

## 2016 Western Wisconsin Baseball League Rules

The Western Wisconsin Baseball League (WWBL) is a league for recreational level players and teams. The following basic rules and regulations will govern play in the Western Wisconsin Baseball League. Except for the modifications below, the league will follow the National Federation High School League (NFHS) rules. A copy of the High School rules can be found at [www.hudsonboosters.org](http://www.hudsonboosters.org) under the “Baseball / WWBL” link.

WWBL e-mail address: [wwbleague@yahoo.com](mailto:wwbleague@yahoo.com)

WWBL web page: [www.hudsonboosters.org](http://www.hudsonboosters.org) – “Baseball tab / WWBL tab”

### POINTS OF EMPHASIS

One of the biggest complaints about our program is the length of games, some taking over 2 ½ hours for a 7 inning game. In order to help speed up the game, the following should be enforced for every game. Please pass this information on to your umpire coordinator.

#### ● STRIKE ZONE

This is probably the biggest complaint I receive. When an umpire “squeezes” the zone, it leads to more walks, which leads to frustration by the pitcher and the lengthening of the game. Most coaches are satisfied if the strike zone is a bit big, as long as it’s consistent. By definition, a strike is when **any part** of the ball passes over **any part** of home plate.

- Each community should emphasize to their umpires the need for a “full” strike zone, defined as:

- **Top** of strike zone - Half way between the waist and shoulders of a normal stance.
  - If the player is crouching, umpire determines “normal” stance height
- **Bottom** of strike zone – bottom of the knee
- **Width** – Full width of the plate, usually defined as 1 ball off each side of Home plate.

### NEW RULES IN 2016

- Games can be started and played if each team has at least 8 players.
  - If agreed to by the head coaches, players from one team may play defense on the opponent’s team so that each team has 9 fielders
- The WWBL is considered a Recreational league. Players who play on a Traveling team cannot be rostered on a WWBL team.
  - On a single game basis, special circumstances can be used to supplement a team’s roster. Coach must contact the other coach and the League Administrator to inform them why a supplemental player is needed.
    - Fill in players should not be rostered on a traveling team, but if that’s your only option, you must notify the other coach of that fact.
    - Fill in players are not allowed to play in a game if there are 9 available rostered players.
    - Fill in players are not allowed to pitch or catch during the game.

### 2016 IMPORTANT DATES

|          |  |          |                              |
|----------|--|----------|------------------------------|
| Mon 5/23 | Season Starts                          | Mon 7/05 | Play Resumes                 |
| Mon 5/30 | Memorial Day                           | Fri 7/16 | Playoff seeding cut-off date |
| Fri 6/17 | All Star player selection cut-off date | Mon 7/25 | Playoffs start               |
| Fri 6/24 | All Star Practice date                 | Sat 7/30 | Playoff finals               |
| Sat 6/25 | All Star Game                          | Sun 7/31 | Playoff finals rain date     |
| Sun 6/26 | All Star Game rain date                |          |                              |
| Fri 7/01 | Start of 4 <sup>th</sup> of July break |          |                              |

### FIELD DIMENSIONS

- Base lengths 75-80 feet (recommended distance is 75 feet)
- Pitching distances 52-54 feet (recommended distance is 54 feet)

### EQUIPMENT

- Metal spikes are allowed
- Bats - bats with a length/weight ratio of -4 and higher must have the 2012 USSSA 1.15 BPF stamp. Bats with a drop of minus 3 (-3) must have the BBCOR .50 stamp.
  - LL bat (2 1/4" barrel) ..... Unlimited length/weight ratio
  - Maximum diameter at the thickest part:... 2 3/4" barrel

- Maximum length/weight ratio ..... (-10) for bats with greater than 2 ¼ barrel
- In length:..... 36" or less

### PLAYER ELIGIBILITY

- Each community will decide whether to use age or grade for determining participants in this league
  - Age: Cannot reach 15<sup>th</sup> birthday prior to July 31 of the current year.
  - Grade: Must be in grade 8 or lower at the beginning of the season.
  - **Special circumstances can be considered.** For example, a home schooled player who is in the 9<sup>th</sup> grade but meets the age criteria can petition the home association. Forward special circumstances to the league administrator.
- The WWBL is considered a Recreational league. Traveling team players cannot be rostered on a WWBL team.
  - On a single game basis, special circumstances can be used to supplement a team's roster. Coach must contact the other coach to inform them that a supplemental player is needed.
    - Fill in players should not be rostered on a traveling team, but if that's your only option, you must notify the other coach of that fact.
    - Fill in players are not allowed to play in a game if there are 9 available rostered players.
    - Fill in players are not allowed to pitch or catch during the game.

### GENERAL RULES

- Except for the modifications below, the league will follow the **National Federation High School League (NFHS)** rules.
  - A copy of the High School rules can be found at [www.hudsonboosters.org](http://www.hudsonboosters.org) under the "Baseball / WWBL" link
- Game consists of 7 innings.
- Games can be started and played if each team has at least 8 players.
  - If agreed to by the head coaches, players from one team may play defense on the opponent's team so that each team has 9 fielders.
- If the score is tied at the end of 7 innings:
  - Extra innings will be allowed based on weather conditions and sunlight. (Umpire's decision)
  - Ties will stand after curfew or darkness. Do not risk injury due to darkness.
- The 10 run rule will take effect after 4 ½ innings if the home team is ahead, and after 5 innings if the visiting team is ahead.
- If the game is called for any reason after 4 ½ innings and the home team is winning, or 5 complete innings, the game is considered complete.
  - Games called before that time are incomplete games, and will need to be rescheduled unless the coaches agree that it is a complete game.
- If the game is called for any reason in mid-inning, the score will revert to the score at the end of the last completed ½ inning.
  - Exception: If the home team has scored enough runs to tie or go ahead in the ½ inning that has been called, the score of the game will be the score when the game was called.
- Hosting team is responsible for providing an umpire.
  - If the Home team has to play on a different community's field, then the hosting community must supply umpire.
  - Only one umpire need be scheduled for each game.
- Each team must supply 1 new game ball for each game
- Home team shall keep the official scorebook. It is recommended both teams reconcile their scorebooks after every inning.
- Continuous batting and free substitution will be used. (See pitching restrictions)
  - All rostered players in attendance must be in the batting lineup and play at **least 3 innings in the field.**
    - Exemptions will be allowed for shortened games due to weather or the 10-run rule.
    - If a player is injured during the game, simply collapse the batting order. There is no automatic out for his batting place in the original lineup. If the player returns, simply reinstate him in the original batting order.
- Base running:
  - A player may lead off and steal at any time.
  - A runner will be called out for:
    - Running out of the baseline to avoid a tag out
      - Exception for running out of the baseline to avoid contact with a defensive player who does not have possession of the ball and is blocking the direct line to the base.
    - Hurdling over an offensive player unless the player is prone on the ground (kneeling is not prone)
    - Making contact with a fielder coming into a base or home without sliding (No contact, no penalty)
    - Interfering with a defensive player trying to field a hit ball
    - Being hit with a batted ball before a defensive player has a chance to field the ball
    - A head first slide except when returning to a base or in a rundown play.
- Courtesy runners:
  - The last player to be put out will be allowed to run for:
    - The player who will be the catcher in the next defensive half inning.
    - An injured player.

## PITCHING

- A player may pitch a maximum of 4 innings per game and a maximum of 12 innings per week.
  - One pitch in an inning constitutes an inning pitched.
  - Restrictions may be modified for the week of the end of year tournament.
  - Once a player has been removed from pitching, that player may only reenter once as a pitcher.
- If a game goes into extra innings, pitchers are allowed an extra 2 innings plus another re-entry.
- Between inning pitching restrictions
  - For a pitcher's 1<sup>st</sup> inning, the pitcher is allowed 8 warm up throws, including the throw to 2<sup>nd</sup> base.
    - For a mid-inning replacement, the pitcher is allowed 8 warm up throws
  - Succeeding innings, including re-entry, the pitcher is allowed 5 warm up throws including the throw to 2<sup>nd</sup> base.
  - If catcher is delayed in getting to warm up the pitcher, have a coach or another player assigned to catch warm ups until the catcher is ready. If a non-catching player is warming up the pitcher, he must be wearing a catcher's mask.

## COACHES

- Each coach must register their team via e-mail to the WWBL e-Mail address ([wwbleague@yahoo.com](mailto:wwbleague@yahoo.com)) by May 15th
- Information required for each coach assigned to a team:
  - Team name (Include community e.g.: Hudson Navy)
  - Coach name(s)
  - Coach e-Mail(s)
    - Every team **MUST** have an e-mail contact. If the coach does not have/use e-mail, then another coach or parent on the team should be the designated e-mail contact for that team.
  - Coach Primary phone
- A coach's list will be sent to each coach via e-mail address plus be posted on the WWBL website.

## COACH/PLAYER/SPECTATOR BEHAVIOR

- Any player, coach or spectator ejected from a game will be removed from the vicinity of the ballpark immediately.
  - Failure to comply with the ejection in a timely manner will result in the game being forfeited.
- Any player or coach ejected during a league game will be immediately suspended for the next played game.
  - The umpire and/or association that ejects a participant must inform the association of the ejected participant and the WWBL Administrator via email at [wwbleague@yahoo.com](mailto:wwbleague@yahoo.com)
  - A hearing may be scheduled with the home association/community to determine the future of the player, coach or spectator that was ejected.
  - The decision on reinstatement back into the league by the home association/community will be upheld by the WWBL Committee.
- A second game ejection will result in suspension from the remainder of the team's regular season and playoff games. Please keep in mind that you are participating in youth baseball. Therefore, unsportsmanlike conduct will NOT be tolerated.

## STANDINGS

- The **winning team** is responsible for reporting game scores to WWBL e-Mail address ([wwbleague@yahoo.com](mailto:wwbleague@yahoo.com))
- Each team will receive 4 points for a win, 2 points for a tie and 1 point for a loss.
- Teams tied in the standings will be placed by the followings precedence:
  1. Head to Head competition
  2. Best winning percentage (games won divided by games played)
  3. Least runs allowed head to head
  4. Best positive run differential in all games played
- Standings will be displayed on the Hudson Booster web site ([www.hudsonboosters.org](http://www.hudsonboosters.org) )

## RAIN-OUT PROCEDURES

- In the event that a field is unplayable due to weather, the home team coach must:
  - Notify the other coach as soon as the decision is made. This should be done as soon as possible
  - Home team coach is responsible to reschedule the game. Both coaches must agree on a specific date.

## SCHEDULE INFORMATION

### DIVISIONS

The WWBL will have 2 divisions, the American and National for the All Star game and the End of Year tournament seeding purposes.

#### American Division

CSCR Blue  
Hudson Navy  
NR Black  
NR White  
RF Gold  
Somerset

#### National Division

Hudson Purple  
Hudson Maroon  
NR Orange  
NR Gray  
RF Blue  
Prescott

- Each team will be scheduled to play against both Divisional and non-Divisional teams.
- All games will count towards Division standings.

### SCHEDULES

- Each team will be scheduled for 16 games
- If you need to reschedule a game, both coaches must agree on a specific date. Home team will be responsible for field and umpire.
  - Double headers may be scheduled if teams play each other twice.
    - Double header games will be 5 innings and should be scheduled earlier than 6:00 to get both games in on the same night.
- Home team determined by schedule, not by playing site.
- All games up to Friday, July 16 will be used for tournament seeding. Games played after that date will count for final Divisional standings.

### REPORTING SCORES

- The **winning team is responsible** for reporting game scores.
  - In the event of a tie, the Home team will report the score.
- Scores should be reported no later than the Saturday of the current week.
- Teams will be awarded 4 points for a win, 2 points for a tie, and 1 point for a loss.
- Current standings will be available on the Hudson Booster website ([www.hudsonboosters.org](http://www.hudsonboosters.org)) and be e-mailed to the registered coaches or team contacts.
- To report a score, send an e-mail to: [wwbleague@yahoo.com](mailto:wwbleague@yahoo.com). Include the following information:
  - Game date,
  - Winning team and score
  - Losing team and scoree.g. 6/14, Hudson Navy 6, New Richmond Black 5
- Games that are not played will not count for tournament seeding
  - Game score will be reported as 7-0
  - Make every effort to reschedule.
  - Exception for not being used for All Star and Tournament seeding is a game being “Awarded” because of an administrative decision.

## END-OF-YEAR TOURNAMENT

### Format:

- Format will consist of pool play followed by a bracket tournament.
- All teams will make the playoffs, and will be placed in a pool.
- The playoffs will start the week of July 25.
- Seeding for the playoffs will be determined based on the league standings as of July 16
  - Games scheduled after this date will not count toward the playoff seeding, but will count for final league standings.
  - Top 2 teams in each division will be seeded in pool play. Filling rest of pool slots will be by blind draw. However, there may be some consideration as to moving teams based on Community affiliation and field availability.
- The teams with the best records in pool play will advance to bracket play.
- Tie breaking rules will be used if games need to go to extra innings.
- All bracket games (1<sup>st</sup> – 3<sup>rd</sup> place) will be played at a site to be determined.
- 1<sup>st</sup> – 3<sup>rd</sup> place trophies will be awarded from bracket play.

### Roster of Players

- All players must have played in at least ½ of the team's WWBL regular season games to be eligible to participate in the end-of-year playoffs
  - Exceptions will be made for players who missed games during the season because of injury.
- Roster should be sent to [wwbleague@yahoo.com](mailto:wwbleague@yahoo.com) before July 1<sup>st</sup>.

### Tournament responsibilities:

- Hosting community must supply umpires for tournament games.
- All disputes must be resolved at the game, there is no protest mechanism.
- Winning team in Pool games must report the game score to [wwbleague@yahoo.com](mailto:wwbleague@yahoo.com) the same night as the game.

### Pool Play tie breakers

- Tie breakers apply to teams that are tied for 1<sup>st</sup> place at the end of Pool Play.
- If multiple teams are tied at the end of pool play, then the tie breakers may be used to determine pool 1<sup>st</sup> and 2<sup>nd</sup> place, and then re-applied to determine 1<sup>st</sup> place.
- Pool tie breakers in order of precedence:
  1. Head to Head game.
  2. Least Total runs allowed in pool play
  3. Most Total runs scored in pool play
  4. Coin flip

**Example:** 3 team pool, all 3 teams have a 1-1 record

Game 1 A=5, B=4      Team A: 1 – 1    allowed 10 runs

Game 2 A=3, C=6      Team B: 1 – 1    allowed 7 runs

Game 3 B=6, C=2      Team C: 1 – 1    allowed 9 runs

- Cannot use "head to head" tie breaker, all 3 teams are 1-1

- The "Runs allowed" tie breaker eliminates team A (highest # of runs allowed) and leaves teams B & C

- Re-apply tie breakers and team B is pool 1<sup>st</sup> place due to head to head win over team C.

- Pool tie breakers for 4<sup>th</sup> bracket position (if needed)
  1. Pool play record
  2. Head to Head (if applicable)
  3. Total runs allowed in pool play
  4. Total runs scored in pool play
  5. Coin flip

# Western Wisconsin Baseball League

## All Star Game

### General

- National and American division teams made up of players from each team in the division.
- Practices and Game to be played at Star Prairie field.

### Player Selection

- All Star rosters to be 13 players.
- Each team/association can determine how players are selected, but they should be the best (better) players on each team. It should be considered an honor to be selected. Do not want a “random draw”.
  - Each team selects 2 players plus the team in 1<sup>st</sup> place selects a 3<sup>rd</sup> player for a total of 13 players per team.
- Need to ensure each team is staffed with adequate pitching
  - Each team allowed 3 or more players must select at least 1 player who has pitched during season.
- Selected players will:
  - Need to commit to attend this game. If they cannot, then the team must select alternates.
  - Be expected to participate in both a Friday practice and Saturday Game.
    - Friday Practice schedule:
      - American Div. All Stars 6:00 – 7:30
      - National Div. All Stars 7:30 – 9:00
- Coach of each team must send the following information to [wwbleague@yahoo.com](mailto:wwbleague@yahoo.com):
  - Team (e.g. River Falls Gold)
  - Players Names
  - Players e-mail and phone #
- Information will be sent to Divisional All Star team coaches so they can contact players.

### Coach Selection

- The Head coach of the team in 1<sup>st</sup> place within their division on a specific date will be assigned to coach the Divisional Team
  - If that coach cannot commit to the game, then the coach of the 2<sup>nd</sup> place (or succeeding places) will be named as Head coach.
- The Assistant coaches will be the head coaches of the other teams in the division.

### Uniforms

- Jersey - Each player will receive an All Star jersey
- Hats and Pants – Use their regular team hats and pants

### Important Dates:

- Saturday, June 18<sup>th</sup> Player Selection – End of week 4. Coach Selection – Leading the division at end of week 4
- Friday June 24<sup>th</sup> All Star Practice – Star Prairie Field
- Saturday, June 25<sup>th</sup> All Star Game – Star Prairie Field
- Sunday, June 26<sup>th</sup> All Star Game rain date – Star Prairie Field