

2015 Wisconsin Dells / Baraboo/Sauk Little League Rules and Regulations

WD Little League uses the Official Regulations and Playing Rules for the Little League Baseball Inc as shown in the rulebook. Dells/Baraboo/Sauk have adopted these local rules which supersede the official rules.

2015 Minor League Adopted Rules (Age 9-10, Grades 3-4 2014-2015 school year)

1. Games begin at 6:00 PM. The GEOGRAPHIC home team will take the practice field at 5:00 PM and the GEOGRAPHIC away team at 5:30 PM. No inning shall begin after 7:45. An inning starts after the 3rd out of the previous inning. The home team on the schedule team will occupy the first base dugout. When two GEOGRAPHIC home teams play each other follow the schedule for home vs. away warm up time. **THE SCHEDULE DOES NOT ALWAYS REFLECT THE GEOGRAPHIC HOME TEAM BEING THE HOME TEAM FOR THE GAME.**
2. A game will be called if a 15 run margin exists in the score **GIVEN THAT** one of the following situations is present. If the home team's 15 run margin exists at the start of the bottom of the 4th inning the home team will not bat. If the visiting team's 15 run margin is created in the top of the 4, 5, or 6th innings the home team still gets to bat. If the home team's 15 run margin is created in the 4, 5, or 6th innings the game will be called at that time.
3. Up to a certain point Rec Departments will make the decision whether fields are playable or not. After that umpires and coaches will decide whether a game shall be called due to weather or darkness-safety is the determining factor. If a game is called after 4 complete innings it will be considered a complete game. If it is called prior to the completion of 4th innings the game will be rescheduled and continued at the next open date of your league schedule. Coaches will decide if they can make it up and communicate with Park and Rec Depts.
4. Only the players, coaches, and umpires can be on the field of play and must be inside the dugout when not playing. No one else is allowed in the dugouts. An incoming pitcher is allowed to be warmed up by a player who must be wearing a facemask with throat guard and adult supervision. **NO OTHER KIDS IN DUGOUT. NO BATS OUTSIDE DUGOUT.**
5. Coaches and managers shall assist the umpires with the spectators if needed.
6. If an eleven year old is playing down they are not allowed to pitch, and not allowed on the traveling team.
7. All players must play at least 3 innings in the field of each game. If not they must start the next game.
8. Each team will field ten (10) players in the field utilizing four outfielders. If a team has less than 10 it will field normal positions.
9. **Three walks will be allowed per inning, regardless of a pitcher change or not. On the fourth walk a coach will then pitch to that batter and any batter who walks the remainder of that inning. The batter will receive up to 5 new pitches from the coach. The coach will pitch from the pitching rubber. The current ball/strike count is wiped clean. While the coach is pitching only swinging strikes will be called by the umpire, three swinging strikes is an out and if the**

5 pitch max is obtained the batter is out as well. Foul tips count as strikes, if a foul tip happens on strike 3 the batter is still alive but a max of 5 pitches will be thrown.

NEW: Starting May 24 and for the remainder of the season ALL TEAMS will transition to NO COACH PITCH. There is not a limit to the walks issued per inning after May 24.

10. All players must bat in rotation for the entire game.
11. Coaches are allowed to go to the mound. The coach is allowed 2 trips to the mound per inning per pitcher. On the third trip a pitching change must be made.
12. Any player (except rule 6) can pitch 2 innings per game and total of 4 innings per a 2 game week. These shall be consecutive innings. One pitch constitutes as an inning.

Pitch Count Minors

- 1-20 Pitches: No Rest
- 21-35 Pitches: 1 Calendar Day Rest
- 36-50 Pitches: 2 Calendar Days Rest
- 51-65 Pitches: 3 Calendar Days Rest
- 66+: 4 Calendar Days Rest
- 75 Pitches Max/Day

Pitcher/Catcher Minors & Majors

- A pitcher who delivers **41** or more pitches in a game cannot play the position of catcher for the remainder of that day.
 - A player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.
 - **EXCEPTION:** If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch 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. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.
13. Coaching base running can be a learning experience for players. A maximum of 4 base coaches can exist at one time – two in the 1st base box and two in the 3rd base box. The number of adult coaches on the field must equal the number of player base coaches. Batting helmets must be worn by all player base coaches.
 14. Catchers will come off the bases with 2 outs and be replaced by the player who made the last out

15. No head first sliding is allowed except when diving back to a base. The runner shall be out if they slide head first into the base they are advancing to. The runner will not be out if they slide head first back to a base they have already occupied
16. Stealing:
 - Stealing home on a pitched ball is NOT allowed.
 - Stealing is not allowed on ball 4.
 - Stealing 2nd and/or 3rd is NOT allowed on a passed ball, a ball that goes behind the catcher.
 - Stealing 2nd and/or 3rd is ALLOWED on pitch that is dropped/blocked by the catcher if the ball remains in under or in front of the catcher. Anything behind the catcher is considered a passed ball. The base runner can leave the base when the ball reaches the plate.
 - The only way to advance home is on a batted ball, hit by pitch, or a bases loaded walk. On a batted ball, if any overthrow occurs the runner CAN advance home.
17. On deck batters are not allowed. A batter can not warm up in the field of play or outside the field of play.
18. Throwing or releasing of the bat is ONE TIME TEAM WARNING for each team then an automatic out.
19. Batters, base runners, and player base coaches must wear a helmet.
20. All male players will wear athletic supporters and catchers will wear protective cups while playing.
21. All players must wear hats and have their shirts tucked in at all times. No jewelry is allowed except for jewelry that alerts medical personnel of medical condition and religious content.
22. A game tied at the end of 6 innings or time limit/darkness is ended in a tie.
23. Bats and helmets shall be kept in order and each team is responsible to keep dugouts clean.