseball pitchers 13-16 apply as written.

Pitching – On Field Warm Ups. On field warm up pitches prior to each half inning are limited to a maximum of four.

Pitching – Pitch Count Rules. In all leagues with pitch count rules each manager shall maintain an accurate pitch count for each individual who pitches in a game. A counter will be provided to each team by WMLL. The manager will record the pitch count and innings thrown for each pitcher and, prior to each game, indicate to the opposing coach the name of each pitcher who has thrown in the past week along with dates and number of pitches thrown in each outing.

Pitching – Time Limit Considerations. The first pitch of a half inning must be delivered not longer than 90 seconds in baseball after the third out of the previous half inning. Penalty: the umpire may call a strike on the batter if the violation is by the offensive team, or a ball on the batter if t he violation is by the defensive team. The umpire may continue to call strikes or balls each 20 seconds until the first pitch is delivered.

Playing Time. Each player in attendance must bat at least once and play three innings defensively. A starter or substitute cannot leave the ball game until he/she has played at least two innings consecutive innings on defense and batted once. Any player may reenter a ball game once for any player when their substitute has played two consecutive defensive innings and batted once.

Playing Time Rule Exceptions. The only exceptions to the playing time rule will be:

1. If a player misses practices and/or games without a valid reason, the coach may decide to reduce the number of innings played in the field for the next game by a maximum of one inning. Absences due to family vacations should not affect playing time.
2. If a player arrives late for a game, the manager can decide to reduce the number of innings at his/her discretion.
3. If a player is being disciplined, a manager must inform the opposing manager prior to the game or immediately after an incident which requires removal, for the participation rule to be satisfied. The player who is being disciplined should be advised of why he/she is not participating. If the discipline results in the player being “docked” more than one inning below the league minimum, the coach must inform the League Coordinator in writing of the discipline and the cause. This method of disciplining should be used with reasonable discretion.
4. If a game is shortened because of the time limit, inclement weather or run limit, all players will not be required to satisfy the playing rule.

5. If an eligible player does not fulfill the participation rule, that player must be a starter in the team's next game and play the whole game. Any manager who violates this rule will be subject to dismissal by the league's Baseball Operation Committee.

Pregame Practices. The teams may warm up prior to games in appropriately designated areas. Players should be cautioned to be careful when warming up so other individuals are not injured. No infield or out field practice will be allowed on the diamond prior to the game.

Post Season WMLL Tournament. A post season tournament will be organized and the tournament will be seeded. Brackets will be posted on the field bulletin board two weeks before the start of the tournament with seedings to be posted after the last regularly scheduled league game. Coaches will be notified directly of changes due to weather and other factors. All tournament games will be played without time limit.

Post Season WMLL Rules. All regular season rules apply except those which are noted under the specific league later in this hand book. Winning players and coaches will receive trophies or medals as determined by the Board of Directors.

Replacement Players. If a team knows in advance that it will have less than 10 players, it may call a replacement player(s) from the Badger League to play in that game. The team can call as many replacement players as needed but the game roster (regular roster players + replacement players) may not exceed 10 players. The replacement player(s) must be fourteen, may not pitch, and must be last in the batting order. Prior to the game the coach must notify the league coordinator as well as the opposing coach of the replacement player's use. If an unanticipated regular roster player(s) comes to the game bringing the total of the regular roster players to nine or more, the replacement(s) should still play, but must play defensively only the league minimum number of innings, three.

Run Differential Rule. If a team is leading the game by ten runs or more at the end of five innings or four and one-half innings if the home team is leading, the game is considered complete even if the time limit has not been reached.

Sliding. On close plays at 2nd base, 3rd base or home plate, the runner is required to slide or to avoid collision with a defensive player who has the ball while located within the batter's box area or within the vicinity of another base. If a contact is made and the runner did not slide, the umpire shall call the runner out for offensive interference. A defensive player without the ball who impedes a runner, whether intentional or unintentional, or who fakes a tag will be penalized for defensive obstruction. The umpire will award the runner the base or bases they are attempting to reach. When a runner initiates malicious contact with any fielder, with or without the ball, in or out of the baseline, the umpire shall eject the runner for the game. The runner has the primary responsibility to avoid a collision with the defensive player.

Tournament Teams. See Tournament Team policy.

Uniforms. Players must be in full uniform to be eligible to play in a game. Umpires will be instructed to strictly enforce this rule. Players will be instructed to wear their uniforms only at

WMLL approved functions. Managers are responsible for collecting player uniforms at the end of the season which will be turned into the league coordinator if requested.

Visiting Team. The visiting team occupies the third base dugout and is responsible for operating the scoreboard.

Weather.

1. If inclement weather has occurred, the field manager will determine if and when the field is in playable condition. A sign in the parking lot and messages on the answering machine (274-6556) and the website (www.wmll.org) will indicate when games are postponed because of weather.
2. If a field is not playable at game time, but might be playable in a short period of time, the game will be delayed no more than fifteen minutes. The conditions will be checked after fifteen minutes and, if the field is still unplayable, the game will be canceled and rescheduled by the coordinator. Do not ask for or expect preferential treatment in the rescheduling of games.
3. If a rain / lightning / lighting failure delay occurs after a game has started the first fifteen minutes of the total delay time does not count as part of the game time limit. When the game has been delayed for thirty minutes or more, the game will be considered either a suspended contest or an officially completed contest depending on the inning and the score.
4. When lighting is visible, the Board of Director(s) / umpires present will suspend the game for fifteen minutes and all coaches, players, spectators and umpires will take immediate shelter in the dugouts, near the concession stand or in private vehicles to insure their safety. After this fifteen minute delay, if lightning continues the board of director(s) / umpires present will call the game.
5. A game called after completion of two innings and before it is an official completed contest will be considered a suspended game. A suspended game shall be resumed at the exact point of suspension. The line ups and batting order of the teams shall be the same as the moment of suspension, subject to the substitution rules. A player who was not at the original game may be used as a substitute when the game is resumed. Prior to leaving the field of play, the coaches will verify the line ups, score and exact point at which play has been stopped i.e. outs, balls and strikes batter, runners score, etc. Any dispute should be referred to the league coordinator and/or Baseball Operations Committee for resolution. The league coordinator shall attempt to reschedule the suspended game at the time when the two teams will be playing each other again. The suspended game will be played prior to the regulation game or another suspended game. All pitching regulations will be determined by the week during which the suspended game is being resumed. These rules will not restrict the Board of Director(s) present at the field from immediately canceling play at WMLL fields in order to insure the appropriate safety of coaches, players, spectators, umpires and concession workers.

New Rules & Rules of Emphasis – Senior League, 2009

Bat throwing. A player will receive one warning each game for inappropriately throwing the bat. For any subsequent instance of throwing the bat in that same game the player will be called out. The warning and out can be on the same at bat. If a hitter is called out for throwing the bat the ball will be dead and any runners must return the base which he/she occupied prior to the pitch. Note: this rule applies to accidental bat throwing while or after swinging at a pitch, not to bat throwing in anger or protest.

Batting Cages and Surrounding Spaces. Batting cages are for pre-game practice for Central, Major, Badger and Senior league teams. Minor league teams (Atlantic and Pacific) can use the batting cages, but must vacate them if asked to do so by a team which will be playing a game, from the Central, Major, Badger or Senior leagues. To alleviate conflicts about cage use, one cage will be officially designated for the Central and Major League teams, and one cage will be officially designated for the Badger and Senior Leagues.

Coaches. Coaches are to remain within 3 feet of dugout entrance during play.

Coaches. Coaches may confer with any other player(s), including the catcher, during the visit with the pitcher. A coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.

Courtesy Runner. Coaches may use courtesy runners for the pitcher but it is not mandatory. Coaches may use courtesy runners for the catcher at any time, but it is mandatory when there are two outs. The Courtesy runner must be a player not currently in the game or the last out of the inning if no substitute is available. If the previous out is the scheduled pitcher or catcher, the courtesy runner may be the out prior to that. A player cannot run for both the catcher and pitcher in the same inning.

Dugouts. Only the head coach and no more than two adult assistants, and participants in uniform may be in the dugout during games. Siblings, parents, friends, other players etc are not permitted. *Penalty: one bench warning to the team; subsequent violations will result in the team forfeiting the game.*

Head First Sliding. Although discouraged, head first sliding is permitted by national rule in the Senior Leagues.

Offensive Time Outs. Limited to one per inning (this includes base coaches coming down the line to have a conference with a batter).

Pitcher/Catcher. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day. A pitcher who throws 40 or fewer pitches in a game may catch in the same game.

Pitching – Application of Rules. Pitching rules, including pitch counts and rest days, apply to all WMLL sponsored games, including interleague or special games which may not count in WMLL standings.

Pitching – On Field Warm Ups. On field warm up pitches prior to each half inning are limited to a maximum of four.

Swinging of Bats. Players ARE NOT PERMITTED to swing a bat unless they are in an approved soft toss station, in a batting cage, in the on deck circle, or in the batters box. *Penalty: one warning per team; subsequent violation results in game ejection for offender.*

Time Limit. The time limit is 2 hours.

Tournament Teams (All-Star Teams). Player eligibility is changed to follow national Little League rules – play in 60% of regular season games as of June 15; only exceptions granted are for absences due to play on school sponsored baseball team. See tournament team policies for more details.

Visiting Team. The visiting team occupies the third base dugout and is responsible for operating the scoreboard.

Warm-Up Areas. Pitchers warming up prior to or during the game shall do so in each field's designated area. Pitchers shall throw from the area closest to the dugout. Catchers will be located farthest away from the dugout.

WMLL Pitch Counts & Rest Days/Games

The maximum number of pitches per day for a WMLL player are as follows:

- Badger League – 85
- Senior League – 95

The following days/games of rest are mandatory for pitchers of all ages:

- If a player pitches 61 or more pitches in a day, 3 calendar days.
- If a player pitches 41-60 pitches in a day, 2 calendar days.
- If a player pitches 21-40 pitches in a day, 1 calendar day
- If a player pitches 1-20 pitches in a day, 0 calendar days

Examples:

- W throws 66 pitches on Saturday. The earliest W may pitch again is Wednesday
- X throws 60 pitches on Saturday. The earliest X may pitch again is Tuesday
- Y throws 22 pitches on Saturday. The earliest Y may pitch again is Monday
- Z throws 20 pitches on Saturday. The earliest Z may pitch again is Sunday

Selected definitions:

- Pitches are defined as balls thrown to a batter in the batter's box. The following are not counted as pitches: pregame and between inning warm-ups, pick-off attempts, a "no pitch" called by an umpire (for example time out having been granted but the pitcher throws anyway).
- If a pitcher reaches the maximum number of pitches during an opponent's at bat, the pitcher may complete that at bat.

- West Madison Little League Tournament Team Policies (Baseball)

(Adopted 3/1999, revised 6/2004, 6/2005, 8/2006, 12/07, 1/08, 3/09)

Each season the Board of Directors shall determine the age levels at which tournament teams, sometimes called all-star teams, will be formed, and the number of tournaments each team shall enter under official WMLL sponsorship. Generally there shall be two tournament teams, one from each chartered league, formed at each level for which there is an official Little League tournament. These teams are designated "District" teams. Subject to sufficient numbers of interested players and coaches WMLL shall form third tournament teams, designated "Open" teams, at the following age levels: 10 year old; 11 year old; and 12 year old. Subject to sufficient numbers of interested players and coaches WMLL shall also form two "Open" teams for 13 year olds, one "Open" team for 14 year olds, and one "Open" team for 15 year olds. District teams shall be selected first, followed by Open teams.

Player Eligibility & Selection

1. Players must meet National Rule eligibility standards (see National rule book for details), which require a player to have participated in 60% of his team's games between opening day and June 15. Participation on high school teams will be an excused absence.

2. Age eligibility to participate in the tournament team selection process is as follows:

   All Players WMLL age 10, and those 9 year olds participating during the regular season in the Pacific League are eligible for the "10 year old" tournament teams (exception: a 10 year old who is offered a position on an "11 year old" District tournament team is not eligible for a "10 year old" tournament team).

   All Players WMLL age 11playing in the Central or Major League, and those 10 year olds participating during the regular season in the Central League are eligible for the "11 year old" tournament teams (exception: an 11 year old who is offered a position on the "12 year old" District tournament team is not eligible for an "11 year old" tournament team;).

   All Players WMLL age 12, and those 11 year olds participating during the regular season in the Major League are eligible for the "12 year old" tournament team.

   All Players WMLL age 13 and 14 are eligible for the "Junior" Division District team. 14 year olds shall make up at least 75% of the roster of each Junior Division District Little League Tournament team. (Exception: a 14 year old who is offered a position on the "Senior" Division District tournament team is not eligible for the "Junior" Division District Little League tournament team).

   All Players WMLL age 13 are eligible for a "13 year old" Open tournament team (exception: a 13 year old who is offered a position on the "Junior" Division District tournament team is not eligible for the "13 year old" tournament team). 13 year old Open Tournament Teams will be selected by WMLL Division.

   All Players WMLL age 15 and 16, and those 14 year olds participating during the regular season in the Senior League are eligible for the "Senior" Division District team.

   Players WMLL age 15 and those 14 year olds who are part of a "Senior" Division Little League tournament team are eligible for the "15 year old" tournament team.

   Note: For the above eligibility standards a player who elects to "grandfather" to an older age level, will be considered that older age.

   Note: With the exception of Senior League players who move from a "Senior" Division District team to a "15 year old" tournament team, a player may participate on only one WMLL tournament team each season.

3. The selection of tournament team players will be based on a combination of player votes, league division coach votes, performance at a try-out, tournament team coach evaluations from viewing regular season games, and additional player evaluations and ratings as provided by the other head coaches in the league's division. The player selection procedure is as follows:

a. Player Division Vote: Except for the Pacific (10 Yr Old) League, players will vote for the 11 players from their league and division most deserving of being on a tournament team. Players may not vote for individuals on their own team for the purposes of this vote. Note: players will not vote in the Pacific League, as many players at this age do not yet have enough knowledge of the other players in the league.

b. Player Team Vote: Players vote for the 4 players (6 players in Pacific League) on their own team most deserving of being on a tournament team (separate vote from #1 above). Players may vote for themselves.

c. Coach Division Vote: Head Coaches will vote for the 11 players in their league and division who they feel are most deserving of being on a tournament team.

d. Coach Team Vote: Head Coaches will vote for the 4 players on their own team most deserving of being on a tournament team.

e. The League Coordinator combines and totals the votes in numbers a, b, c, and d above and creates a list of the top 25 players, ranked by vote, from each league and division. Except for players who will not commit to the tournament schedule, these 25 players will be invited to the try out.

f. The League Coordinator combines the votes in b and d above to create a top 3 list for each team. Except for players who will not commit to the tournament schedule, individuals on the top 3 list for each team will be invited to the try out if they are not already on the tryout list based on e above.

g. After the try out, the head coach will evaluate all the information gathered, as noted in Item 3, a-f above, and nominate a tournament team roster to the League Coordinator.

h. If the nominated players for the tournament team roster include the top 8 players as defined in e above, and all players nominated are in the top 15 as defined in e above, the roster shall be considered final.

i. If the nominated roster does not meet the criteria in h above, the coach will be required to meet with the league coordinator and league president to explain and justify his selections. This group of three will then finalize the roster. *Note: younger players who are "playing up" a league (typically 11's playing in the Major Lg. and 14 year olds in the Senior Lg.) are eligible for the tournament team at their respective age level, even though they may not have been be included in that league's voting as described above*

4. The league coordinator will determine how many players are to participate in the tryout. A minimum of 25 players will be asked to tryout for each age level.
5. The player/child of the head and assistant coach are exempt from attending the try-out. All other players must attend a tryout to participate on a tournament team. Each player involved will bring a written note to the tryout from a guardian/parent indicating any family/individual plans, such as a vacation, that could or will conflict with the tournament. A supplemental tryout can be scheduled by the league coordinator if the individual's excuse is "reasonable" for missing the original tryout. This supplemental tryout must be held prior to the official tryout and must be attended by the tournament team coach and league coordinator.
6. Players invited to the tryout are not guaranteed a place on a tournament team. The tournament coaches with the advice of the participating Board of Directors – a minimum of 1 Board member will be involved in the process – will make the final player selections. The Board member involved in the selection may not have a child participating. Each league team does not have to be represented on a tournament team.
7. Roster size. At the 10, 11, 12, Junior Division, and Senior Division levels the District team roster size shall be eleven (11) players. At the 10, 11, 12, 13, and 14 year old levels the Open team roster size shall be eleven (11) or twelve (12). At the 15 year old level the roster will contain a maximum of 15 players. Up to a maximum of 15, all 14 and 15 year olds selected to a Senior Division District team shall automatically be on the 15 year old Open team roster for the Reedsburg tournament. No alternate will be designated for any tournament team. District teams who make late additions to their rosters may not select players who have accepted a position on an Open team.

8. If a tournament team player is unable to participate, a replacement player will be selected, if possible, from the individuals who have attended the tryout.
9. A player selected to a tournament team will be required to pay a participation fee, the amount of which will be determined annually by the Board, to defray WMLL's expenses. If a player needs financial assistance to participate, he/she should make the request to the Board through their tournament team coach.

Coach Selection

1. To be eligible for selection an individual must be a current coach in the age appropriate WMLL league. Each tournament team will have an officially appointed head coach (manager) and one officially appointed assistant coach.
2. To be a head coach of a District team or 13 year old Open team an individual must submit a letter of application to the Board. The letter of application should state why the person wants to be a tournament coach, what criteria he/she would use in selection the team and what baseball/softball coaching and playing experience he/she has and how that would benefit the tournament players. After tournament team voting has been conducted (as described above), the head coach may select the 1 official assistant coach from among the top 11 players, by vote, on the list described in part III, no. 5 below. After the tournament team roster is finalized, the head coach may select additional assistants.
3. The Board will approve the head coach for each tournament team and the President and relevant league coordinator will approve the one official tournament team assistant coach that is requested by the head coach.
4. Prior to the tryouts, all coaches must meet with the President to review WMLL and National Little League tournament team policies and procedures and must agree to strictly adhere to these policies and procedures.

Financial Support by WMLL

1. WMLL will pay the entry fees to up to three tournaments, including the District tournament.
2. To purchase jerseys, hats (embroidered with WM and a number) and full socks, WMLL will contribute an amount to be determined annually by the board.
3. For tournament competition within the sate of Wisconsin, WMLL will give no financial support for meal and travel expenses. If a tournament team will be participating in national competition beyond the state level, the President and Treasurer will determine a "reasonable" amount that WMLL can contribute to defray coach, player & team expenses.