

WALLENPAUPACK AREA LITTLE LEAGUE
League ID: 02381715

BYLAWS
2025 Program Year

ARTICLE I – OBJECTIVE

The objective of the Wallenpaupack Area Little League (WALL), hereinafter called “Local League” is to implant firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens.

The Local League shall operate exclusively as a non-profit educational organization providing a supervised program of competitive baseball and softball games for players age 4 – 12 residing in the Wallenpaupack Area School District boundary.

Another objective is to give back to the community and the Local League elects to do so by committing \$250.00 annually to the Brady Reynolds Scholarship Fund to help support college attainment for one girl and one boy who has played for Wallenpaupack Area Little League.

ARTICLE II – REGISTRATION

Registration fees are reviewed and determined by the Local League Board of Directors annually and factor in the cost of uniforms, equipment, field maintenance, umpire expenses, and the overall administrative costs of the Local League to provide a baseball and softball program.

SECTION 1 – REGISTRATION FEE

The cost to register a player for the 2025 season will be:

- (a) Tee Ball Baseball- \$75.00 per player
- (b) Rookie Baseball/Softball - \$100.00 per player
- (c) Minor/Major/Intermediate Baseball - \$110.00 per player
- (d) Minor/Major/Senior Softball - \$110.00 per player
- (e) Challenger Division - \$0.00 per player

SECTION 2 – MULTIPLE CHILD DISCOUNT

To reduce the financial burden on families with multiple children playing baseball/softball, the Local League offers a \$20/per player discount after the first player registered in a family.

SECTION 3 – EARLY BIRD DISCOUNT

To further aid in financial equity, any player registered by December 31st will receive a \$15.00 discount on their registration fee. (For example, if you register your child for Tee Ball by 12/31, your registration fee will only be \$60.00)

SECTION 4 – VOLUNTEER FEE

Recognizing how many people it takes to run a baseball/softball program each year, from Coaches and Managers to groundskeepers and concession stand help, the Local League has elected to implement a Volunteer Fee, in the amount of \$50.00 to all families, refundable upon satisfaction of the volunteer hours. For more information on Volunteering with the Local League, please see Article V – Volunteering for Local League.

SECTION 5 – FINANCIAL ASSISTANCE

The Local League recognizes the financial burden facing many families within our authorized boundary. Anyone in need may apply through the Local League for financial assistance so that their child is able to play baseball/softball. The League on occasion gets sponsorships for such instances and will also be aware of other grant opportunities available to eligible families in need. For more information, contact the Local League President.

Please note, any family seeking financial assistance through the Local League will be required to participate in the fundraising effort that aims to lower registration costs (see Section 6 below).

The Local League understands that “need” is unique to each and every family, and we strive to offer various ways in which a family can contribute. If a family is absolutely unable to participate in the Spring Fundraiser to offset registration costs, they may offer additional volunteer time in the concession stand or helping the League to organize a function or event. We want to support families in creating recreational opportunities for their children and do not want interested children unable to play due to financial restrictions.

To be considered for Financial Assistance, families are asked to send a letter to WallenpaupackAreaLL@gmail.com and provide an explanation of their “need”. (ie, receiving state benefits, recent job loss, increased medical expenses, etc). It is strongly advised that any family seeking financial assistance submit their request in January.

SECTION 6 – FUNDRAISING TO REDUCE REGISTRATION FEE

Any family interested in reducing their registration fees may participate in the 2025 Spring Fundraiser – Krispy Kreme donut sales. Additional information is available from the Fundraising/Sponsorship Managers. ***Please Note: Any family seeking Financial Assistance through the League will be required to participate in this fundraiser.***

ARTICLE III – DIVISIONS OF PLAY

SECTION 1 – BASEBALL

The Local League has for years run a successful program for children ages 4 – 12. If enough interested players register and coaching is available, it is the desire of the League to offer an Intermediate division of play. For 2025, the following divisions are being offered for Baseball.

- (a) **TEE BALL** – Teeball is offered for boys and girls ages 4 – 7 years old and the League desires for any player to have at least one year of Tee Ball before advancing to higher levels of play.
- (b) **ROOKIES/COACH PITCH** – Rookies/Coach Pitch Baseball is offered to boys ages 6-8, with some flexibility on both ends of this age range. The League desires all players to have at least one year of Tee Ball before advancing to higher levels of play. In the case of advanced players within the age range, the Local League reserves the right to place the player in a higher level of play after discussion with the Board of Directors and the parent/guardian. (Maturity level, safety for all players, and coach’s feedback are strongly considered)
- (c) **MINORS** – Minors Baseball is offered to boys ages 8-11, with some flexibility on both ends of this age range. In the case of advanced players, the Local League reserves the right to place the player in a higher level of play after

discussion with the Board of Directors and the parent/guardian. (Maturity level, safety for all players, and coach's feedback are strongly considered). Minors players whose teams have satisfied the minimum number of games of play in a season are eligible for Tournament Play (Allstars) consideration.

- (d) **MAJORS** - Majors Baseball is offered to boys ages 10-12, with some flexibility on the young end of this age range. In the case of advanced players, the Local League reserves the right to place the player in a higher level of play after discussion with the Board of Directors and the parent/guardian. (Maturity level, safety for all players, and coach's feedback are strongly considered). Major players whose teams have satisfied the minimum number of games of play in a season are eligible for Tournament Play (Allstars) consideration.

The Local League must utilize the Baseball Age Chart for the current year, as provided by Little League International, when determining the league age of the player for that season.

SECTION 2 – SOFTBALL

The Local League has historically offered a softball program for girls ages 6 – 12. It is the desire of the Local League to offer an additional division for those aging out of Majors but not yet eligible for school age softball. For 2025, the following divisions are being offered for Softball.

- (a) **ROOKIES/COACH PITCH** – Rookies/Coach Pitch Softball is offered to girls ages 6-8, with some flexibility on both ends of this age range. The League desires all players to have at least one year of Tee Ball before advancing to higher levels of play. In the case of advanced players within the age range, the Local League reserves the right to place the player in a higher level of play after discussion with the Board of Directors and the parent/guardian. (Maturity level, safety for all players, and coach's feedback are strongly considered)
- (b) **MINORS** – Minors Softball is offered to girls ages 8-11, with some flexibility on both ends of this age range. In the case of advanced players, the Local League reserves the right to place the player in a higher level of play after discussion with the Board of Directors and the parent/guardian. (Maturity level, safety for all players, and coach's feedback are strongly considered). Minors players whose teams have satisfied the minimum number of games of play in a season are eligible for Tournament Play (Allstars) consideration, if the League opts into Tournament Play.
- (c) **MAJORS** - Majors Softball is offered to girls ages 10-12, with some flexibility on the young end of this age range. In the case of advanced players, the Local League reserves the right to place the player in a higher level of play after discussion with the Board of Directors and the parent/guardian. (Maturity level, safety for all players, and coach's feedback are strongly considered). Major teams that have satisfied the minimum number of games of play in a season are eligible for Tournament Play (Allstars) consideration, if the League opts into Tournament Play.

The Local League must utilize the Softball Age Chart for the current year, as provided by Little League International, when determining the league age of the player for that season.

SECTION 3 – CHALLENGER

The Local League hosts an adaptive program for individuals with physical and intellectual challenges. Any individual with a physical or intellectual challenge may participate. Challenger division accommodates players ages 4 and up, there is no age limit in our Challenger division. For more information on the Challenger Division, please contact Alan Cooper at 570-493-1031.

ARTICLE IV – PLAYER EVALUATIONS

BASEBALL EVALUATIONS

The Local League conducts Player evaluations every spring to assess skill levels of all players League Age 9 and up registered for Baseball. A child may be placed in a higher or lower division depending on their skills. Evaluations are run by the WALL Board, running through stations like hitting, ground fielding, popup fielding, throwing, and pitching (if applicable). Coaches are in attendance to watch the performance of the players, however are not permitted to converse with players as they move throughout the stations. Evaluations are MANDATORY to be eligible for the Draft pick. Players who do not, or are unable to, attend the evaluation will not be part of the Coaches' draft. These players will be assigned to teams following the draft by the WALL Board of Directors.

BASEBALL DRAFT

The Draft is an essential part of every Local League and creates a proper disbursement of talent to ensure as fair a playing field as possible, so that each player can have as much fun as possible. Head Coach is drawn from a hat to determine draft pick order. A Snake Draft will be utilized. In the event a Head Coach is unavailable, he/she may assign an Assistant Coach to stand in for the draft. The Draft is typically scheduled for the Monday night following the evaluation.

SOFTBALL EVALUATIONS

The Local League conducts Player evaluations every spring to assess skill levels of all players League Age 9 and up registered for Softball. A child may be placed in a higher or lower division depending on their skills. Evaluations are run by the WALL Board, running through stations like hitting, ground fielding, popup fielding, throwing, and pitching (if applicable). Coaches are in attendance to watch the performance of the players, however are not permitted to converse with players as they move throughout the stations. Evaluations are MANDATORY to be eligible in the Draft pick. Players who do not, or are unable to, attend the evaluation will not be part of the Coaches' draft. These players will be assigned to teams following the draft by the WALL Board of Directors.

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The Draft is an essential part of every Local League and creates a proper disbursement of talent to ensure as fair a playing field as possible, so that each player can have as much fun as possible. In the event a Head Coach is unavailable, he/she may assign an Assistant Coach to stand in for the draft. The Draft is typically scheduled for the Monday night following the evaluation.

ARTICLE V – VOLUNTEERING FOR LOCAL LEAGUE

SECTION 1 – OPPORTUNITIES

Throughout the course of the season, there are a number of Volunteer opportunities available for folks to get involved to make your child's ball season more enjoyable. Positions include, but are not limited to:

- (a) HEAD COACH – is the primary lead for the team, scheduling practices and making game day decisions on roster, positions, and discussing rules with the opposing team and umpire prior to the game. A Coach may delegate any of these task to an Assistant Coach as needed. The Coach typically arrives at the field earlier to prep and line the field and batting boxes.
- (b) ASSISTANT COACH – works with Manager and Coaches in the skill building of players, acting as 1st/3rd base coaches as needed, hosting practices if Coach is unavailable, prepping field before or after game as needed.

- (c) TEAM PARENT – assists Coaches in any way needed, from getting players in the proper batting order, to helping to organize equipment, or suiting up catcher between innings. Team Parents are extremely helpful in keeping players in the dugouts for safety reasons and notifying parents of bathroom breaks (as needed). Team Parents are also utilized to “drag” the field after a game to return field to playable condition for the next game.
- (d) SCOREKEEPER – assists the Coaches with keeping the play book updated. Depending on level of play, this may include maintaining the Batting Order; Field Positions; noting balls, strikes, walks, runs, RBI, etc as needed. May also include getting the Batting Lineup from the Opposing team and closing out game with Final Scores/Coach Signatures.
- (e) FIELD/GROUNDS CREW – with almost 10 fields of play available to the League, this is a vitally important volunteer position. Grounds Crew may assist with mowing fields (if needed), dragging infields regularly to keep dirt playable and void of large rocks, getting a field “playable” after a storm event by adding conditioner and raking water off, adding the white foul lines and batters boxes prior to games, etc. Previous experience is NOT necessary and Local League members are available to assist to get volunteers comfortable with their jobs.
- (f) CONCESSION STAND ASSISTANT – helps in the Concession stand to take orders, prepare and serve food, and clean up and close stands after games. Depending on the items for sale, stands may need to open prior to the game to warm equipment and restock supplies.
- (g) BOARD MEMBER – while an elected position, any person who serves on the WALL Board satisfies this volunteer requirement.
- (h) EVENT SUPPORT – any person who helps the League organize an event and/or fundraiser to benefit the League is able to satisfy their service hour requirements as well.

SECTION 2 – REQUIREMENTS

WALL is a non-profit, volunteer organization and as such, all families participating in WALL are required to give service to our league during the course of the season. Your required hours of service to our league will depend on the age of your oldest player.

Families of Tee Ball and Rookie are required to complete **five (5) hours** of volunteer service.

Families of Minors, Majors, and Intermediate/Senior are required to give a total of **ten (10) hours**.

For the 2025 season, the Local League has voted to charge a \$50.00 Volunteer fee, refundable after service hours are provided. All families are charged the \$50.00 Volunteer fee at checkout. Upon completion of the service hours, the \$50.00 volunteer fee will be refunded to families. Families may be required to provide verification of service hours performed. If you are unable to, or do not desire to, offer volunteer hours, no further action is needed.

For parents with demanding work schedules or other conflicts, the volunteer hours can be completed by a spouse or other family member and still satisfy this requirement.

The League requires that a background check be performed on all volunteers directly interacting with children.

SECTION 3 – VOLUNTEER CLEARANCES/BACKGROUND CHECKS

WALL is required to satisfy the background check requirements set forth by Little League International, as well as the state of Pennsylvania. Links to the required items are located below:

- 1) PSP Criminal History Check (good for 5 years)
<https://epatch.pa.gov/home>
- 2) PA Child Abuse History Clearance (good for 5 years)
<https://www.pa.gov/agencies/dhs/resources/keep-kids-safe/child-abuse-clearances/pa-child-abuse-history-clearance.html>
- 3) Abuse Awareness Training for Adults -- MUST be taken through Little League now (done annually)
<https://www.littleleague.org/university/articles/abuse-awareness-training-course/>
- 4) Respond to the JDP background check email when it arrives in your inbox. (done annually)

All documents should be emailed to WallenpaupackAreaLL@gmail.com

ARTICLE VI – FUNDRAISING/SPONSORSHIP

SECTION 1 – REGISTRATION KRISPY KREME

The first fundraiser of the League is actually directed at lowering registration costs for participating players. Any player/family participating in the fundraiser will earn \$5 towards their fee for every Digital Dozen certificate that they sell.

SECTION 2 – TEAM SPONSORSHIP - \$300.00

Local businesses and organizations are invited to be a “Team” Sponsor, which includes your Company or Organization’s name appearing on the back of the jerseys for the entire team. You will also receive an end of season plaque to display in your office as a token of our appreciation. Team Sponsors are also invited to our Opening Ceremonies to have a picture taken with your sponsored team. Whether you attend or not, the business will be announced at Opening Ceremonies.

SECTION 3 – FIELD SPONSORSHIP - \$200.00

As a Field Sponsor, your donation of \$200 earns you a 2’ x 4’ banner bearing your logo (if provided) to be hung on the outfield fences for the season.

SECTION 4 – PLAYER SPONSORSHIP - \$100.00

Support a player by covering their registration fee. WALL will use this sponsorship to pay the 2025 registration fee for a child in need to ensure that they get a chance to play ball.

(If no players request financial assistance, funds will be used as needed to support the goals of WALL.)

SECTION 5 – OTHER FUNDRAISING

From time to time, the League will conduct fundraising efforts to help reduce the overall costs associated with keeping the League chartered, insured, and equipped with valid safety gear and equipment, and fields in a safe playable manner.

ARTICLE VII – PROGRAM YEAR

The Local League operates on a Fiscal year that runs October 1 until September 30 of the following year. As the playing season winds down, and All-Stars are over, the Board of Directors starts planning for the coming season, reviewing program changes and fees, etc.

REGISTRATION PERIOD

Registration for the 2025 season will open November 15, 2024 and run until January 31, 2025. Early Bird Discount ends December 31st.

PLAYER EVALUATIONS

Player Evaluations are scheduled for Saturday, February 22, 2025. Draft for Minor/Major Baseball teams will occur Monday night following the evaluation via Zoom. Draft for Minor/Major Softball teams will occur Tuesday night following the evaluation via Zoom.

COACHES' MEETING – March 15, 2025 at 10:00am

SEASON KICKOFF – scheduled for April 26, 2025

Kickoff event will include a Parade of Teams, marching through the Park with their Team Sponsor (if available) and onto the ballfield. Opening Ceremony will include the National Anthem, the Little League Pledge, Special Recognitions, and the First Pitch.

Following Opening Ceremony, team pictures will take place (schedule forthcoming). Local area organizations, such as the Library, DCNR, Seeds to Saplings Daycare and others will have tables set up for attendees to explore. WALL is offering a Gatorade bottle, pack of baseball cards, and a drawstring bag to each player. In addition to that, the League will host a Touch-A-Truck event, inviting community businesses to bring their big stuff down to let the kids explore (dump truck, tow truck, dumpster, ambulance, fire truck, state police cruiser, etc)

If there is enough interest, WALL will organize a Coaches vs. Players game for fun.

Major and Minor teams may have some games scheduled prior to this date in order to get in the minimum number of games needed to qualify for Tournament play.

PICTURE DAY – to be included as part of Season Kickoff activities.

TOURNAMENT PLAY – District Allstars typically begin the last week in June and are completed by the 4th of July. A calendar of District, Section, and State Tournament play can be found in Appendix A.

ARTICLE X – ALL-STAR TOURNAMENT PLAY

SECTION 1 - BASEBALL

Minor and Major division teams, having satisfied the minimum number of played games to qualify for All-Star play will be evaluated to name a maximum 13-member All-Star team for both the Minor and Major divisions of play. All-Star players will be determined by a Board voted All Star coaching team, and parents notified of this decision. Those players electing to continue in All-Star play will be expected to have additional practices, travel further for playoff games, and contribute financially toward their All-Star uniform.

SECTION 2 – SOFTBALL

Minor and Major division teams, having satisfied the minimum number of played games to qualify for All-Star play will be evaluated to name a maximum of 13-member All-Star teams for both the Minor and Major divisions of play. All-Star players will be determined by a Board voted All Star coaching team, and parents notified of this decision. Those players electing to continue in All-Star play will be expected to have additional practices, travel further for playoff games, and contribute financially toward their All-Star uniform.

ARTICLE XI – SAFETY & CONDUCT

SECTION 1 – SAFETY

The League will follow the standards of Safety for all players, Coaches and volunteers during the season. In conjunction with the Safety Officer, the League will ensure that first aid kits are available to all coaches, that a basic first aid course be provided to all Coaches prior to the start of the season at the Coach meeting.

SECTION 2 – CONDUCT

All parents are required to sign a Code of Conduct document prior to the start of the season, indicating that they understand the rules and policies of the League. All parents should remember that this is Little League, Coaches are volunteers, and sometimes the umpires make undesirable calls. No disparaging remarks should be made to Umpires, Coaches Parents or children. Umpires will be required to warn the offender one time, after that, the offender will be ejected from park/facility and be required to attend a Board meeting to discuss further action.

The terms and policies of the SAFETY PLAN, written by the Safety Officer and approved by Little League District 32 Officials, are to be abided by and considered part of this Article XI.

ARTICLE XII – RULES OF PLAY

SECTION 1 – BASEBALL

When games are played entirely between League teams, the following rules shall apply for each division. In the event a game is scheduled with another team OUTSIDE of our League, Rules of Play must be agreed upon between Coaches prior to the start of each game. If agreement cannot be reached, the Rules of Play for District 32 will be utilized. These Rules of Play are provided annually to the coaches.

For the 2025 Baseball Rules of Play, please see Appendix B.

SECTION 2 – SOFTBALL

When games are played entirely between League teams, the following rules shall apply for each division. In the event a game is scheduled with another team OUTSIDE of our League, Rules of Play must be agreed upon between Coaches prior to the start of each game. If agreement cannot be reached, the Rules of Play for District 32 will be utilized. These Rules of Play are provided annually to the coaches.

For the 2025 Softball Rules of Play, please see Appendix C.

ARTICLE XIII - AMENDMENTS

These Bylaws may be amended, or altered in whole or in part, by a majority vote at any duly organized meeting of the Board of Directors. At a minimum, bylaws will be revised and approved at the first Board meeting of the Fiscal year.

Bylaws are NOT meant to replace, or override any Little League International regulations, rules, or policies. They are created by the local league's Board of Directors in accordance with the local league's constitution.

These Bylaws were approved by the Board of Directors on: April 3, 2025

President's Name: Jessica R. Yoder

President's Signature

Jessica R. Yoder Date 4/3/25

Vice-President Name:

Kevin Haser

Vice-President Signature

Kevin Haser Date 4/3/25

Secretary:

Tiffany Seaman

Secretary Signature

Tiffany Seaman Date 4/14/25

Little League ID No:

02381715

Federal ID No.:

23-2832294

2025 PENNSYLVANIA TOURNAMENT SCHEDULES

BASEBALL

9 - 11 YEAR OLD													
8 - 10 YEAR OLD							JUNIOR LEAGUE						
JUNE / JULY / AUGUST							JUNE / JULY / AUGUST						
S	M	T	W	T	F	S	S	M	T	W	T	F	S
15	16	17	18	19	20	21	15	16	17	18	19	20	21
22	23	24	25	26	27	28	22	23	24	25	26	27	28
29	30	1	2	3	4	5	29	30	1	2	3	4	5
6	7	8	9	10	11	12	6	7	8	9	10	11	12
13	14	15	16	17	18	19	13	14	15	16	17	18	19
20	21	22	23	24	25	26	20	21	22	23	24	25	26
27	28	29	30	31	1	2	27	28	29	30	31	1	2
3	4	5	6	7	8	9	3	4	5	6	7	8	9
10	11	12	13	14	15	16	10	11	12	13	14	15	16
17	18	19	20	21	22	23	17	18	19	20	21	22	23

JUNIOR LEAGUE													
JUNE / JULY / AUGUST							JUNE / JULY / AUGUST						
S	M	T	W	T	F	S	S	M	T	W	T	F	S
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22	23	24	25	26	27	28	22	23	24	25	26	27	28
29	30	1	2	3	4	5	29	30	1	2	3	4	5
6	7	8	9	10	11	12	6	7	8	9	10	11	12
13	14	15	16	17	18	19	13	14	15	16	17	18	19
20	21	22	23	24	25	26	20	21	22	23	24	25	26
27	28	29	30	31	1	2	27	28	29	30	31	1	2
3	4	5	6	7	8	9	3	4	5	6	7	8	9
10	11	12	13	14	15	16	10	11	12	13	14	15	16
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SENIOR LEAGUE													
JUNE / JULY / AUGUST							JUNE / JULY / AUGUST						
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29	30	1	2	3	4	5	29	30	1	2	3	4	5
6	7	8	9	10	11	12	6	7	8	9	10	11	12
13	14	15	16	17	18	19	13	14	15	16	17	18	19
20	21	22	23	24	25	26	20	21	22	23	24	25	26
27	28	29	30	31	1	2	27	28	29	30	31	1	2
3	4	5	6	7	8	9	3	4	5	6	7	8	9
10	11	12	13	14	15	16	10	11	12	13	14	15	16
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SOFTBALL

9 - 11 YEAR OLD													
8 - 10 YEAR OLD							JUNIOR LEAGUE						
JUNE / JULY / AUGUST							JUNE / JULY / AUGUST						
S	M	T	W	T	F	S	S	M	T	W	T	F	S
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29	30	1	2	3	4	5	29	30	1	2	3	4	5
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13	14	15	16	17	18	19	13	14	15	16	17	18	19
20	21	22	23	24	25	26	20	21	22	23	24	25	26
27	28	29	30	31	1	2	27	28	29	30	31	1	2
3	4	5	6	7	8	9	3	4	5	6	7	8	9
10	11	12	13	14	15	16	10	11	12	13	14	15	16
17	18	19	20	21	22	23	17	18	19	20	21	22	23

JUNIOR LEAGUE													
JUNE / JULY / AUGUST							JUNE / JULY / AUGUST						
S	M	T	W	T	F	S	S	M	T	W	T	F	S
15	16	17	18	19	20	21	15	16	17	18	19	20	21
22	23	24	25	26	27	28	22	23	24	25	26	27	28
29	30	1	2	3	4	5	29	30	1	2	3	4	5
6	7	8	9	10	11	12	6	7	8	9	10	11	12
13	14	15	16	17	18	19	13	14	15	16	17	18	19
20	21	22	23	24	25	26	20	21	22	23	24	25	26
27	28	29	30	31	1	2	27	28	29	30	31	1	2
3	4	5	6	7	8	9	3	4	5	6	7	8	9
10	11	12	13	14	15	16	10	11	12	13	14	15	16
17	18	19	20	21	22	23	17	18	19	20	21	22	23

SENIOR LEAGUE													
JUNE / JULY / AUGUST							JUNE / JULY / AUGUST						
S	M	T	W	T	F	S	S	M	T	W	T	F	S
15	16	17	18	19	20	21	15	16	17	18	19	20	21
22	23	24	25	26	27	28	22	23	24	25	26	27	28
29	30	1	2	3	4	5	29	30	1	2	3	4	5
6	7	8	9	10	11	12	6	7	8	9	10	11	12
13	14	15	16	17	18	19	13	14	15	16	17	18	19
20	21	22	23	24	25	26	20	21	22	23	24	25	26
27	28	29	30	31	1	2	27	28	29	30	31	1	2
3	4	5	6	7	8	9	3	4	5	6	7	8	9
10	11	12	13	14	15	16	10	11	12	13	14	15	16
17	18	19	20	21	22	23	17	18	19	20	21	22	23

District Final Date

Section

State

East Region

World Series

If it is necessary to begin a tournament prior to dates established by Little League International, a waiver must be acquired from Eastern Region Director.

WALL & WH
ROOKIE BASEBALL DIVISION (Coach Pitch) | 6 - 8 yrs

- 1) 10 players on the field - no player should sit for 2 innings consecutively
- 2) Pitchers positions must be next to either the left or right side of the mound. (at least 1 foot on the mound)
- 3) Players on the field must be in an actual position
(4 Infield, 4 Outfield (must be on outfield grass), 1 Pitcher and 1 Catcher.
- 4) Fielders need to try to make a correct baseball play. Tagging a base runner is permitted if the fielder making the play is within their "area of play" (ie 3rd baseman cannot run to first to tag the batter out, but a ball hit to 2nd baseman can tag the runner advancing from 1st to 2nd.
- 5) ABSOLUTELY NO UNDERHAND PITCHING at any time no exception and pitcher must be a minimum of 30 feet from the batter
- 6) Once the Coach has pitched 5 hittable pitches or Batter has 5 swings, the player is out. *We need to keep the limit to 5 to keep a fair playing field for all & to keep the game moving.*
- 7) If a ball is hit into the outfield the runners can keep advancing until the ball gets into the infield grass.
- 8) 1 base on an overthrow
- 9) If a hit ball hits the bucket of balls at the pitcher's mound, the ball is dead and the batter gets to first base and all runners advance.

We're also going to ask that you start introducing the players to pitching in the 2nd half of the season. The pitching rules are below.

1st Half of Season - Coach Pitch

2nd half of Season- Coach Pitch first 3 innings; Player pitch last 3 innings

Player pitch innings are over after 3 outs or player reaches 50 pitches (this is the pitch count allowed by 7 and 8 year olds as per Little League Int. Pitcher may finish batter if 50 pitch threshold is reached in the middle of an at bat)

1. Coach Pitch

- 5 hittable pitches
- No walks
- 5 swings
- Pitch from 35-40 feet away

2. Player Pitch

- Only players League Age 7 and 8 are allowed to pitch
- Pitch from 35-40 feet away (league decides)
- No walks
- After 4 balls, coach throws 3 hittable pitches

- Each player pitches 50 pitches or 1 inning
- If player reaches 50 pitch limit, inning is over (may finish batter)
- No pitching substitutions. There will only be one pitcher per team for each inning. If a pitcher is injured during the inning, the coach will then finish pitching the inning

3. Hit by pitch

- Batter gets 1st
- After 2 hit batters, Coach finishes inning

4. Leading, no Stealing

- Runners are allowed to leave the base but must return immediately if the ball is not hit. *This is to get the kids used to being able to leave the base when the ball crosses the plate.*

5. Hitting Team Coach

- Coach is always on mound
- Calls balls and strikes
- Bucket placed behind them

WALL & WH
MINOR DIVISION BASEBALL (Player Pitch) | 8 - 10 yrs

HOME TEAM is responsible for field maintenance before AND after game. (Lines, Boxes, Drag the field).

** Home team manager is responsible for reporting the score of the game to Kevin Haser, WALL Board Scheduler (484-955-8509)*

Text: Score info, Date, Division, Home team, Away team, Final Score

Local League Rules are listed below. Any conflict or disagreement to these rules will result in both teams following Little League International rules.

1. Minimum 8 players to start the game (LL Rule 4.16 & WALL Rule). Play 9 ONLY in the field. If a team is unable to put 9 players in the field, as long as there are at least 8 players, the game may be played and there is no "out" for the missing 9th batter. All rostered players will bat consecutively. There are no substitution rules in effect with a continuous batting order. (Free substitution in the field.) Players (for example, who arrive late) may be added to the end of the batting lineup if they are not part of the original lineup at any time during the game. Players injured who leave the game may be removed from the batting order with no sanction (unless roster is then reduced to fewer than 8. See below).
2. Less than 8 Players (LL Rule 4:17 & WALL Rule): If, once the game has begun, a team is unable to put at least 8 players in the field, the game may NOT continue. This is not an automatic forfeit, but must be referred to the WALL Board for a decision [as to a forfeit, a replay or a completion (at the spot in the game when halted), at some point in the future].
3. Mandatory Play (LL Regulation IV-i): Each player must play a minimum of 2 innings in the field in a 6 inning game excluding injury and/or discipline. (Does not apply if game is shortened for any reason.) The mandatory 1 at-bat is assumed as WALL uses continuous batting order. WALL Rule: Each inning, players who were on the bench must be put in the field, excluding injury and/or discipline.
4. Managers, Coaches, Scorekeepers (LL Rule 2): There may not be more than 1 Manager and 2 Coaches in the dugout/on-the-field during a game (including the score-keeper). If a scorekeeper would be a 3rd coach, that scorekeeper may NOT enter dugout area – but only consult with the manager to share information.

NOTE: There must always be one adult manager/coach in the dugout. There are no exceptions to this rule.

5. Pre-Game/Post-Game (WALL Rule): Home team will give up the field ½ hour before game time for Away team to warm up. Home team is responsible to prepare the field for games (lines, batter's box, etc.) and Home team is responsible for post-game field raking and dragging.
6. A 15-minute grace period will be given before a forfeit (WALL Rule). The Umpire-in-Chief (at that game) will make the final decision about when a forfeit is to be called.
7. Decorum (LL Regulation XIV-b & Rule 3.09): Players, Coaches, and Managers shall NOT address or mingle with spectators, nor sit in the stands. Only LL officials, news photographers, players, coaches, and managers may be on the field or in the dugouts.
8. Pitching (LL Rule 3.09 & WALL Rules):
 - (A) The pitcher will be removed from the mound upon hitting (by pitch) 4 batters in a game.
 - (B) After 2 walks in one inning (even if there is a pitching change during the inning), the third walk will result in a coach (from the hitting team) pitching to that batter. The player-pitcher must be at the edge of the mound -not off the mound during the coach pitch. The Coach will pitch from the rubber. Batter remains at bat until either putting the ball in play or receiving 3 strikes pitches (for an out). The umpire will call Balls and Strikes. However, there will be no walks, bunts, HBP or steals during Coach Pitch.
 - (C) Coach begins pitching to the batter with the strikes the batter already incurred while facing

- the player pitcher. (if they already had 2 strikes, only 1 left when Coach comes out to pitch).
- (D) Hit By Pitch does not count towards walk total for the inning to have Coach pitch.
9. *MAJOR SAFETY RULE, ENFORCE COMPLETELY* NO On-Deck Batters (LL Rule 1.08): Players are NOT allowed to hold a bat in their hands until the umpire calls them to bat. At that point, they are permitted to pick up their bat (from a controlled area and/or bat rack), and proceed to home plate to take their position in the batter's box.
 10. Batter's Box (WALL Modification of LL Rule 6.02c): Umpires will enforce (without penalty) that batters maintain one foot in the batter's box between pitches. This rule is void when a runner is on 3rd base.
 11. Courtesy Runner (LL Rules 3.04, 7.14b & WALL Rule): A player not currently in the batting order may be a courtesy runner for either the catcher or the pitcher, when there are two outs. If a continuous batting order is used, then the courtesy runner shall be the last batter to make an out. Regardless, the same courtesy runner may not run for both the catcher and pitcher in the same game. Likewise, for an injury on the bases, the last player to make a batted out will replace the runner.
 12. Leading (LL Rule 7.13): Runners must not leave base until the pitched ball reaches the batter.
 13. Stealing (WALL Modification of LL Rule 7.13): Players may freely steal bases. Stealing of Home Plate is allowed on a passed ball, play to other bases, or overthrow to the pitcher from the catcher. When the pitcher has control of the ball and is returning to the mound, runners must commit to a base (retreat or advance). Umpires will enforce as per their judgment.
 14. Overthrows (WALL Rule): Runners may only advance ONE base on any overthrow. This rule applies even if the ball remains in the field of play. If the ball remains in play, the defense still has the chance to make a play to retire the runner(s) advancing.
 15. The 5-Run Rule (Wall/WH Rule): 5 is the MAXIMUM NUMBER OF RUNS which may be scored (by each team) in each inning. Excepting, in the 6th inning, or extra innings, that there is no maximum number of runs.
 16. The 15-run rule (LL Rule 4:10e): After 2½ innings with the Home team ahead, and 3 innings if the Away team is ahead and only after every player at the game has batted at least once. If both managers agree, scorebooks are closed and game can be played out, however, innings pitched are still counted in accordance with Little League pitching rules.
 17. The 10-run rule (LL Rule 4:10e): After 3½ innings with the Home team ahead, and 4 innings if the Away team is ahead and only after every player at the game has batted at least once. If both managers agree, scorebooks are closed and game can be played out, however, innings pitched are still counted in accordance with Little League pitching rules.
 18. Slides & Plays at the Plate (LL Rule 7.08): No runner may slide head-first while advancing (but may dive back to a base). Any runner faced with a player (with the ball, waiting to make a tag) must slide, avoid contact or give himself up. THERE IS NO MUST SLIDE RULE. With a play at the Plate, if contact is made while sliding, umpire will call out or safe. If contact is made with no slide, runner is out and it is a dead ball.
(This rule is in place to promote safety; incidental contact requires umpire judgment as to automatic "out" or not.)
 19. Time Limit (LL Regulations VII-h & X-c): 2-hour time limit. No inning may start after two hours of game time has elapsed. (Must still complete 4 innings of play to be an official game.)
 20. Any ball that is hit at a portable pitching mound is considered a playable ball.
 21. Mandatory Pitching Regulations: All managers must know and follow explicitly the Little League Pitching Regulations. See below:

Managers/Coaches-Pitching Rules and links to resources for 2025 season:

Regular Season Pitching Rules – Baseball

<https://www.littleleague.org/playing-rules/pitch-count/#14>

VI – PITCHERS

(a) Any player on a regular season team may pitch.

Exception: Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.

A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more (15- and 16-year-olds: 31 pitches or more) in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit (15- and 16-year-olds: 30-pitch limit) while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat.

(b) A pitcher once removed from the mound cannot return as a pitcher.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age: 11-12 yrs – 85 pitches per day

9-10 yrs – 75 pitches per day

6-8 yrs – 50 pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI(c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- 1) The batter reaches base;
- 2) The batter is put out;
- 3) The third out is made to complete the half-inning of the game;
- 4) The pitcher is removed from the mound prior to the batter completing his/her at bat.

NOTE: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs:

- 1) that batter reaches base;
 - 2) that batter is retired;
 - 3) the third out is made to complete the half inning or the game; or
 - 4) the pitcher is removed from the mound prior to the batter completing his/her at-bat.
 - 5) The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter.
- If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

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

- 1) If a player pitches 66+ pitches in a day, four (4) calendar days of rest
- 2) If a player pitches 51-65 pitches in a day, three (3) calendar days of rest
- 3) If a player pitches 36-50 pitches in a day, two (2) calendar days of rest
- 4) If a player pitches 21-35 pitches in a day, one (1) calendar day of rest
- 5) If a player pitches 1-20 pitches in a day, no (0) calendar day of rest

NOTE 1: Under NO circumstance shall a player pitch in three (3) consecutive days.

NOTE 2: A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the limit imposed in Regulation VI(c) has been met.

<https://www.littleleague.org/university/articles/the-safest-little-league-experience-comes-from-doing-common-tasks/how-to-handle-an-umpires-questionable-call-as-a-manager-or-coach/>

2025 Little League® Rulebook Significant Updates

- **Rule 1.10-A.R 2 Bat Alterations or modifications:** Clarifies that products, such as, but not limited to, choke-knobs, choke-up assists, or thumb protectors are considered alterations to the bat and are not permitted [A.R. 1 in **Challenger**].
- **Change/New Addition:** A.R. 2 — No bat, in any level of Little League Baseball or Softball play, is permitted to be altered. Products such as, but not limited to, choke-knobs, choke-up assists, or thumb protectors are considered alterations or modifications to the bat and are not permitted.
- **Rule 1.11 (a)(3) Pitcher's Undershirt:** Permits neoprene sleeves to be worn without being covered by an undershirt, provided the neoprene sleeve is a solid color and not white or gray.
- **Change:** Any part of the pitcher's undershirt or T-shirt exposed to view shall be of a solid color. The pitcher's undershirt sleeves, if exposed, shall not be white or gray. ~~Neoprene sleeves, if worn by a pitcher, must be covered by an undershirt.~~ Neoprene sleeves may be worn by the pitcher and do not need to be covered by an undershirt, provided the neoprene sleeve is one solid color and is not white or grey. The use of play calling bands by defensive players is permitted under the following conditions:
 - The equipment must be worn as the manufacturer intended (i.e. on either the wrist or forearm)
 - The play calling band may not be attached to the belt or any other location on the player's person.
 - Baseball and Softball pitchers are permitted to wear a play calling band on their non-pitching (glove) arm, provided it is a solid color and not white, gray, or optic yellow. If the umpire considers it distracting to the batter, he/she may have it removed.
 - NOTE: A pitcher shall not wear any items on his/her hands, wrists, or arms which may be distracting to the batter, e.g. sweat bands.
- **Rule 1.11(j) -Jewelry:** Removes Rule 1.11(j) [1.11(d) in **Challenger**] to remove the requirement that jewelry, other than medical alert, should be removed, permitting jewelry to be worn.
- **Change:** ~~Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items.~~ Any jewelry worn by a player that poses harm to injury will be subject to removal. This rule applies regardless of the composition of such jewelry, hard cosmetic item, or hard decorative item. Hard items to control the hair, such as beads, are permitted.
- **Exception:** Jewelry that alerts medical personnel to a specific condition is permissible.
- **Rule 1.16- Helmet Stickers:** Permits the use of helmet stickers or decals, provided that such usage is not excessive, is not offensive, and does not make inappropriate references, such as that to drugs or alcohol.
- **Change:** Each league shall provide in the dugout or bench of the offensive team six (6) protective helmets (7 protective helmets for Junior/Senior League) which must meet NOCSAE (National Operating Committee on Standards for Athletic Equipment) specifications and standards. Use of the helmet by the batter, all base runners, and base coaches is mandatory. Use of a helmet by an adult base coach or any defensive player is optional. Helmets must have a non-glare surface and cannot be mirror-like in nature. Each helmet must meet NOCSAE specifications and bear the NOCSAE stamp and shall have an exterior warning label. Warning! Manufacturers have advised that altering helmets in any way can be dangerous. Altering the helmet in any form, including painting or adding decals (by anyone other than the manufacturer or authorized dealer) may void the helmet warranty and/or NOCSAE certification. Helmets may not be re-painted and may not contain tape. Little League recommends that no alternations be made to any type of helmet.

- **Rule 2.00 At-Bat (Note 1 and 2):** Clarifies that when using the continuous batting order, players do not need to meet the running portion of mandatory play.
- Change: NOTE 1: For the purpose of satisfying the requirements of Mandatory Play when using the traditional batting order and appearing for the first time in the game, a player must remain in the game until one of the following occurs:
 - He/She is retired as a batter; or
 - He/She is retired as a batter-runner; or,
 - He/She reaches base and scores; or
 - After he/she reaches base, the inning or game ends.
- NOTE 2: Does not apply in Tournament Play or anytime the continuous batting order is used.
- **Rule 2.00 – Courtesy Runner, Rule 3.04, Rule 7.14 (b), and Tournament Rule 3(d):** This change provides clarifications for using a courtesy runner with both the traditional batting order and the continuous batting order. It also clarifies that when using the continuous batting order, the offense may use a courtesy runner for both the pitcher and catcher of record at the same time when there are two outs.
- Changes:
 - RULE 2.00 – COURTESY RUNNER is a player not currently in the batting order who may become a base runner for the pitcher and/or catcher of record, provided there are two (2) outs in the half inning. See Rules 3.04 and 7.14(b) for conditions if adopted by the local league during the regular season only.
- **NOTE 1:** When using the traditional batting order, a player may not be used as a courtesy runner more than once in a game.
- **NOTE 2:** If the continuous batting order is used, the “courtesy runner” may be in the team’s batting order and must be the player in the batting order who made the last out.
- **RULE 3.04 –** A player whose name is on the team’s batting order may not become a substitute runner for another member of the team. **Local League Option:** A local league may permit a “courtesy runner” for the catcher and/or pitcher of record when there are two (2) outs.
- **NOTE 1:** When using the traditional batting order, a player may not be used as a courtesy runner more than once in a game.
- **NOTE 2:** If the continuous batting order is used, the “courtesy runner” may be in the team’s batting order and must be the player in the batting order who made the last out. See 7.14(b).
- **NOTE 3:** If the pitcher and catcher of record are on base with two outs, the offense may use a courtesy runner for both the pitcher and catcher of record at the same time. The offense shall place the courtesy runners in order on the bases. **EXAMPLE:** With two outs and the pitcher at second base and the catcher at third base, the offense wishes to use courtesy runners for both the pitcher and catcher of record. The offense will use the player who made the second out of the inning as the courtesy runner for the pitcher of record at second base and the player who made the first out of the inning as the courtesy runner for the catcher of record at third base.
- **RULE 7.14(b) – Courtesy Runner:** A local league may permit a “courtesy runner” for the catcher and/or pitcher of record when there are two (2) outs.
- **NOTE 1:** If the traditional batting order is used, a player whose name is on the team’s batting order may not become a substitute runner for another member of the team. Neither the pitcher nor the catcher is subject to removal from the line-up. The same courtesy runner may not run for both the pitcher and catcher at any time during the game.
- **NOTE 2:** If the continuous batting order is used, the “courtesy runner” may be in the team’s batting order and must be the player in the batting order who made the last out.
- **NOTE 3:** If the pitcher and catcher of record are on base with two outs, the offense may use a courtesy runner for both the pitcher and catcher of record at the same time. The offense shall place the courtesy runners in order on the bases. **EXAMPLE:** With two outs and the pitcher at second base and the catcher at third base, the offense wishes to use courtesy runners for both the pitcher and catcher of record. The offense will use the player who made the second out of

the inning as the courtesy runner for the pitcher of record at second base and the player who made the first out of the inning as the courtesy runner for the catcher of record at third base.

- **Tournament 3(d) – COURTESY RUNNER:** A tournament team may permit a “courtesy runner” for the catcher and/or pitcher of record when there are two (2) outs. Utilizing continuous batting order, the courtesy runner may be in the team’s batting order and must be the player in the batting order who made the last out.
- **A.R. 2** – If the pitcher and catcher of record are on base with two outs, the offense may use a courtesy runner for both the pitcher and catcher of record at the same time. The offense shall place the courtesy runners in order on the bases. **EXAMPLE:** With two outs and the pitcher at second base and the catcher at third base, the offense wishes to use courtesy runners for both the pitcher and catcher of record. The offense will use the player who made the second out of the inning as the courtesy runner for the pitcher of record at second base and the player who made the first out of the inning as the courtesy runner for the catcher of record at third base.
- **Rule 3.01 – Pregame Equipment Inspection:** Removes the requirement for umpires to check equipment prior to the start of the game by placing responsibility for legal and proper equipment on the manager.
- Change: Before the game begins, the umpires shall —
- (a) require strict observance of all rules governing team personnel, implements of play, and confirm with the managers of both teams at the plate conference that all equipment is proper and legal for play according to Little League Rules.
- NOTE: Umpires are not required to inspect equipment prior to the start of the game. The manager of each team is responsible for ensuring that all equipment is legal and proper for play according to Little League rules. PENALTY: If illegal equipment is used during the game, the manager of the team will be ejected from the game and the player who used the illegal equipment will also be ejected from the game. Both the manager and the player who used the illegal equipment will be suspended for their team’s next physically played game and may not be in attendance at the game site. This includes pregame and postgame activities.
- **Regulation VI(b) Rule 3.03(c), 8.06(b) Note, Tournament Rule 4(c) Tournament Rule 9(a), and Tournament Rule 10(h) – Pitchers Moving to a Different Defensive Position Once Removed from the Mound:** Provides consistency and clarification in the wording that a pitcher, in the Intermediate (50/70) Division/Junior/Senior Baseball, remaining on defense in the game but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game. To return as pitcher, once removed from the mound, the player must remain in the game defensively.
- Changes:
- Regulation VI – Pitchers (b):
- Intermediate (50/70) Division / Junior / Senior: A pitcher remaining in the game defensively, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- Rule 3.03(c):
- Intermediate (50/70) Division / Junior / Senior: A pitcher in the game defensively, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- Rule 8.06(b) – Note:
- Intermediate (50/70) Division / Junior / Senior: A pitcher remaining in the game defensively, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- Tournament-4(c) PITCHING RULES – Little League, 8-to-10-Year-Old, 9-to-11-year-old, Intermediate (50/70) Division, and Junior League:

- Intermediate (50/70) Division / Junior: A pitcher remaining in the game defensively, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- Tournament-4(c) PITCHING RULES – SENIOR LEAGUE
- A pitcher remaining in the game defensively, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- Tournament-9(a):
- Intermediate (50/70) Division / Junior: A pitcher remaining in the game defensively, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- Tournament-10(h):
- Intermediate (50/70) Division / Junior / Senior: A pitcher remaining in the game defensively, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game. Senior League only: Rule 3.03, Designated Hitter, WILL apply during the tournament.
- **Rule 3.17 Electronic Devices:** This change permits a team to use one-way communication to the catcher while the team is on defense.
- Change: The use of electronic communication equipment during the game is restricted. No team shall use electronic communication equipment, including walkie-talkies, cellular telephones, etc., for communication with on-field personnel including those in the dugout, bullpen, or field. EXCEPTION: A manager or coach is permitted to use one-way electronic devices from the dugout to the catcher while the team is on defense for the purpose of calling pitches. A manager or coach is prohibited from using the device to communicate with any other team member while on defense or any team member (including a manager or coach) while on offense, and a manager or coach shall not use the device outside the dugout/bench area.
- PENALTY: The penalty for violating any part of this rule by any manager, coach, or player is ejection from the game.
- NOTE: A manager or coach is permitted to use a rulebook, scorekeeping, and/or pitch-counting application on an electronic device without penalty, provided such device is not used to receive messages of any sort.
- **Rule 6.06(d) – Use of an Illegal Bat:** This change updates the penalty for the usage of an illegal bat as listed in 6.06(d) to remain consistent with the penalty included in the change to Rule 3.01.
- Change:
- (d) the batter enters the batter's box with one or both feet entirely on the ground with an illegal bat (see bat specifications rule 1.10) or is discovered having used an illegal bat prior to the next player entering the batter's box. The ball is dead. Runners must return if they advanced on the play.
- Note: If the infraction is discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat:
- (1) The manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.
- (2) ~~For the first violation, the offensive team will lose one eligible adult base coach for the duration of the game.~~ The manager of the team will be ejected from the game, the batter who violated the rule will be ejected from the game, and the offensive team will lose one eligible adult base coach for the duration of the game.
- A.R. 1 — ~~Any of the three adults in the dugout may be used as the one adult base coach at any time during the duration of the game.~~ Any of the remaining adults in the dugout may be used as the one adult base coach at any time during the duration of the game.
- ~~(3) For the second violation, the manager of the team will be ejected from the game. Any subsequent violation will result in the newly designated manager being ejected.~~
- A.R. 2 — When an illegal bat is discovered, it MUST be removed from the game at that point.

- **Rule 7.15(g) Procedures for the Use of a Double First Base:** Makes the wording of 7.15(g) consistent with the wording provided in the Softball Rulebook for the same rule.
- **Change: (g) In Majors, Intermediate (50-70) Division, Junior, and Senior League divisions,** when the batter becomes a runner on a third strike not caught by the catcher, the batter-runner and the defensive player may use either the colored (orange or green) or white section:
 - (1) On any force out attempt from the foul side of first base; or
 - (2) On any errant throw pulling the defense off the base into foul territory; or
 - (3) When the defensive player used the colored portion of the double base, the batter-runner can run in fair territory when the throw is coming from the foul side of first base, and if hit by the thrown ball, it is not interference. If intentional interference is ruled, the runner is out.

Below is a list of 10 current Little League® misinterpreted or misunderstood rules that have caused a consistent level confusion for umpires, coaches, and fans. These rules, and their explanations using “Laymen’s terms,” are intended to provide clarity and understanding.

1. The hands are considered part of the bat. If a pitch hits the batter’s hands it is either fair or foul.
Correct Approved Ruling: The hands are part of the batter’s body. Therefore, an umpire must judge if the ball hit the bat or the batter first. This scenario is covered by Little League rule 6.08(b).
2. If the batter “breaks his wrists” when swinging, it’s a strike.
Correct Approved Ruling: The term “breaks his/her wrists” does not appear in the Little League rulebook. The umpire must judge whether, or not, the batter attempted to swing at the pitch as stated in the definition of a strike in Rule 2.00.
3. If a batted ball hits the plate first it’s a foul ball.
Correct Approved Ruling: Home plate, first, second, and third base are all completely within fair territory. The foul lines are also within fair territory. In order to rule the ball foul, it must have come to rest in foul territory or be touched in foul territory. See Rule 2.00.
4. The batter cannot be called out for interference if he is in the batter’s box.
Correct Approved Ruling: Offensive/Batter Interference is defined in Rule 2.00, and there is no specific exception for the batter’s box. The batter’s actions are what causes interference and not necessarily where he is, as defined in Rule 6.06(c) (1), (2) and (3).
5. The ball is dead on a foul-tip.
Correct Approved Ruling: As defined in Rule 2.00, the ball is always live on a foul tip. Therefore runners may be put out or advance at their own risk.
6. The batter may not switch batter’s boxes after two strikes.
Correct Approved Ruling: The batter may switch batter’s boxes at any time while the ball is dead. According to Rule 6.06(b), the batter may only be called out for stepping from one batter’s box to the other while the pitcher is in position ready to pitch. The number of balls or strikes on the batter is not relevant.
7. The batter who batted out of order is the person declared out.
Correct Approved Ruling: According to Rule 6.07, the batter that is supposed to bat (the proper batter) is the one that is declared out, when the defensive properly appeals the infraction.
8. The batter is considered “out” if he/she starts for the dugout before going to first base after an uncaught third strike.
Correct Approved Ruling: In order to declare the batter “out” for abandoning his/her effort to

advance, he/she must step into “dead ball” territory.

9. The batter-runner is always out if he runs outside the running lane after a bunted ball.

Correct Approved Ruling: The batter-runner may be called out for interference if he fails to run within the runner’s lane for the last half of the distance to first base. Furthermore, the defensive team must throw the ball for the interference to occur Rule 6.05(j).

10. If a batter swings at a pitch, and the pitch hits the batter in the batter’s box, the batter is awarded first base.

Correct Approved Ruling: The batter is not awarded first base. A strike is defined in Rule 2.00(e). Since the batter swung, a strike is recorded, and, if it was the third strike, the batter is out. No uncaught strike situation occurred since the ball is dead once it contacts the batter.

WALL/WH
MAJOR DIVISION BASEBALL (Player Pitch) | 10 - 12 yrs

Home team is responsible for field maintenance before and after game. (Lines, Boxes, Drag the field).

***Home team manager is responsible for reporting the score of the game to Kevin Haser, WALL Board Scheduler (484-955-8509)**

Text: Score info, Date, Division, Home Team, Away Team, Final Score

What follows below are commonly misunderstood LL rules and/or Local WALL Rules.

When a rule cannot be agreed upon, Little League Official Playing Rules will prevail.

1. Minimum 8 players to start the game (LL Rule 4.16). Play 9 ONLY in the field. If a team is unable to put 9 players in the field, as long as there are at least 8 players, the game may be played. Under such circumstances, an automatic "out" is recorded when the missing 9th player's spot in the lineup comes up. All rostered players will bat consecutively. There are no substitution rules in effect with a continuous batting order. (Free substitution in the field.) Players (for example, who arrive late) may be added to the end of the batting lineup if they are not part of the original lineup at any time during the game. Players injured who leave the game may be removed from the lineup without sanction (unless, as per above, the roster is now below 9; or, to fewer than 8. See below).

2. If you anticipate having less than 9 players at the start of the game (WALL Rule):
Contact the Player Agent to have Minors Division players fill in. There shall be NO Minors call-ups if a Majors team will have 9 players. If a Minors player IS called up, the following three rules shall be in effect:

Said call-up

- (a) if, upon arrival at the game, the Majors team DOES have 9 Majors players, may NOT participate;
- (b) may not pitch; and
- (c) must play at least 9 consecutive defensive outs and have at least 1 at-bat.

Note: Call-ups may only be arranged via the WALL Player Agent Chris Harms 570-904-9436

3. Less than 8 Players (LL Rule 4.17): If, once the game has begun, a team is unable to put 8 players in the field, the game may NOT continue. This is not an automatic forfeit, but must be referred to the WALL Board for a decision [forfeit, replay or complete (at place in the game when halted), at some point in the future].

4. Mandatory Play (LL Regulation IV-i): Each player must play a minimum of 2 innings in the field in a 6 inning game excluding injury and/or discipline. (Does not apply if game is shortened for any reason.) The mandatory 1 at-bat is assumed as WALL uses continuous batting order.

5. Managers, Coaches, Scorekeepers (LL Rule 2): There may not be more than 1 Manager and 2 Coaches in the dugout/on-the-field during a game (including the score-keeper). If a scorekeeper would be a 3rd coach, that scorekeeper may NOT enter dugout area – but only consult with the manager to share information. NOTE: There must be one adult manager/coach in the dugout at all times. There are no exceptions to this rule.

6. Pre-Game/Post-Game (WALL Rule): Home team will give up the field 1/2 hour before game time for Away team to warm up. Home team is responsible to prepare the field for games (lines, batter's box, etc.) and Home team is responsible for post-game field raking and dragging.

7. A 15-minute grace period will be given before a forfeit (WALL Rule). The Umpire-in-Chief (at that game) will make the final decision about when a forfeit is to be called.
8. Decorum (LL Regulation XIV-b & Rule 3.09): Players, Coaches, and Managers shall NOT address or mingle with spectators, nor sit in the stands. Only LL officials, news photographers, players, coaches, and managers may be on the field or in the dugouts.
9. NO On-Deck Batters (LL Rule 1.08): Players are NOT allowed to hold a bat in their hands until the umpire calls them to bat. At that point, they are permitted to pick up their bat (from a controlled area and/or bat rack), and proceed to home plate to take their position in the batter's box.
10. Batter's Box (LL Rule 6.02c): Umpires will enforce that batters maintain one foot in the batter's box between pitches. (Warning; then Strike called for each infraction during that at-bat.) This rule has 8 exceptions (in the Rule Book).
11. Courtesy Runner (LL Rules 3.04, 7.14b & WALL Rule): A player not currently in the batting order may be a courtesy runner for either the catcher or the pitcher, when there are two outs. If a continuous batting order is used, then the courtesy runner shall be the last batter to make an out. Regardless, the same courtesy runner may not run for both the catcher and pitcher in the same game. Likewise, for an injury on the bases, the last player to make a batted out will replace the runner.
12. Leading (LL Rule 7.13): Runners must not leave base until the pitched ball reaches the batter.
13. Stealing (LL Rule 7.13): When the pitcher has control of the ball, on the mound, ready to pitch – AND the catcher is in position, ready to receive the pitch – all runners must commit to a base (retreat or advance). Umpires will enforce as per their judgment. (NOTE: Runner cannot be "frozen" by the pitcher and catcher being 'ready' – but runners must commit.)
14. The 15-run rule (LL Rule 4:10e): After 2 1/2 innings with the Home team ahead, and 3 innings if the Away team is ahead.
15. The 10-run rule (LL Rule 4:10e): After 3 1/2 innings with the Home team ahead, and 4 innings if the Away team is ahead.
16. Slides & Plays at the Plate (LL Rule 7.08): No runner may slide head-first while advancing (but may dive back to a base). Any runner faced with a player (with the ball, waiting to make a tag) must slide, avoid contact or give himself up. THERE IS NO MUST SLIDE RULE. With a play at the Plate, if contact is made while sliding, umpire will call out or safe. If contact is made with no slide, runner is out and it is a dead ball. (This rule is in place to promote safety; incidental contact requires umpire judgment as to automatic "out" or not.)
17. Time Limit (LL Regulations VII-h & X-c): There shall be NO time limit in Major Division games, UNLESS, more than one game has to be scheduled for the same field and the same day. If required by field limitations, no inning may start after 2 hours of game time has elapsed. (Must still complete 4 innings for it to be an official game.)
18. Mandatory Pitching Regulations: All managers must know Little League Pitching Regulations. Upon completion of each game, managers must fill out the LL Baseball Pitcher Eligibility Tracking Form and verify via signature the other manager's form. Prior to each game, managers shall inform the

opposing manager who is eligible to pitch. (The Tracking Form must be available for review.)

19. Any player who has played the position of catcher in 4 or more innings is not eligible to pitch on that day. If less than 4 inning and pitches 21 or more pitches, may not return to catcher.

20. Any ball that is hit at a portable pitching mound is considered a playable ball.

2025 Little League® Rulebook Significant Updates

- **Rule 1.10-A.R 2 Bat Alterations or modifications:** Clarifies that products, such as, but not limited to, choke-knobs, choke-up assists, or thumb protectors are considered alterations to the bat and are not permitted [A.R. 1 in **Challenger**].
- **Change/New Addition:** A.R. 2 — No bat, in any level of Little League Baseball or Softball play, is permitted to be altered. Products such as, but not limited to, choke-knobs, choke-up assists, or thumb protectors are considered alterations or modifications to the bat and are not permitted.
- **Rule 1.11 (a)(3) Pitcher's Undershirt:** Permits neoprene sleeves to be worn without being covered by an undershirt, provided the neoprene sleeve is a solid color and not white or gray.
- **Change:** Any part of the pitcher's undershirt or T-shirt exposed to view shall be of a solid color. The pitcher's undershirt sleeves, if exposed, shall not be white or gray. ~~Neoprene sleeves, if worn by a pitcher, must be covered by an undershirt.~~ Neoprene sleeves may be worn by the pitcher and do not need to be covered by an undershirt, provided the neoprene sleeve is one solid color and is not white or grey. The use of play calling bands by defensive players is permitted under the following conditions:
 - The equipment must be worn as the manufacturer intended (i.e. on either the wrist or forearm)
 - The play calling band may not be attached to the belt or any other location on the player's person.
 - Baseball and Softball pitchers are permitted to wear a play calling band on their non-pitching (glove) arm, provided it is a solid color and not white, gray, or optic yellow. If the umpire considers it distracting to the batter, he/she may have it removed.
 - NOTE: A pitcher shall not wear any items on his/her hands, wrists, or arms which may be distracting to the batter, e.g. sweat bands.
- **Rule 1.11(j) -Jewelry:** Removes Rule 1.11(j) [1.11(d) in **Challenger**] to remove the requirement that jewelry, other than medical alert, should be removed, permitting jewelry to be worn.
- **Change:** ~~Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items.~~ Any jewelry worn by a player that poses harm to injury will be subject to removal. This rule applies regardless of the composition of such jewelry, hard cosmetic item, or hard decorative item. Hard items to control the hair, such as beads, are permitted.
- **Exception:** Jewelry that alerts medical personnel to a specific condition is permissible.
- **Rule 1.16- Helmet Stickers:** Permits the use of helmet stickers or decals, provided that such usage is not excessive, is not offensive, and does not make inappropriate references, such as that to drugs or alcohol.
- **Change:** Each league shall provide in the dugout or bench of the offensive team six (6) protective helmets (7 protective helmets for Junior/Senior League) which must meet NOCSAE (National Operating Committee on Standards for Athletic Equipment) specifications and standards. Use of the helmet by the batter, all base runners, and base coaches is mandatory. Use of a helmet by an adult base coach or any defensive player is optional. Helmets must have a non-glare surface and cannot be mirror-like in nature. Each helmet must meet NOCSAE specifications and bear the NOCSAE stamp and shall have an exterior warning label. Warning! Manufacturers have advised

that altering helmets in any way can be dangerous. Altering the helmet in any form, including painting or adding decals (by anyone other than the manufacturer or authorized dealer) may void the helmet warranty and/or NOCSAE certification. Helmets may not be re-painted and may not contain tape. Little League recommends that no alternations be made to any type of helmet.

- **Rule 2.00 At-Bat (Note 1 and 2):** Clarifies that when using the continuous batting order, players do not need to meet the running portion of mandatory play.
- Change: NOTE 1: For the purpose of satisfying the requirements of Mandatory Play when using the traditional batting order and appearing for the first time in the game, a player must remain in the game until one of the following occurs:
 - He/She is retired as a batter; or
 - He/She is retired as a batter-runner; or,
 - He/She reaches base and scores; or
 - After he/she reaches base, the inning or game ends.
- NOTE 2: Does not apply in Tournament Play or anytime the continuous batting order is used.
- **Rule 2.00 – Courtesy Runner, Rule 3.04, Rule 7.14 (b), and Tournament Rule 3(d):** This change provides clarifications for using a courtesy runner with both the traditional batting order and the continuous batting order. It also clarifies that when using the continuous batting order, the offense may use a courtesy runner for both the pitcher and catcher of record at the same time when there are two outs.
- Changes:
 - **RULE 2.00 – COURTESY RUNNER** is a player not currently in the batting order who may become a base runner for the pitcher and/or catcher of record, provided there are two (2) outs in the half inning. See Rules 3.04 and 7.14(b) for conditions if adopted by the local league during the regular season only.
 - **NOTE 1:** When using the traditional batting order, a player may not be used as a courtesy runner more than once in a game.
 - **NOTE 2:** If the continuous batting order is used, the “courtesy runner” may be in the team’s batting order and must be the player in the batting order who made the last out.
 - **RULE 3.04 –** A player whose name is on the team’s batting order may not become a substitute runner for another member of the team. **Local League Option:** A local league may permit a “courtesy runner” for the catcher and/or pitcher of record when there are two (2) outs.
 - **NOTE 1:** When using the traditional batting order, a player may not be used as a courtesy runner more than once in a game.
 - **NOTE 2:** If the continuous batting order is used, the “courtesy runner” may be in the team’s batting order and must be the player in the batting order who made the last out. See 7.14(b).
 - **NOTE 3:** If the pitcher and catcher of record are on base with two outs, the offense may use a courtesy runner for both the pitcher and catcher of record at the same time. The offense shall place the courtesy runners in order on the bases. **EXAMPLE:** With two outs and the pitcher at second base and the catcher at third base, the offense wishes to use courtesy runners for both the pitcher and catcher of record. The offense will use the player who made the second out of the inning as the courtesy runner for the pitcher of record at second base and the player who made the first out of the inning as the courtesy runner for the catcher of record at third base.
 - **RULE 7.14(b) – Courtesy Runner:** A local league may permit a “courtesy runner” for the catcher and/or pitcher of record when there are two (2) outs.
 - **NOTE 1:** If the traditional batting order is used, a player whose name is on the team’s batting order may not become a substitute runner for another member of the team. Neither the pitcher nor the catcher is subject to removal from the line-up. The same courtesy runner may not run for both the pitcher and catcher at any time during the game.
 - **NOTE 2:** If the continuous batting order is used, the “courtesy runner” may be in the team’s batting order and must be the player in the batting order who made the last out.

- **NOTE 3:** If the pitcher and catcher of record are on base with two outs, the offense may use a courtesy runner for both the pitcher and catcher of record at the same time. The offense shall place the courtesy runners in order on the bases. **EXAMPLE:** With two outs and the pitcher at second base and the catcher at third base, the offense wishes to use courtesy runners for both the pitcher and catcher of record. The offense will use the player who made the second out of the inning as the courtesy runner for the pitcher of record at second base and the player who made the first out of the inning as the courtesy runner for the catcher of record at third base.
- **Tournament 3(d) – COURTESY RUNNER:** A tournament team may permit a “courtesy runner” for the catcher and/or pitcher of record when there are two (2) outs. Utilizing continuous batting order, the courtesy runner may be in the team’s batting order and must be the player in the batting order who made the last out.
- **A.R. 2 –** If the pitcher and catcher of record are on base with two outs, the offense may use a courtesy runner for both the pitcher and catcher of record at the same time. The offense shall place the courtesy runners in order on the bases. **EXAMPLE:** With two outs and the pitcher at second base and the catcher at third base, the offense wishes to use courtesy runners for both the pitcher and catcher of record. The offense will use the player who made the second out of the inning as the courtesy runner for the pitcher of record at second base and the player who made the first out of the inning as the courtesy runner for the catcher of record at third base.
- **Rule 3.01 – Pregame Equipment Inspection:** Removes the requirement for umpires to check equipment prior to the start of the game by placing responsibility for legal and proper equipment on the manager.
- Change: Before the game begins, the umpires shall —
- (a) require strict observance of all rules governing team personnel, implements of play, and confirm with the managers of both teams at the plate conference that all equipment is proper and legal for play according to Little League Rules.
- **NOTE:** Umpires are not required to inspect equipment prior to the start of the game. The manager of each team is responsible for ensuring that all equipment is legal and proper for play according to Little League rules. **PENALTY:** If illegal equipment is used during the game, the manager of the team will be ejected from the game and the player who used the illegal equipment will also be ejected from the game. Both the manager and the player who used the illegal equipment will be suspended for their team’s next physically played game and may not be in attendance at the game site. This includes pregame and postgame activities.
- **Regulation VI(b) Rule 3.03(c), 8.06(b) Note, Tournament Rule 4(c) Tournament Rule 9(a), and Tournament Rule 10(h) – Pitchers Moving to a Different Defensive Position Once Removed from the Mound:** Provides consistency and clarification in the wording that a pitcher, in the Intermediate (50/70) Division/Junior/Senior Baseball, remaining on defense in the game but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game. To return as pitcher, once removed from the mound, the player must remain in the game defensively.
- Changes:
- Regulation VI – Pitchers (b):
- Intermediate (50/70) Division / Junior / Senior: A pitcher remaining in the game defensively, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- Rule 3.03(c):
- Intermediate (50/70) Division / Junior / Senior: A pitcher in the game defensively, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- Rule 8.06(b) – Note:

- Intermediate (50/70) Division / Junior / Senior: A pitcher remaining in the game defensively, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- Tournament-4(c) PITCHING RULES – Little League, 8-to-10-Year-Old, 9-to-11-year-old, Intermediate (50/70) Division, and Junior League:
- Intermediate (50/70) Division / Junior: A pitcher remaining in the game defensively, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- Tournament-4(c) PITCHING RULES – SENIOR LEAGUE
- A pitcher remaining in the game defensively, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- Tournament-9(a):
- Intermediate (50/70) Division / Junior: A pitcher remaining in the game defensively, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- Tournament-10(h):
- Intermediate (50/70) Division / Junior / Senior: A pitcher remaining in the game defensively, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game. Senior League only: Rule 3.03, Designated Hitter, WILL apply during the tournament.
- **Rule 3.17 Electronic Devices:** This change permits a team to use one-way communication to the catcher while the team is on defense.
- Change: The use of electronic communication equipment during the game is restricted. No team shall use electronic communication equipment, including walkie-talkies, cellular telephones, etc., for communication with on-field personnel including those in the dugout, bullpen, or field. EXCEPTION: A manager or coach is permitted to use one-way electronic devices from the dugout to the catcher while the team is on defense for the purpose of calling pitches. A manager or coach is prohibited from using the device to communicate with any other team member while on defense or any team member (including a manager or coach) while on offense, and a manager or coach shall not use the device outside the dugout/bench area.
- PENALTY: The penalty for violating any part of this rule by any manager, coach, or player is ejection from the game.
- NOTE: A manager or coach is permitted to use a rulebook, scorekeeping, and/or pitch-counting application on an electronic device without penalty, provided such device is not used to receive messages of any sort.
- **Rule 6.06(d) – Use of an Illegal Bat:** This change updates the penalty for the usage of an illegal bat as listed in 6.06(d) to remain consistent with the penalty included in the change to Rule 3.01.
- Change:
- (d) the batter enters the batter's box with one or both feet entirely on the ground with an illegal bat (see bat specifications rule 1.10) or is discovered having used an illegal bat prior to the next player entering the batter's box. The ball is dead. Runners must return if they advanced on the play.
- Note: If the infraction is discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat:
- (1) The manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.
- (2) ~~For the first violation, the offensive team will lose one eligible adult base coach for the duration of the game.~~ The manager of the team will be ejected from the game, the batter who violated the rule will be ejected from the game, and the offensive team will lose one eligible adult base coach for the duration of the game.

- A.R. 1 — ~~Any of the three adults in the dugout may be used as the one adult base coach at any time during the duration of the game.~~ Any of the remaining adults in the dugout may be used as the one adult base coach at any time during the duration of the game.
- ~~(3) For the second violation, the manager of the team will be ejected from the game. Any subsequent violation will result in the newly designated manager being ejected.~~
- A.R. 2 — When an illegal bat is discovered, it MUST be removed from the game at that point.
- **Rule 7.15(g) Procedures for the Use of a Double First Base:** Makes the wording of 7.15(g) consistent with the wording provided in the Softball Rulebook for the same rule.
- Change: (g) In Majors, Intermediate (50-70) Division, Junior, and Senior League divisions, when the batter becomes a runner on a third strike not caught by the catcher, the batter-runner and the defensive player may use either the colored (orange or green) or white section:
 - (1) On any force out attempt from the foul side of first base; or
 - (2) On any errant throw pulling the defense off the base into foul territory; or
 - (3) When the defensive player used the colored portion of the double base, the batter-runner can run in fair territory when the throw is coming from the foul side of first base, and if hit by the thrown ball, it is not interference. If intentional interference is ruled, the runner is out.

Below is a list of 10 current Little League® misinterpreted or misunderstood rules that have caused a consistent level confusion for umpires, coaches, and fans. These rules, and their explanations using “Laymen’s terms,” are intended to provide clarity and understanding.

1. The hands are considered part of the bat. If a pitch hits the batter’s hands it is either fair or foul.

Correct Approved Ruling: The hands are part of the batter’s body. Therefore, an umpire must judge if the ball hit the bat or the batter first. This scenario is covered by Little League rule 6.08(b).

2. If the batter “breaks his wrists” when swinging, it’s a strike.

Correct Approved Ruling: The term “breaks his/her wrists” does not appear in the Little League rulebook. The umpire must judge whether, or not, the batter attempted to swing at the pitch as stated in the definition of a strike in Rule 2.00.

3. If a batted ball hits the plate first it’s a foul ball.

Correct Approved Ruling: Home plate, first, second, and third base are all completely within fair territory. The foul lines are also within fair territory. In order to rule the ball foul, it must have come to rest in foul territory or be touched in foul territory. See Rule 2.00.

4. The batter cannot be called out for interference if he is in the batter’s box.

Correct Approved Ruling: Offensive/Batter Interference is defined in Rule 2.00, and there is no specific exception for the batter’s box. The batter’s actions are what causes interference and not necessarily where he is, as defined in Rule 6.06(c) (1), (2) and (3).

5. The ball is dead on a foul-tip.

Correct Approved Ruling: As defined in Rule 2.00, the ball is always live on a foul tip. Therefore runners may be put out or advance at their own risk.

6. The batter may not switch batter’s boxes after two strikes.

Correct Approved Ruling: The batter may switch batter's boxes at any time while the ball is dead. According to Rule 6.06(b), the batter may only be called out for stepping from one batter's box to the other while the pitcher is in position ready to pitch. The number of balls or strikes on the batter is not relevant.

2.00(e). Since the batter swung, a strike is recorded, and, if it was the third strike, the batter is out. No uncaught strike situation occurred since the ball is dead once it contacts the batter.

7. The batter who batted out of order is the person declared out.

Correct Approved Ruling: According to Rule 6.07, the batter that is supposed to bat (the proper batter) is the one that is declared out, when the defensive properly appeals the infraction.

8. The batter is considered "out" if he/she starts for the dugout before going to first base after an uncaught third strike.

Correct Approved Ruling: In order to declare the batter "out" for abandoning his/her effort to advance, he/she must step into "dead ball" territory.

9. The batter-runner is always out if he runs outside the running lane after a bunted ball.

Correct Approved Ruling: The batter-runner may be called out for interference if he fails to run within the runner's lane for the last half of the distance to first base. Furthermore, the defensive team must throw the ball for the interference to occur Rule 6.05(j).

10. If a batter swings at a pitch, and the pitch hits the batter in the batter's box, the batter is awarded first base.

Correct Approved Ruling: The batter is not awarded first base. A strike is defined in Rule

WALL/WH RULES OF PLAY

MAJORS SOFTBALL
(League Age 9 - 12)

DISTRICT RULES OF PLAY

- 1) 12-inch softball is used
- 2) Games will be 6 innings, or 2 hour time limit if there is a scheduled game to follow.
- 3) Softball pitching distance: 40 feet.
- 4) Recommended all base runners must wear helmet with face mask.
- 5) Recommended while pitching a face mask be worn.
- 6) Double headers are allowed at the agreement of both teams at scheduling (1 per week).
- 7) Discretion of Coaches at the time of game for Continuous batting order **if for some reason coaches cannot agree, the 2025 Softball Official Regulation/Playing Rule Book rules will be followed.
- 8) Umpires must be at least 16 years of age or older.



WALL/WH RULES OF PLAY

- 1) 9 players on the field (catcher must be in catcher's box). Games may be started with as few as 6 players. In the event that there are only 6 players, a ball hit into the outfield will be a ground rule double.
- 2) Games will be 6 innings or approximately 2 hours in length, whichever comes first. A new inning may not be started after 1 hour and 45 minutes of game time has elapsed.
- 3) All players will be placed in the batting order (continuous batting order). Free substitution for defensive positions. Any player arriving after the first pitch will be placed at the bottom of the order. In the event a player must leave the game, her position in the batting order will be deleted.
- 4) An inning ends if 3 outs are made or 5 runs have been scored. 5 is the **MAXIMUM NUMBER OF RUNS** which may be scored (by each team) in each inning. Excepting, in the 6th inning, or extra innings, that there is no maximum number of runs.
- 5) Play stops when the ball is with the pitcher "in the circle".
- 6) The Major Division pitching distance is 40 feet with a 12-inch ball.
- 7) Pitcher limits: 10 innings per week, 6 innings in a day.
- 8) Base runners may get their secondary lead as the ball leaves the Pitcher's hand. Stealing is allowed when the ball leaves the Pitcher's hand. Base runners are **NOT** limited to just stealing one base..... play stops when the ball is with the Pitcher "in the circle"
- 9) Base runners are allowed to steal home.....this includes scoring on passed balls.
- 10) Batter may advance on a dropped third strike.
- 11) A pinch runner (bench player not in the game at the time) is allowed to run for the catcher or pitcher at any time to speed up the game. They must be used with 2 outs.
- 12) 15 run rule is in effect after 3 ½ innings if home team is ahead, 4 innings if away team is ahead. If both managers agree, scorebooks can be closed and game can be finished if sufficient time is remaining.
- 13) Visiting team will get the field at least 15 minutes prior to start of game if time allows.
- 14) Any changes in schedule, Home Team Manager must:
 - A) Call Opposing Manager, and
 - B) Call Head Umpire.
- 15) **Bunting** is allowed in the Major Division.

WALL/WH RULES OF PLAY

MINORS SOFTBALL

(League Age 7 - 12)

DISTRICT RULES OF PLAY

- 1) A player who has attained the League Age of 12 is ineligible to pitch
- 2) 11-inch softball is used (during tournament play, 9-10-11 division must use 12-inch)
- 3) Games will be 6 innings or 2 hour time limit. 1.5 hr time limit if there is a scheduled game to follow.
- 4) 5 run maximum per half inning. Last inning unlimited up to the 10 run rule.
- 5) Continuous batting order
- 6) Stealing is allowed but you cannot advance on the overthrow of the stolen base.
- 7) Recommended all base runners must wear helmet with face mask.
- 8) 9 player limit on field. (5 players infield, plus pitcher, ONLY 3 players in outfield)
- 9) No standings will be kept.
- 10) Softball pitching distance: 35 feet.
- 11) Umpires must be at least 16 years of age or older (may have age 14 but must have at least one age 16)



WALL/WH RULES OF PLAY

- 1) 9 players on the field (catcher must be in catcher's box). Games may be started with as few as 6 players. In the event that there are only 6 players, a ball hit into the outfield will be a ground rule double.
- 2) Games will be 6 innings or approximately 2 hours in length, whichever comes first. A new inning may not be started after 1 hour and 45 minutes of game time has elapsed.
- 3) All players will be placed in the batting order (continuous batting order). Free substitution for defensive positions. Any player arriving after the first pitch will be placed at the bottom of the order. In the event a player must leave the game, her position in the batting order will be deleted.
- 4) An inning ends if 3 outs are made or 5 runs have been scored. 5 is the MAXIMUM
- 5) NUMBER OF RUNS which may be scored (by each team) in each inning. Excepting, in the 6th inning, or extra innings, that there is no maximum number of runs.
- 6) Play stops when the ball is with the pitcher "in the circle".
- 7) The Minor Division pitching distance is 35 feet.
- 8) Pitcher limits: 10 innings per week, 6 innings in a day.
After 2 walks in one inning (even if there is a pitching change during the inning), the third walk will result in a coach (from the hitting team) pitching to that batter. The player-pitcher must be on the mound or in the circle during the coach pitch. The Coach will pitch from the rubber. Batter remains at bat until either putting the ball in play or receiving 3 strikes pitches (for an out). The umpire will call Balls and Strikes. However, there will be no walks, bunts, HBP or steals during Coach Pitch. Coach begins pitching to the batter with the strikes the batter already incurred while facing the player pitcher. (if they already had 2 strikes, only 1 left when Coach comes out to pitch).
- 9) Base runners may get their secondary lead as the ball is crossing the plate. Stealing is allowed when the ball crosses the plate. Only 1 base can be stolen on any pitch. This is to encourage catchers to throw the ball.
- 10) Base runners are not allowed to steal home.....no scoring on passed balls.
- 11) No stealing of any base, including home, during "coach" pitch.
- 12) A pinch runner (bench player not in the game at the time) is allowed to run for the catcher or pitcher at any time to speed up the game. They must be used with 2 outs.
- 13) 15 run rule is in effect after 3 ½ innings if home team is ahead, 4 innings if away team is ahead. If both managers agree, scorebooks can be closed and game can be finished if sufficient time is remaining.

WALL/WH RULES OF PLAY

MINORS SOFTBALL
(League Age 7 - 12)

WALL RULES OF PLAY

- 14) Two coaches will be allowed on the field defensively.
- 15) An eleven-inch softball is used in the Minor Division.
- 16) Each player must play the customary position they are assigned. At no time are players allowed to crowd the infield or pitcher's mound. The pitcher must be on the "mound" or in the "circle". Infielders must be in the dirt until the ball is hit. 3 outfielders must stay in the outfield grass.
- 17) Visiting team will get the field at least 15 minutes prior to start of game.
- 18) Any changes in schedule, home team manager must:
 - A) Call Opposing Manager, and B) Call Head Umpire.
- 19) Bunting is allowed in the Minor Division. (except if "coach" pitch is in effect)

WALL/WH RULES OF PLAY

COACH PITCH/ROOKIES

(League Age 6 - 8)

DISTRICT RULES OF PLAY

- 1) No standings will be kept
- 2) Games will be minimum 4 innings; 1.5 hr time limit if there is a scheduled game to follow.
- 3) Roster will be the Batting Order.
- 4) After 5 swinging strikes, the T will be used at the Coaches' discretion.
- 5) Batted ball hit into the outfield - runners may advance 2 bases from their point of origin.
- 6) 5 run maximum per half inning.
- 7) 10 player limit on field. (4 players infield, plus pitcher, 4 players outfield only)
- 8) No advance on overthrows.
- 9) No stealing.
- 10) Softball pitching distance: 35 feet.



WALL/WH RULES OF PLAY

- 1) 10 players on the field (catcher must be in the catcher's box). Games may be started with as few as 6 players. In the event that there are only 6 players, a ball hit into the outfield will be a ground rule double.
- 2) Games will be 6 innings or approximately 2 hours in length, whichever comes first. A new inning may not be started after 1 hour 45 minutes of game time has elapsed.
- 3) All players will be placed in the batting order (continuous batting order). Free substitution for defensive positions. Any player arriving after the first pitch will be placed at the bottom of the order. In the event a player must leave the game, her position in the batting order will be deleted.
- 4) An inning ends when 3 outs are made or 5 runs have been scored.
- 5) When a ball is hit in the infield, runners may advance 1 base only. Runners may advance multiple bases on a ball hit to the outfield. All base running stops once the ball has been returned to the infield dirt...rolling or in player's possession. If there is no infield dirt, the line should be marked with cones.
- 6) No runners may advance on an overthrow. This rule is meant to encourage players to make a play rather than hold the ball.
- 7) 15 run rule is in effect after 3.5 innings if home team is ahead, 4 innings if away team is ahead. If both managers agree, scorebooks can be closed and game can be finished if sufficient time remains.
- 8) Two coaches will be allowed on the field defensively.
- 9) Besides pitching, the coaches on field may not field or touch ball in field of play. If ball hits Coach or the ball bucket at the mound, play is dead and batter is given first base and all runners will advance one base.
- 10) No stealing is permitted and players may only advance if ball is batted into play. Base runners leave the occupied base as the ball is crossing the plate or batted into play.
- 11) An 11-inch softball is used in the Rookie Division.
Coaches will do all the pitching for the season from 30 feet....if the player cannot make contact in five swinging strikes, the player is called out on strikes.
- 12) No child can play Pitcher position for more than 1 inning per game. Each team should have 6 different players playing the Pitcher position in a game.
- 13) Each player must play the customary position they are assigned. At no time are players allowed to crowd the infield or pitcher's mound. The Pitcher must be on the "mound" or in the "circle"
- 14) Infielders must be in the dirt until the ball is hit. The outfielders must stay in the outfield grass.
- 15) Visiting team will get the field at least 15 minutes prior to start of game if time allows.
- 16) Any changes in the schedule, Home Team Manager needs to call the Opposing Team Manager.

Players should be given the opportunity to play multiple positions during each game and throughout the season. This is to help them gain a more thorough understanding of all positions by the time they leave Rookie Division.