**Please note that these are the standing rules for Fort Atkinson, Milton & Whitewater Little League. All three groups have agreed to these rules.**

**Unless specifically stated in the below rules, general baseball rules will apply.**

**Revised 4/20/2018**

**2nd GRADE LEAGUE RULES OF PLAY**

1. 6 innings or 1 hour from the time of the first pitch.

2. In the event of rain, 2 innings will constitute a complete game, provided the home team is ahead.

3. Make-ups for games that have started will be resumed at a later date with the same situation as during the rain delay. A team will not be penalized for a player not being there for the make-up, but the pitching rule stands for that game (see below…Pitching).

4. There will be a 6 run rule per inning in affect. After 6 runs are scored in the ½ inning teams switch sides.

5. A game shall be completed when 1) 6 innings are complete or 2) when the time limit has expired. In fairness to all teams and to not pressure coaches and umpires, games will not be able to continue.

**EXCEPTION:** If a game is tied, when the time limit is reached, OR the game is tied at the end of regulation. The game will be recorded as a tie

6. No new inning may begin after the time limit is reached, but the current inning will continue.

7. A new inning is defined as the third out of the inning or 6 runs.

8. Field dimensions are 60 foot bases and 43 foot pitching rubber.

***Pitching***

1. No pitcher shall pitch more than two (2) innings in one game.
2. Pitchers cannot re-enter the game as a pitcher once they are taken out.

2. On ball 4, the offensive coach will go out to the mound and give the batter a maximum of three (3) pitches to put the ball in play. If the third pitch is fouled off, or not put in play, the batter is out**.** Pitchers must stay near the rubber, but not in front; if the ball hits the coach, it is a live ball**.** The coach has to have one foot touching the rubber during the delivery.

3**.** No intentional Walks allowed.

4. No balks will be called. If the pitcher delivers an illegal pitch, a no pitch will be called and the ball will be dead. The umpire will discuss an illegal activity by the pitcher with the coach in a timely manner.

***Bat***

1. Only bats stamped Tee ball, Youth Baseball, Little League or any other governing youth baseball body will be permitted. Bats supplied from Fort Youth Baseball will be allowed. Bats must be “small barrel” or 2 ¼ inch barrel.
2. There are no fake bunts. This will be an automatic out.

***Stealing/Passed Balls***

**1*.*** Stealing is not allowed. The base runner will be declared out if they leave the base too early.

**3**. There are no passed balls.

**4**. Runners can only score on a batted ball.

***Infield Fly Rule***

1. There is no Infield Fly Rule.

***Dead Ball***

1. Ball will become dead if there is a hit batsman, or the ball goes out of bounds.

***Participation***

1. Every player must play at least two (2) innings in the field every game. Free substitution on defense is permitted. 50% of the play time must be split between the infield and the outfield.

2. Roster batting is in effect. (i.e.: 11 players show up. Your batting order is 1-11)

3. If an injury causes a player to miss his turn at bat there would not be an automatic out spotted in the line-up.

4. If an injury causes a player to miss his turn at bat after he has already stepped into the batters box, the player who last made an out will take his turn.

5. A coach may reduce a player’s participation for lack of attendance or gross insubordination toward the coach. The coach should notify the opposing coach, umpire, and board member on duty before the game.

6***.*** 2nd Grade – Four (4) outfielders will be used. LF, LC, RC, RF. A rover is not permissible. All outfielders must start on the grass in their proper positions.

***Sliding***

1. The runner must slide at home plate.
2. There are no head first slides in this league and will result in the runner being called out.

***Running Into Fielder***

1. Running into a fielder waiting to make a tag with the ball is an automatic out. If flagrant, the player is out and ejected. If the base runner slides and makes contact with the fielder, play stands. **If there is incidental contact, the play stands**.

**Ex 1**: R1 on second base. Single to the outfield. The catcher catches the ball and is waiting to make a tag on R1. R1 runs into the catcher. Catcher drops the ball. **RULING = R1 is out**.

**Ex 2**: R1 on second base. Single to the outfield. The catcher catches the ball and is waiting to make a tag on R1. R1 runs into the catcher who drops the ball and the umpire rules that it was malicious. **RULING = R1 is out and is ejected from the game and becomes ineligible for the next game.**

**Ex 3**: Same as Ex 2 but the catcher holds onto the ball. **RULING = R1 is out and is ejected from the game.**

**Ex 4**: R1 on second. On a ground ball to the SS who tosses it to the second baseman and catches the ball. R1 heads back to second base, does not slide, but makes little contact with the second baseman’s shins. **RULING = Incidental contact, if the tag was applied in time, R1 is out, if no tag was made, R1 is safe. EMPHASIS = players should slide on a close play.**

Ex 5: R1 on second base. Single to the outfield. The catcher is standing on the third base line as the throw goes home. R1 runs around the catcher to avoid contact and is tagged out. **RULING = R1 is out, the catcher is making a play on the ball when the ball is in flight, the runner must avoid contact with the catcher who has the right to catch the ball. (WIAA Rules)**

**Ex 6**: R1 on second base. Single to the outfield. The catcher is standing on the third base line by home plate waiting for the ball. R1 runs into the catcher. **RULING = Dead ball, R1 is out for making contact with the catcher and all runners remain where they are. (WIAA Rules)**

**Ex 7**: R1 on second base. Single to the outfield. The catcher moves up the third base line attempting to catch the throw. R1 contacts the catcher. **RULING = Incidental contact, play stands as is.**

***Picking up Players***

1. If a team has only 8 players for that night, that team will play with only 8 players.

2. If the team has 7 or fewer players, that team will forfeit the game in the standings.

3. After the forfeit, that team could pick up enough players from other teams to play a game.

4. It is allowed to pick up players from the other 2nd grade team if not playing at the same time or a T-ball/pitching machine team to fill your roster to 10 players.

***Dropped 3rd Strike***

1. Batter is automatically out on a 3rd strike

***If a Double First Base is used:***

1. Defense players must touch the white base. Runners may touch either but recommend they use the orange base when there is a play at first base. A batted ball that hits the white base will be considered a fair ball. A batted ball that hits the orange base will be considered a foul ball.

**3rd & 4th GRADE LEAGUE RULES OF PLAY**

***Game Length***

1. 6 innings or 1 hour 45 minutes from the time of the first pitch.

2. In the event of rain, 3 ½ innings will constitute a complete game, provided the home team is ahead.

3. Make-ups for games that have started will be resumed at a later date with the same situation as during the rain delay. A team will not be penalized for a player not being there for the make-up, but the pitching rule stands for that game (see below…Pitching).

4. There will be a 15 run rule after the completion of four innings.

5. A game shall be completed when 1) 6 innings are complete or 2) when the time limit has expired or the run rule applies. In fairness to all teams and to not pressure coaches and umpires, games will not be able to continue.

**EXCEPTION:** If a game is tied, when the time limit is reached, OR the game is tied at the end of regulation. Then one extra inning will be played to try to break the tie. The person who recorded the last out will start at second base***.*** If the game is still tied after one extra inning of play, the game will be recorded as a tie in the standings.

6. No new inning may begin after the time limit is reached, but the current inning will continue.

7. A new inning is defined as the third out of the inning.

***Pitching***

1. No pitcher shall pitch more than two (2) innings in one game.

2. Pitchers cannot re-enter the game once they are taken out.

3. On ball 4, the offensive coach will go out to the mound and give the batter a maximum of three (3) pitches to put the ball in play. If the third pitch is fouled off, or not put in play, the batter is out**.** Pitchers must stay near the rubber, but not in front; if the ball hits the coach, it is a live ball**.** The coach has to have one foot touching the rubber during the delivery.

4**.** No intentional Walks allowed.

5. No balks will be called. If the pitcher delivers an illegal pitch, a no pitch will be called and the ball will be dead. The umpire will discuss an illegal activity by the pitcher with the coach in a timely manner.

6. After two trips to the mound by anyone that is not currently playing in the game the pitcher must be removed from pitching.

***Bat***

1. Only bats stamped Youth Baseball, Little League or any other governing youth baseball body will be permitted. Bats supplied from Fort Youth Baseball will be allowed. Bats must be “small barrel” or 2 ¼ inch barrel.
2. There are no fake bunts. This will be an automatic out.

***Stealing/Passed Balls***

***1.*** Stealing is allowed but only after the ball has reached home plate. The base runner will be declared out if they leave the base too early.

2. Runners on first and second may advance at their own risk on passed balls. Runnners on third base cannot.

3. Runners may only advance one base per batter.

4. Runners can only score on a batter ball. There is no stealing home.

***Infield Fly Rule***

1. There is no Infield Fly Rule.

***Dead Ball***

1. Ball will become dead if there is a hit batsman, or the ball goes out of bounds. Otherwise, “time out” must be granted by the umpire in charge, or once the baseball is within 5 feet of the rubber **and the runner has stopped moving forward**, then the runner must go back to the base.

***Participation***

1. Every player must play at least two (2) innings in the field every game. Free substitution on defense is permitted.

2. Roster batting is in effect. (i.e.: 11 players show up. Your batting order is 1-11)

3. If an injury causes a player to miss his turn at bat there would not be an automatic out spotted in the line-up.

4. If an injury causes a player to miss his turn at bat after he has already stepped into the batters box, the player who last made an out will take his turn.

5. A coach may reduce a player’s participation for lack of attendance or gross insubordination toward the coach. The coach should notify the opposing coach, umpire, and board member on duty before the game.

6***.*** AAA – Four (4) outfielders will be used. LF, LC, RC, RF. A rover is not permissible. All outfielders must start on the grass in their proper positions.

***Overthrows***

1. All overthrows which remain on the field (when no “Time” has been given) of play, including overthrows from catcher to pitcher entitles the base runner to advance at their own risk, however they may only advance one base per batter. All runs will be the result of a batted ball.

**Ex. 1:** R1 on Third base and there is a pass ball runner may not advance home.

**Ex. 2**: R1 on second base. Single to the outfield. Runner rounds third base to wait and see what the throw is going to do. The throw is an overthrow runner may advance.

**Ex. 3**. R1 on second base. Ball hit to the outfield. Runner rounds third base and heads home, ball is overthrown and runner scores. The runner is allowed to score. If there was a play at the plate and the runner failed to slide, the runner is out due to not sliding.

***Sliding***

1. If there is a play at the plate, the runner must slide. If the runner fails to slide, the runner will be called out. It is the umpires call if there was a play or not.
2. There are no head first slides in this league and will result in the runner being called out.

***Running Into Fielder***

1. Running into a fielder waiting to make a tag with the ball is an automatic out. If flagrant, the player is out and ejected. If the base runner slides and makes contact with the fielder, play stands. **If there is incidental contact, the play stands**.

**Ex 1**: R1 on second base. Single to the outfield. The catcher catches the ball and is waiting to make a tag on R1. R1 runs into the catcher. Catcher drops the ball. **RULING = R1 is out**.

**EX 1B:** Catcher may not block the plate without the ball.

**Ex 2**: R1 on second base. Single to the outfield. The catcher catches the ball and is waiting to make a tag on R1. R1 runs into the catcher who drops the ball and the umpire rules that it was malicious. **RULING = R1 is out and is ejected from the game and becomes ineligible for the next game.**

**Ex 3**: Same as Ex 2 but the catcher holds onto the ball. **RULING = R1 is out and is ejected from the game.**

**Ex 4**: R1 on second. On a ground ball to the SS who tosses it to the second baseman and catches the ball. R1 heads back to second base, does not slide, but makes little contact with the second baseman’s shins. **RULING = Incidental contact, if the tag was applied in time, R1 is out, if no tag was made, R1 is safe. EMPHASIS = players should slide on a close play.**

Ex 5: R1 on second base. Single to the outfield. The catcher is standing on the third base line as the throw goes home. R1 runs around the catcher to avoid contact and is tagged out. **RULING = R1 is out, the catcher is making a play on the ball when the ball is in flight, the runner must avoid contact with the catcher who has the right to catch the ball. (WIAA Rules)**

**Ex 6**: R1 on second base. Single to the outfield. The catcher is standing on the third base line by home plate waiting for the ball. R1 runs into the catcher. **RULING = Dead ball, R1 is out for making contact with the catcher and all runners remain where they are. (WIAA Rules)**

**Ex 7**: R1 on second base. Single to the outfield. The catcher moves up the third base line attempting to catch the throw. R1 contacts the catcher. **RULING = Incidental contact, play stands as is.**

***Picking up Players***

1. If a team has only 8 players for that night, that team will play with only 8 players.

2. If the team has 7 or fewer players, that team will forfeit the game in the standings.

3. After the forfeit, that team could pick up enough players from other teams to play a game.

4. During tournament play if a player from a team that has been eliminated is available the team still in the tournament may pick up a player(s) to reach a total of 10 players on the team. This is not meant to “stack” teams and should be used only if there is no other option.

5. Regular season Picking up a Player must come from the age group below or from a team in the same age group that is not playing at the same time, replacement players may NOT pitch in the game and should be wearing their team uniform they are rostered on. Roster adds must take place prior to rule 1or 2 (IE when games scheduled start time) or it is a forfeit and rule 3 is activated.

***Dropped 3rd Strike***

1. Batter is automatically out on a 3rd strike

***Double First Base –***

1. Diamond 1 & 3 will use a double first base. Defense players must touch the white base. Runners may touch either but recommend they use the orange base when there is a play at first base. A batted ball that hits the white base will be considered a fair ball. A batted ball that hits the orange base will be considered a foul ball.

**5th & 6th GRADE LEAGUE RULES OF PLAY**

***Game Length***

1. 6 innings or 1 hour 45 minutes from the time of the first pitch.

2. In the event of rain, 3 ½ innings will constitute a complete game, provided the home team is ahead.

3. Make-ups for games that have started will be resumed at a later date with the same situation as during the rain delay. A team will not be penalized for a player not being there for the make-up, but the pitching rule stands for that game (see below…Pitching).

4. There will be a 10 run rule after the completion of four innings.

5. A game shall be completed when 1) 6 innings are complete or 2) when the time limit has expired or 3) the run rule applies. In fairness to all teams and to not pressure coaches and umpires, games will not be able to continue.

**EXCEPTION:** If a game is tied, when the time limit is reached, OR the game is tied at the end of regulation. Then one extra inning will be played to try to break the tie. The person who recorded the last out will start at second base.If the game is still tied after one extra inning of play, the game will be recorded as a tie in the standings.

6. No new inning may begin after the time limit is reached, but the current inning will continue.

7. A new inning is defined as the third out of the inning.

***Pitching***

1. No pitcher shall pitch more than three (3) innings in one game.
2. Pitchers cannot re-enter the game once they are taken out.

3. Ball 4 will result in the batter taking first base

4**.** No intentional Walks allowed

5. Pitchers must pitch from the stretch position when any runners are on base except for when bases are loaded (1st, 2nd and 3rd) or just 3rd base is occupied.

6. Balks. Balks will be called by the plate umpire only. There will be a warning given **twice** per pitcher, per game. Upon receiving a warning, the umpire will call time-out and explain to the pitcher what they did that constituted a balk. When a balk is called, runners will be given a one base advance and the pitch if delivered is ruled a no-pitch.

7. After two trips to the mound by anyone that is not currently playing in the game the pitcher must be removed from pitching.

***Bat***

1. Only bats stamped Youth Baseball, Little League or any other governing youth baseball body will be permitted. Bats must be “small barrel” or 2 ¼ inch barrel unless stamped USABat then the bat maybe 2 5/8.

1a. If a bat is over 2 ¼ and is not stamped USABat and is used in a game it is an automatic out and any run scored during that at bat will be removed.

2a. A warning to the coach will be issued and if it happens again in the current game it is an automatic forfeit.

3a. A coach may challenge a bat nor more than twice per game and the home plate umpire will inspect the bat for the USABat logo on the bat.

1. Fake bunts are allowed at this age group.

***Stealing/Passed Balls***

1. Lead-off, stealing, advancing on wild pitch/passed ball, advancing to first on a dropped strike 3 with first base unoccupied = legal.

***Sliding***

1. If there is a play at the plate, the runner must slide. If the runner fails to slide, the runner will be called out. It is the umpires call if there was a play or not.
2. There are no head first slides in this league and will result in the runner being called out.

2a. Sliding back to the base on a lead-off is not considered a “head first” slide.

***Infield Fly Rule***

1.With runners on first and second OR bases loaded, AND with 0 OR 1 out and a pop up is hit in the infield, the batter is automatically out (the ball must land in fair territory, if not, it is a foul ball). Runners may advance at their own risk and there is no force play.

***Dead Ball***

1. Ball will become dead if there is a hit batsman, or the ball goes out of bounds. Otherwise, “time out” must be granted by the umpire in charge, or once the baseball is within 5 feet of the rubber **and the runner has stopped moving forward**, then the runner must go back to the base.

**Ex 1:** Ball 4 to batter B1, C returns the ball back to the pitcher right away. While the pitcher has the ball, B1 gets to first base and keeps going to second base. **RULING = Legal, as long as the runner did not stop their momentum. P does have a right to make a play on B1.**

**Ex 2:** Ball 4 to batter B1, C returns the ball back to the pitcher right away. While the pitcher has the ball, B1 gets to first base and rounds it 5 feet but then stops trying to draw a throw from the pitcher. **RULING = Ball is dead since the runner’s momentum has stopped. B1 must return to the base immediately or be called out for leaving the base too soon.**

***Participation***

1. Every player must play at least two (2) innings in the field every game. Free substitution on defense is permitted.

2. Roster batting is in effect. (i.e.: 11 players show up. Your batting order is 1-11)

3. If an injury causes a player to miss his turn at bat there would not be an automatic out spotted in the line-up.

4. If an injury causes a player to miss his turn at bat after he has already stepped into the batters box, the player who last made an out will take his turn.

5. A coach may reduce a player’s participation for lack of attendance or gross insubordination toward the coach. The coach should notify the opposing coach, umpire, parent and board member on duty before the game.

***Overthrows***

1. All overthrows which remain on the field (when no “Time” has been given) of play, including overthrows from catcher to pitcher entitles the base runner to advance at their own risk as far as possible. This includes third base runners.

2. All overthrows into dead ball area result in the base runner advancing one (1) bases from the time of the throw. Pitches that go into dead ball area result in a one base award. Pick-off throws by the pitcher result in the base runners advancing one base.

***Running Into Fielder***

1. Running into a fielder waiting to make a tag with the ball is an automatic out. If flagrant, the player is out and ejected. If the base runner slides and makes contact with the fielder, play stands. **If there is incidental contact, the play stands**.

**Ex 1**: R1 on second base. Single to the outfield. The catcher catches the ball and is waiting to make a tag on R1. R1 runs into the catcher. Catcher drops the ball. **RULING = R1 is out**.

**EX 1B:** Catcher may not block the plate without the ball.

**Ex 2**: R1 on second base. Single to the outfield. The catcher catches the ball and is waiting to make a tag on R1. R1 runs into the catcher who drops the ball and the umpire rules that it was malicious. **RULING = R1 is out and is ejected from the game and becomes ineligible for the next game.**

**Ex 3**: Same as Ex 2 but the catcher holds onto the ball. **RULING = R1 is out and is ejected from the game.**

**Ex 4**: R1 on second. On a ground ball to the SS who tosses it to the second baseman and catches the ball. R1 heads back to second base, does not slide, but makes little contact with the second baseman’s shins. **RULING = Incidental contact, if the tag was applied in time, R1 is out, if no tag was made, R1 is safe. EMPHASIS = players should slide on a close play.**

Ex 5: R1 on second base. Single to the outfield. The catcher is standing on the third base line as the throw goes home. R1 runs around the catcher to avoid contact and is tagged out. **RULING = R1 is out, the catcher is making a play on the ball when the ball is in flight, the runner must avoid contact with the catcher who has the right to catch the ball. (WIAA Rules)**

**Ex 6**: R1 on second base. Single to the outfield. The catcher is standing on the third base line by home plate waiting for the ball. R1 runs into the catcher. **RULING = Dead ball, R1 is out for making contact with the catcher and all runners remain where they are. (WIAA Rules)**

**Ex 7**: R1 on second base. Single to the outfield. The catcher moves up the third base line attempting to catch the throw. R1 contacts the catcher. **RULING = Incidental contact, play stands as is.**

***Picking up Players***

1. If a team has only 8 players for that night, that team will play with only 8 players.

2. If the team has 7 or fewer players, that team will forfeit the game in the standings.

3. After the forfeit, that team could pick up enough players from other teams to play a game.

4. During tournament play if a player from a team that has been eliminated is available the team still in the tournament may pick up a player(s) to reach a total of 9 players on the team. This is not meant to “stack” teams and should be used only if there is no other option.

5. Regular season Picking up a Player must come from the age group below or from a team in the same age group that is not playing at the same time, replacement players may NOT pitch in the game and should be wearing their team uniform they are rostered on. Roster adds must take place prior to rule 1or 2 (IE when games scheduled start time) or it is a forfeit and rule 3 is activated.

***Dropped 3rd Strike***

1. With first base not occupied at the time of the pitch, or if there are 2 outs, if the catcher fails to catch the 3rd strike, the catcher must throw the batter out at first or tag the batter to record the out. (Bases Loaded, 2 outs – force at home). If first base is occupied and there are less than 2 outs, the batter is out

**7th, 8th, & 9th GRADE LEAGUE RULES OF PLAY**

***Game Length***   
1. 7 inningsor2 hours from the time of the first pitch.

2. In the event of rain, 4 ½ innings will constitute a complete game, provided the home team is ahead.

3. Make-ups for games that have started will be resumed at a later date with the same situation as during the rain delay. A team will not be penalized for a player not being there for the make-up, but the pitching rule stands for that game (see below…Pitching).

4. There will be a 10 run rule after the completion of four innings.

5. A game shall be completed when 1) 7 innings are complete or 2) when the time limit has expired or 3) the run rule applies. In fairness to all teams and to not pressure coaches and umpires, games will not be able to continue.

**EXCEPTION:** If a game is tied, when the time limit is reached, OR the game is tied at the end of regulation. Then one extra inning will be played to try to break the tie. The person who recorded the last out will start at second base.If the game is still tied after one extra inning of play, the game will be recorded as a tie in the standings.

6. No new inning may begin after the time limit is reached, but the current inning will continue.

7. A new inning is defined as the third out of the inning.

8. When School is in time limit is dropped to 1 hour 45 minutes

9. Tournament games time limit is 1 hour 50 minutes

***Pitching***

1. Major – No pitcher shall pitch more than four (4) innings in one game

One pitch thrown constitutes a complete inning.

2. Pitchers cannot re-enter the game as a pitcher once they are taken out.

3. Ball 4 will result in the batter taking first base

4. No intentional walks

5. Balks. Balks will be called by the plate umpire only. There will be a warning given **once** per pitcher, per game. Upon receiving a warning, the umpire will call time-out and explain to the pitcher what they did that constituted a balk. When a balk is called, runners will be given a one base advance and the pitch if delivered is ruled a no-pitch.

6. After two trips to the mound by anyone that is not currently playing in the game the pitcher must be removed from pitching.

***Bat***

1. Bats may be “big barrel” or 2 5/8 inch barrel

***Stealing/Passed Balls***

1. Lead-off, stealing, advancing on wild pitch/passed ball, advancing to first on a dropped strike 3 with first base unoccupied = legal.

***Infield Fly Rule***

1.With runners on first and second OR bases loaded, AND with 0 OR 1 out and a pop up is hit in the infield, the batter is automatically out (the ball must land in fair territory, if not, it is a foul ball). Runners may advance at their own risk and there is no force play.

***Dead Ball***

1. Ball will become dead if there is a hit batsman, or the ball goes out of bounds. Otherwise, “time out” must be granted by the umpire in charge, or once the baseball is within 5 feet of the rubber **and the runner has stopped moving forward**, then the runner must go back to the base.

**Ex 1:** Ball 4 to batter B1, C returns the ball back to the pitcher right away. While the pitcher has the ball, B1 gets to first base and keeps going to second base. **RULING = Legal, as long as the runner did not stop their momentum. P does have a right to make a play on B1.**

**Ex 2:** Ball 4 to batter B1, C returns the ball back to the pitcher right away. While the pitcher has the ball, B1 gets to first base and rounds it 5 feet but then stops trying to draw a throw from the pitcher. **RULING = Ball is dead since the runner’s momentum has stopped. B1 must return to the base immediately or be called out for leaving the base too soon.**

***Participation***

1. Every player must play at least two (2) innings in the field every game. Free substitution on defense is permitted.

2. Roster batting is in effect. (i.e.: 11 players show up. Your batting order is 1-11)

3. If an injury causes a player to miss his turn at bat there would not be an automatic out spotted in the line-up.

4. If an injury causes a player to miss his turn at bat after he has already stepped into the batters box, the player who last made an out will take his turn.

5. A coach may reduce a player’s participation for lack of attendance or gross insubordination toward the coach. The coach should notify the opposing coach, umpire, parent and board member on duty before the game.

***Overthrows***

1. All overthrows which remain on the field (when no “Time” has been given) of play, including overthrows from catcher to pitcher entitles the base runner to advance at their own risk as far as possible. This includes third base runners.

2. All overthrows into dead ball area result in the base runner advancing two (2) bases from the time of the throw. Pitches that go into dead ball area result in a one base award. Pick-off throws by the pitcher result in the base runners advancing one base.

***Running Into Fielder***

1. Running into a fielder waiting to make a tag with the ball is an automatic out. If flagrant, the player is out and ejected. If the base runner slides and makes contact with the fielder, play stands. **If there is incidental contact, the play stands**.

**Ex 1**: R1 on second base. Single to the outfield. The catcher catches the ball and is waiting to make a tag on R1. R1 runs into the catcher. Catcher drops the ball. **RULING = R1 is out**.

**EX 1B:** Catcher may not block the plate without the ball.

**Ex 2**: R1 on second base. Single to the outfield. The catcher catches the ball and is waiting to make a tag on R1. R1 runs into the catcher who drops the ball and the umpire rules that it was malicious. **RULING = R1 is out and is ejected from the game and becomes ineligible for the next game.**

**Ex 3**: Same as Ex 2 but the catcher holds onto the ball. **RULING = R1 is out and is ejected from the game.**

**Ex 4**: R1 on second. On a ground ball to the SS who tosses it to the second baseman and catches the ball. R1 heads back to second base, does not slide, but makes little contact with the second

**was made, R1 is safe. EMPHASIS = players should slide on a close play.**

Ex 5: R1 on second base. Single to the outfield. The catcher is standing on the third base line as the throw goes home. R1 runs around the catcher to avoid contact and is tagged out. **RULING = R1 is out, the catcher is making a play on the ball when the ball is in flight, the runner must avoid contact with the catcher who has the right to catch the ball. (WIAA Rules)**

**Ex 6**: R1 on second base. Single to the outfield. The catcher is standing on the third base line by home plate waiting for the ball. R1 runs into the catcher. **RULING = Dead ball, R1 is out for making contact with the catcher and all runners remain where they are. (WIAA Rules)**

**Ex 7**: R1 on second base. Single to the outfield. The catcher moves up the third base line attempting to catch the throw. R1 contacts the catcher. **RULING = Incidental contact, play stands as is.**

**Ex 8:** We have seen a lot of teams having there catcher intentionally blocking home plate even when there is not a play. If the catcher is intentionally blocking home plate and there is not a play at the plate we will call it as player interference. The run will score and each base runner will receive one (1) extra base.

***Picking up Players***

1. If a team has only 8 players for that night, that team will play with only 8 players.

2. If the team has 7 or fewer players, that team will forfeit the game in the standings.

3. After the forfeit, that team could pick up enough players from other teams to play a game.

4. During tournament play if a player from a team that has been eliminated is available the team still in the tournament may pick up a player(s) to reach a total of 9 players on the team. This is not meant to “stack” teams and should be used only if there is no other option.

5. Regular season Picking up a Player must come from the age group below or from a team in the same age group that is not playing at the same time, replacement players may NOT pitch in the game and should be wearing their team uniform they are rostered on. Roster adds must take place prior to rule 1or 2 (IE when games scheduled start time) or it is a forfeit and rule 3 is activated.

***Dropped 3rd Strike***

1. With first base not occupied at the time of the pitch, or if there are 2 outs, if the catcher fails to catch the 3rd strike, the catcher must throw the batter out at first or tag the batter to record the out. (Bases Loaded, 2 outs – force at home). If first base is occupied and there are less than 2 outs, the batter is out.

***Sliding***

1. If there is a play at the plate, the runner must slide. If the runner fails to slide, the runner will be called out.It is the umpires call if there was a play or not.

(a force out at home is not a play at the plate the Catcher should not be in the base path).

1. Head-first slides are allowed in this league.