

2018 WWCL Rules

- A. Game time will be 6:30 for all single games and 6:00 for all doubleheaders.** When a doubleheader is scheduled for two different teams the second game will start at 7:30. The first game of all doubleheaders will not start any new innings after 7:20. **Second game of the doubleheader has a two-hour time limit if lights are available. When playing a doubleheader the teams should alternate being the home team. if playing a team three times, the doubleheader second game should be a coin flip**
- B. All games will have a two hour time limit.** The schedule game length is seven innings, but **extra innings are allowed** if the teams are tied and the time limit has not been reached. If the teams are tied after the time limit both teams will be given a tie in the standings. **No international tie breakers** in league play. A mercy will be called if a team is leading by 12 runs after 5 innings or 8 runs after 6 innings. No exceptions.
- C. A legal starting lineup is a minimum of 9 players.** The nine players listed in the official batting order must be on the field to start the first inning of the game. Games can be played without a legal lineup if the managers agree. No games will be played when a team has seven or fewer players available. If a team has only eight batters, the ninth batter will be an automatic out. To help prevent forfeitures and postponements the league does allow girls from younger age groups to play up a division. The girl's must be a WWCL enrolled travel player to play up. All forfeits will be recorded as a 5-0 score
- D. 14/16/18 and under leagues: A starting lineup can consist of 9 players and 2 additional hitter, (11 batters).** Any team which begins a game without any additional hitter will have only 9 batters for the entire game. If any of the additional hitters are injured, and no one is available to replace that hitter in the lineup, that hitter will be skipped in the batting order and will not constitute an out. The injured additional hitter doesn't constitute an out anytime during the game and cannot be used on the field as a defensive replacement at anytime after the injury.
- E.** Any player in the original batting lineup who has been replaced by another batter, may re-enter the game provided the player occupies the same batting position in the line up. The player removed for the starter re-entry is no longer available for hitting.
- F.** Run rule limit. **The maximum runs allowed per inning will be 5 runs.** Once a team has scored 5 runs the teams will change sides. The 5 run rule applies to all innings including the last inning.
- G. Free defensive substitution is allowed for all players. This means that any player on the bench who is not in the official batting order may play in the field at any time after the first inning.**
- H. Pitchers are limited to 4 innings for a 7-inning game.** Extra innings are considered like a new game and the pitchers can pitch another 4 innings in an extra

inning game. The four innings do not have to be consecutive. A single pitch in an inning will be considered a complete inning. No partial inning will be considered.

- I. **Base stealing is permitted.** There is no leading off. A runner stealing can run on the release of the ball except the 10 and under league. This age group cannot leave the base until after the ball crosses the plate. Also in the 10 and under there is no stealing of home plate. This means that a run can only score on a batted ball, a walk, or a hit batter. Any runner thrown out for leaving early will be out. All runners leaving early in the 12/14/16 under leagues will be called out. The 10 and under league if the runner leaves early they will be sent back to the base in which they came. If the runner leaves early again, they will then be considered out. Runners may steal more than one base on a given pitch except for the 10 and under teams which are not stealing on the release of the ball from the pitcher's hand. 10 and under teams can steal on the release of the ball from the pitcher's hand if both teams agree.
- J. **Bunting is allowed.**
- K. A batter can steal first base if the catcher doesn't catch the third strike and first base is unoccupied. The batter must beat the throw to first base to be considered safe. If there are two outs and first base is occupied the batter can steal first base if the catcher doesn't catch the third strike. This rule does not apply for the 10 and under league. The batter is automatically out on the third strike.
- L. The batter will be allowed unlimited foul balls on her third strike except for bunting.
- M. **A courtesy runner** can be used for either the catcher or the pitcher at any time. The courtesy runner has to be a player who is not in the official batting lineup. In round robin batting leagues, or leagues in which no extra players are available, the last out will be the courtesy runner.
- N. **Automatic intentional walks.** For an intentional walk the pitcher will not pitch any balls. The pitcher will let the umpire know that she wants to walk the batter and the batter will be awarded first base automatically.
- O. Steel spikes are not allowed in the 10 and under and the 12 and under leagues..
- P. Round robin batting is required in the 10/12 and under leagues. If a player is ejected from the game, when they come to bat they will be an automatic out. If a player is injured or leaves early from the game, they will be skipped in the batting order with no penalty. If a team falls below the nine player limit in the batting order, the ninth spot will be an automatic out. All players are to bat unless they are hurt.
- Q. The 10 and under league outfielders are required to play at least 20 feet behind the infield bases.
- R. **On close plays at any base except first base, the runner shall slide or give themselves up.** A player can be called out and even removed from the game if the umpire feels that the contact should have been avoided.