

WARRIOR BASEBALL ASSOCIATION
LOCAL RULES

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1. Preamble

- 1.1. All local league and local tournament play shall be governed by these Local Rules, the *Official Rules of United States Specialty Sports Association*. (ages 5 and up), and the *Official Rules of Major League Baseball*. When a conflict exists among these various rules, the Local Rules shall first apply then the United States Specialty Sports Association Rules, then the MLB Rules.
- 1.2. All Local Rules are enacted or modified by a majority vote of the Board of Directors of Warrior Baseball Association and reduced to writing. Any purported rule not reduced to writing shall not apply.
- 1.3. For clarification purposes, all local league tournaments conducted at the end of local regular season play shall be considered regular local season play under the United States Specialty Sports Association.
- 1.4. These Local Rules shall apply to all age groups, unless specifically limited to a age group herein.

Definitions

- 1.5. “Association” – Warrior Baseball Association.
- 1.6. “Board,” “Board of Directors” – the Board of Directors of Warrior Baseball Association.
- 1.7. “Championship Team” - the team winning the local League tournament.
- 1.8. “USSSA Rules” – the *Official Rules of United States Specialty Sports Association*.
- 1.9. “Age Group Director,” “League Director” – that person appointed by the Board of Directors to be responsible for oversight of a League.
- 1.10. “Head Umpire” – the home plate umpire.
- 1.11. “League” – a group of teams within the Association which, during the spring season, compete against one another.
- 1.12. “Local Rules” – these Local Rules of Warrior Baseball Association.
- 1.13. “MLB Rules” – the *Official Rules of Major League Baseball*.
- 1.14. “Park” – Kentuck Park, including the Warrior Baseball Association facilities.
- 1.15. “Park Rules” – those rules posted at the Park from time-to-time concerning entrance to and use of the Park facilities.

- 1.16. “President” – the President of the Board of Directors of Warrior Baseball Association.
- 1.17. “Rules” – collectively, the Local Rules, Park Rules, USSSA Rules, and MLB Rules.
- 1.18. “WBA” – Warrior Baseball Association.
- 1.19. “WBALL” – Warrior Baseball Little League, comprising the board of directors of the separate entity Warrior Baseball Little League. Applicable only to the Majors division.

2. General Matters

- 2.1. If any player, spectator, or coach conducts himself in an unsportsmanlike manner, he shall be ejected from the game and suspended from participating in or attending their team’s next scheduled game. The Board may take any further or additional action it deems necessary in its sole discretion. Unsportsmanlike conduct includes, but is not limited to, baiting or heckling umpires, opposing players, or opposing coaches from the bench. Any coach, player, or spectator receiving a second ejection anytime during the remainder of the season, including local tournaments shall be suspended for the remainder of the season. Additionally, no arguing, cursing, fighting, or other disruptive or inappropriate behavior or conduct will be tolerated anywhere in the Park. Violators of this or any other provision of the Local Rules or the posted Park Rules will be subject to disciplinary action, up to and including ejection from the Park.
 - 2.1.1. Ejected adults must leave the field, dugout, or fan seating area but may remain the parking area unless informed otherwise
 - 2.1.2. Ejected players may remain the dugout for the remainder of the game.
 - 2.1.3. Player ejections in coach pitch age groups are disfavored. Umpires should communicate with the coaches and, if necessary, head umpire or board officer to address behavior issues, and lesser sanctions such as restricting the player to the dugout may be utilized. In the event of repeated, egregious, or severe behavior requiring an ejection, the disciplinary committee (see 2.15 and 2.15.4) will address the issue to determine the appropriate response.
- 2.2. Smoking is prohibited in all Park facilities.
- 2.3. No outside food, beverages, alcoholic drinks, large coolers are permitted in the Park at any time, other than coolers for teams, which must remain in the dugout.
- 2.4. Pets or other animals of any type are prohibited in the Park at any time, except for service animals.

- 2.5. No skates, skateboards, bicycles, rip sticks, scooters or other similar wheeled toy vehicles are permitted in the Park.
- 2.6. Following each game, teams should clean all trash from the dugout area.
- 2.7. Only the head coach of the team or the coach in charge of that game may question an umpire directly.
- 2.8. When on defense, all coaches, other than those allowed by rule to participate inside the fence, must stay outside the fence and in dugout area unless “time” is called and awarded by an umpire.
- 2.9. All players not on the playing field, other than an on-deck batter on fields 4, 5 and 6, shall remain in the dugout area.
- 2.10. Players, coaches, and spectators are prohibited from remaining behind the backstop on the field level during play. Only the official scorekeeper and the scoreboard operator, while in the press box, may remain behind the backstop during play (See 2.13 for additional information). This rule will be strictly enforced.
- 2.11. Only players, coaches, and league/game officials should be in the dugout or backstop area during games. Teams are permitted up to 4 coaches in the dugout area (this number may be adjusted for younger age groups). While it is understood that some situations may require additional individuals in the dugout (e.g. injury), coaches are responsible for ensuring that the dugout and backstop areas remain clear of unnecessary spectators.
 - 2.11.1. Teams preparing for the next game should ensure their players do not enter the dugout area until the previous game has been completed.
- 2.12. During play, all players shall be properly attired in baseball pants, jersey, hat, socks, and appropriate shoes or cleats.
- 2.13. “Walk-up” music is permitted (subject to guidelines below)
 - 2.13.1. Individual age group directors may limit or prohibit walk-up songs or between innings/games music for their age group, particularly where it would be overly distracting to the players, cause excessive delay, present a safety risk, or where it would inhibit the development of baseball skills.
 - 2.13.2. Music must be appropriate and without foul language, should not delay the game unnecessarily, and should not be at a volume that would excessively interfere with adjacent fields. The umpire or league official may require teams to refrain from using walk-up music if these guidelines are violated or if it becomes disruptive.
 - 2.13.3. One individual running the music and one scorekeeper from each team are allowed on field level. They should be no closer to home plate than

approximately the corner separating the backstop from the dugout area (must not be in the pitcher's direct sight line.)

- 2.14. The home team is responsible for providing a scorekeeper to keep the field scoreboard updated. The scorekeeper must be at least 12 years old and must be able to run the scoreboard responsibly and appropriately. Groups of kids should not congregate in the scoreboard area (see rules 2.11 through 2.13) as it can become disruptive to the players and keeping score.
- 2.15. Except where a specific penalty is provided within the rules, violations of any rules are subject to be addressed through disciplinary action. Disciplinary action related to rules violations will initially be handled by a committee consisting of the relevant age group director and the officers of the Board of Directors. For pitch count violations, the committee will also include kid pitch age group directors. The disciplinary committee may refer any matter to the board for a decision and/or determination. Any suspension of more than one game must be approved by majority vote of the committee.
 - 2.15.1. There is no appeal from the committee's decision for suspensions that are one game, including automatic suspensions such as following an ejection. For an automatic suspension, the coach may request the committee review the circumstances; however, the penalty will ONLY be overturned in the case of misidentification or similarly egregious circumstances. Arguments such as "it wasn't bad enough to eject me for" or "the umpire was bad all night" will be summarily rejected. Furthermore, conduct following the ejection will be considered and during such a review, the penalty may be increased if appropriate.
 - 2.15.2. The coach (or other affected individual) may appeal any suspension of more than one game to the full board by doing so in writing within 2 days of being notified of the penalty, and the board shall have a maximum of 2 days to hear any appeal in writing, in person, or by any other method of the board's discretion (the board may extend this period to 4 days if the circumstances so require). A majority vote of the board will be required to overturn the originally assigned penalty, and disciplinary committee members are permitted to vote on the matter before the full board.
 - 2.15.3. Disciplinary action related to more serious misconduct may be handled initially by the Board. The board may also address repeated violation of any rules.
 - 2.15.4. Player ejections due to malicious/unsportsmanlike conduct will be addressed using the procedures above; however, any appeal of an automatic suspension will be reviewed for appropriateness based on the particular circumstances and may be reduced/modified if warranted. The committee will consider factors which include, but are not limited to, a) the age of the player, b) any previous issues by the player, c) the amount of the game

missed due to the original ejection, and d) any mitigating or aggravating circumstances regarding the conduct leading to ejection. The committee may also allow or substitute another appropriate consequence such as an apology. Only applicable to T-ball through Majors division. See rule 19 regarding 13-15 league.

- 2.16. Age group directors may serve as coaches in their age group and may vote or decide any matter within their jurisdiction with the exception of issues which exclusively and directly affect themselves or their teams. (Note: This does not include issues which impact all or many teams such as pickup procedures, tournament formats, etc.). Those situations will be handled by the Director of Baseball Operations, the Vice President, or the President, in that order, unless one of them is similarly directly affected. Those individuals may also address any written, identified concerns regarding an age group director.
- 2.17. Issues or decisions related to rules, including interpretations, should be handled first by the age group director, followed by the rules committee. Any aggrieved party may then refer the matter to the League President, who will attempt to resolve the issue between the Rules Committee and the protesting party or refer the matter to the full board for decision. A majority vote of all serving board members is required to overturn or modify the decision of the Rules Committee. Rules committee members may participate in the vote and discussion.

3. Player Registration

- 3.1. Players may participate in league play and travel ball teams however their league ball team takes priority. They will not be allowed to miss ANY league games to play for their travel team. Players participating on school-sponsored baseball teams are not eligible to participate with any Warrior Baseball Association team until the end of his/her school season. *For violation of this rule there shall be a minimum penalty of suspension of the player for one game up to a maximum penalty of disqualification from participation on any Warrior Baseball Association team for the remainder of the season, as determined by the Board in its sole discretion.*
- 3.2. A player's age group is determined by the player's age as of April 30 of the current year. (Fall Ball age group determined by the league player will play in the upcoming Spring Season.)
 - 3.2.1. A player may play up in a higher age group with board approval. This approval is case specific and should be justified by factors such as the player's grade level, having an older sibling play, or similar reasons justifying a departure from their age group. (A player that plays up and then returns down to his/her age group will be ineligible for All-Star Play for the year they return.)

- 3.3. All players registered in an age group will be included on the draft roster for that age group, with the exception of a head coach's child and frozen assistant coach's child (if applicable). A player may make a request to play with another player in the same age group by indicating the preference on the registration form, however, there will be no guarantee that the request will be granted.
- 3.4. For coach pitch age groups, a Coach can freeze (1) Player for that player's Parent to be their Assistant Coach. An assistant coach must be an active assistant coach and is expected to attend games. The Assistant Coach can only miss 3 Games. If the Assistant Coach is absent more than 3 games the Head Coach may be suspended for 1 Game. The Head Coach may be suspended for 1 Game for each additional game that the Assistant Coach is absent. For kid pitch age groups, 2 assistant coaches may be permitted subject to sufficient coaches signing up and any other considerations.
 - 3.4.1. A frozen assistant must be an active coach. In coach pitch age groups where there are 3 or more on-field coaches (pitcher, base coaches, and defensive coaches, if applicable), a frozen assistant coach must be an on-field coach absent a medical accommodation with documentation. In kid-pitch age groups where there are only 2 on-field coaches, the frozen assistant is not required to coach one of the bases; however, they must be an active assistant coach. Abuse of this provision regarding an active assistant" may result in disciplinary action.
 - 3.4.2. Concerns regarding potential violations of this rule must be brought to the attention of the Age Group Director and Vice President. Attendance will only be monitored after such notification has occurred.
 - 3.4.3. All instances of punishment for missing games will be evaluated by the disciplinary committee outlined in rule 2.12.
 - 3.4.4. Further action may be taken by majority vote of the Board for abuse of this rule. An example of such action could be the inability of the head coach to freeze an assistant in the following season or the inability of a particular assistant coach's child to be frozen in a future season.
- 3.5. Coaches without a child participating in the league are permitted (but not required) to freeze a player in addition to any permitted assistant coach freeze. The parents of the frozen player must approve of being frozen for the head coach.
- 3.6. All frozen players in age groups 6-8 shall be drafted in the draft round as defined below:
 - 3.6.1. Player is placed in corresponding round according to that player's most current all-star voting list, when considering only those players who are returning. For example, if the #1 player from the previous year does not return, all other players would move up 1 spot (#2 becomes the highest

ranked returning player). Frozen positions are based on the relative position of returning players only.

- 3.6.2. For purposes of freezing players, the lists may consider all players receiving votes even if ranked outside the top 24. If player played at the park and does not have a numbered spot on the all-star list it will be presumed the player should be drafted in the third or fourth rounds. This may be adjusted based on the number of returning all-star ranked players, the results of evaluations, and, if applicable, the player's participation in an all-star team.
- 3.6.3. If a frozen player is not on the all-star list and does not participate in player evaluations, or, if player has not participated at Warrior Baseball and does not participate in player evaluations, said player will be a 1st round pick.
- 3.6.4. No frozen player shall be drafted below the 4th round of the draft.
- 3.6.5. FALL BALL: Frozen players will be the First and Second Round Picks in the draft, except by the agreement of the coaches to proceed under similar procedures as the spring season.
- 3.7. All players who do not participate in Spring Player Evaluations will be drafted after all those who attend or may be placed in the hat to be drawn at random by any team requesting a "hat" pick.
 - 3.7.1. Exception: if player is known by coaches of that age group, a discussion of that player can take place before the start of the draft and the coaches can decide to keep the player in the normal pool of players.
- 3.8. For combined age groups, the draft will be handled in a manner agreed upon by the director of that particular age group in consultation with the coaches in that age group. Subject to those guidelines, frozen players (head coach and assistant) will be discussed and placed in draft order agreed upon by consensus of the coaches. Should a consensus not be agreed upon, a majority of the coaches may determine the placement of a frozen player. In the event of a tie-vote, The age-group director, in consultation with the director of baseball operations, will determine the draft placement from the options voted upon. **NOTE: The manner in which all frozen players are placed in the draft should be decided in an effort to spread even talent to all teams and to promote competition throughout the league.** Except for those players who are "playing up" and who are in the lower half of an age bracket (e.g. 8 playing up to 9), the following guideline starting points are appropriate absent unusual circumstances; adjusted or more specific round placements may be made based on the goal of competitive teams on the basis of the information available. See 3.6.1 for the procedure for determining the adjusted ranking of a player in the current season.
 - 3.8.1. Players returning from travel ball who did not play at the park the previous spring are presumptively treated as Nationals for their age. This may be adjusted based on the evaluations. Unknown players should be evaluated,

and the draft placement agreed upon (or voted, if necessary) by the coaches. Previous year rankings may also be considered for players who are returning to the park after an absence.

3.8.2. Spring Rookie (9u) division:

3.8.2.1. Frozen players who played in the 8u division the previous spring will be placed the round according to their all-star ranking as with other single-age groups.

3.8.2.2. Frozen players who played in the 7u division the previous spring will be placed one round below where they would have been placed if they were playing in the 8u division the current season.

3.8.3. Spring Minors division (10-11):

3.8.3.1. Players who were ranked the previous season at age 10: No lower than round 2

3.8.3.2. Players who were unranked the previous season at age 10: No lower than round 4

3.8.3.3. Players who were in Rookie (age 9): No higher than round 2

3.8.3.4. Players who were unranked in the Rookie (age 9) division the previous year: No lower than round 5

3.8.4. Spring Majors division (11-12):

3.8.4.1. Players who were 11 the previous season: no lower than round 3. Beginning 2026, players who previously played in Majors regardless of age will not be frozen below round 2.

3.8.4.2. Players who were 10 the previous season: no higher than round 2

3.8.4.3. Players will not be placed lower than round 4 except in unusual circumstances. Frozen players who were previously 10u will not be placed below round 4.

3.8.5. For age fall age 9-10,

3.8.5.1. Players who were ranked the previous season at age 9: No lower than round 2

3.8.5.2. Players who were unranked the previous season at age 9: No lower than round 4

3.8.5.3. Players who were 8 the previous season regardless of ranking: No higher than round 2

3.8.5.4.Players who were 8 the previous season and unranked: No lower than round 5

3.8.5.5.More information on the rules around freezing assistant coaches will be provided by the age group director after sign-up and before evaluations/drafts.

3.8.6. For age fall age 11-12

3.8.6.1.Players who were 11 the previous season: No lower than round 3

3.8.6.2.Players who were 10 the previous season: No higher than round 2

3.9. For ages 13+, coaches may freeze up to 5 total players, including their own player and any assistant coach players. The coach should communicate with the players to ensure approval.

Selection of Coaches

3.10. To be considered for a regular season head coaching position, an applicant must submit a Coaching Application to the Board for each season. Coach registration runs concurrently with player registration for each season.

3.11. The Board shall consider each Coaching Application separately by taking into consideration the applicant's prior coaching experience, disciplinary actions, past parent evaluations including comments/requests, baseball knowledge, character, sportsmanship, and teaching ability, among other things. The age group director shall have the initial authority to determine the coaches for their age group, with the exception of any individuals whom the board has previously indicated are not appropriate candidates for coaching. In the event there are more candidates than teams in an age group, the age group director will consult with the officers, and if necessary, the board, regarding candidates. In the event the matter is referred to the board, each Board member shall then vote either "yes" or "no" on each application, except that Board members shall be excluded from voting on all Coaching Applications in the age group in which he is also a coaching applicant. Only those applicants who receive "yes" votes from a majority of the Board members will be assigned a team. In the event there are more approved applicants than available teams, teams shall be assigned to those applicants receiving the highest numbers of "yes" votes. In the event of a tie, the Board shall assign remaining teams from among the tied applicants at its discretion.

3.12. Any applicant not assigned a team has the right to meet with the Board to discuss the reasons for the decision.

3.13. A coach will be assigned a team for only one season at a time. Each season coaches must make a new request for a team and those from the previous year shall be given first consideration, but previous involvement will not be an overriding factor and will not guarantee an assignment.

- 3.14. It is desirable, but not necessary, that a coach be knowledgeable in baseball, but it is necessary that the coach be of high moral character and that he exemplify that character in dealing with his team.
- 3.15. No coach nor any member of his staff may participate in the consumption of alcoholic beverages or illegal drugs during the season in the presence of any WBA player during any WBA practices, games, game or practice field parking lots, or team meetings. The penalty for any violation of this rule shall be determined by the Board of Directors.

4. Safety

- 4.1. Legal bats are as follows based on the age group. All bats must be unaltered from the original manufacturing condition and the umpires may remove from play any bat deemed to be unsafe due to its condition, such as one showing significant cracking or deformation.

Age Group	Permitted Bats
T-ball (3-4 in Spring, 4-5 in fall)	Any 2 ¼” bat Any large barrel bat with a USA, USSSA, or BBCOR stamp
Ages 5-12	Any USSSA, USA, or BBCOR stamped bat Wood bats (See Little League rules for Majors Division batting requirements)
Ages 13+	Any BBCOR stamped bat (maximum drop 3). Any wood bat other than bamboo Bamboo bats with a BBCOR stamp

- 4.2. All catchers, other than those playing t-ball, must wear appropriate catcher’s protective equipment, including facemask with protective helmet or hockey-style helmet and facemask. Catchers for coach pitch must wear a protective cup in order to catch from the catcher’s box.
- 4.3. Any player warming up a pitcher must wear a facemask, helmet, and protective cup when in the crouched or down position.
- 4.4. Slash bunts are not permitted. In ages 9-10 and up, where bunting is legal, if a batter squares to bunt and then, in the opinion of the umpire, swings, he shall be declared out.
 - 4.4.1. Once a batter has in the opinion of the umpire squared to bunt, he or she remains obligated to bunt (or take the pitch) until a) a pitch has been thrown, b) time has been called, or c) the pitcher disengages and then re-engages the rubber.

- 4.5. For ages 8 and under, a heart guard and facemask must be worn by any player in the pitcher's position, ***without exception***. Play may not start until the player is equipped with the proper heart guard and face mask.
- 4.6. If a player is injured by being hit with a batted ball in the face, throat, or head, time will be called immediately, and all players will be awarded one base if injury is to an infielder, two bases if injury is to an outfielder. The awards are from the time of the pitch. This is a judgment call and cannot be appealed or protested.
- 4.7. After one warning per game per player for slinging his bat in a dangerous manner, the batter will be called out for each additional time that he slings his bat. This rule shall not supersede any rules regarding interference with a fielder entitled to make a play on the ball.
- 4.8. Any player, in the opinion of an umpire, who is purposely running into, attacking, threatening, or acting in any matter that may compromise another player's safety, shall be removed from the game immediately. Any violation of this rule must be reported to the Age Group Director or another Board Member as soon as possible.
- 4.9. For age groups in which stealing is permitted, if the batter swings or check-swings at the pitch while a runner is attempting to steal home plate and the swing presents a safety risk to the runner or catcher due to the proximity of the runner, the play is dead at the time of the swing, and:
 - 4.9.1. the runner shall be declared out,
 - 4.9.2. Unless the runner was the 3rd out of the inning, a strike is added to the count, and all runners must return to the base they were at prior to the pitch.
 - 4.9.3. This rule does not apply to a delayed steal or to a runner who breaks for home plate after the pitch itself (e.g. after the pitcher has begun his delivery such as on a full count and 2 outs with the bases loaded) where there is no similar safety risk because the runner has not gotten near to the plate.
 - 4.9.4. Violation of this rule will result in an ejection of the coach and the incident will be referred to the disciplinary committee to address. In addition to talking to the umpires and coaches involved, the committee may review video of the incident, if available, and may determine if an additional suspension is appropriate.
 - 4.9.5. Proximity of the runner to the batter/plate is a judgment call by the umpire; however, it is expected that a runner who is inside an area approximately the size of a dirt circle around home plate (that is, a runner who is within about 15 feet from the plate at the end of the swing) would present a safety risk.

- 4.10. On a force play at a base, a player is not required to slide but must slide *or avoid interfering with* the fielder attempting to make a play. For example, a player may slide in line with the base or peel off of the baseline *out of the way of any fielders involved in the play*. See the USSSA and WBA Case Plays and Examples regarding the force-play slide rule.
- 4.11. Similarly to force-out plays at a base as in rule 4.10, a player is not required to slide on a tag play at a base, *including at home plate*; however, they must slide *or seek to avoid contact* with the fielder. See the WBA Case Plays for more information and example scenarios regarding this rule.

5. Length of Games

- 5.1. Regular season games shall be limited to the first of the following to occur:

Tee Ball (and Fall 4-5)	2 innings (no time limit, see T-ball rules)
Coach Pitch (5u-8u)	55 minutes or 6 innings
Rookie or Fall 9-10	75 minutes or 6 innings
Minors	80 minutes or 6 innings
Majors or Fall 11-12	85 minutes or 6 innings
13+ year old	85 minutes or 7 innings

The clock will start on the first pitch.

- 5.2. No new inning will start after the clock reaches zero. (There is no under 5-minute rule starting in Spring 2024). (Note that the scoreboard counts down in seconds for the last minute, so the clock has not expired unless it reads zero or goes blank).
- 5.2.1. For purposes of this rule, the time remaining shall be determined as of the last out of the preceding inning or the scoring of the last of the maximum number of runs in the preceding inning.
- 5.2.2. If the time is being kept on the field, the scoreboard clock should match that on the field or be turned off. The scoreboard time is the official time unless clearly communicated prior to or during the game in the event of a malfunction of the clock.
- 5.2.3. Except by the agreement of the coaches, the batter currently at bat should finish his at-bat when the time runs out or the game ends.
- 5.2.4. The age group director will communicate any special time rules for the middle school (13-15) age group to the coaches and umpires based on the consensus of the coaches, subject to a maximum game time of 90 minutes for regular season games. The age group director, officer, and/or

participating coaches may agree to shorten regular season games to 75 minutes due to issues such as starting time delays, weather, etc.

- 5.2.5. In all regular season and post-season league games, there are no “drop dead” time limits. When time has expired, the current inning will continue if necessary to determine the outcome (i.e. a team is not mathematically eliminated due to run limits). The home team will always have the opportunity to bat and complete the inning if it could potentially affect the outcome of the game.
- 5.3. For ages with a Run Maximum per Inning rule, the game will be called, and the leading team declared the winner once the trailing team has been mathematically eliminated because of the limit on the number of runs that may be scored each inning.
- 5.4. For ages 9-10 (Rookie) and older, the game is over when one team is leading by at least 15 runs after 3 innings (2 and a half innings if the home team is ahead) or at least 10 runs after 4 or more innings (3 and a half innings if home team is ahead).
- 5.5. For the Rookie division, should a team not bat all of its players in a regular season game, the remaining players must bat. The pitches thrown during that time count towards any daily or weekly limits. Ignore any outs which would normally end the inning until all players have batted. The final score should be recorded as if those players did not bat.
- 5.6. Ties will not be broken during local league play. Extra innings shall be played to break ties only during league tournament play.
 - 5.6.1. Extra-innings will start with a runner on second base. The runner on second should be the runner immediately preceding the batter leading off the inning, regardless of whether they were the “last batted out.” Any disagreement regarding the runner must be addressed prior to play (defined as the first pitch of inning at any age, or the ball being placed in play by the umpire in kid-pitch ages). Should it be discovered that an improper runner was utilized, the proper runner shall be placed with no consequence or penalty, and any results (outs or advancement) shall stand. No protests will be considered for an improper runner in these circumstances.
- 5.7. Regular season time limits may be adjusted by the age group director or Director of Baseball Operations due to inclement weather in an effort to ensure games can be completed in a timely fashion. Coaches will be consulted in the event of any changes.
- 5.8. If a Back to Back Double Header for a team is being played, teams should be permitted a short break (approximately 10-minutes) between games, unless agreed to start early by the affected team’s Head Coach.

5.9. If the game is ready to begin and one or both teams are not ready, the clock should be started when the umpires are ready for play to begin. Once the clock has started, up to 15 minutes will be permitted for a team to arrive due to late or absent players.

5.10. TOURNAMENT TIME LIMITS

5.10.1. The same time limits will be applied in the tournament as in the regular season, with the clock starting on the 1st pitch

5.10.1.1. In tournament games, during the 6th inning or when there are fewer than 10 minutes remaining, the clock will stop for any defensive or offensive time-out (including pitching changes).

5.10.2. Coaches and Umpires should not allow an incorrect clock to be displayed on the scoreboard. Absent clear communication from the umpire that s/he is keeping time on the field, the scoreboard clock is presumed to be correct.

6. Substitutions

6.1. All AGES shall bat their full roster (no DH/substitutes), and free substitution is used throughout all local league play.

6.2. Any Player who arrives after the start of the game shall be allowed to play and shall be added to the end of the lineup.

6.3. For kid-pitch age groups, a courtesy runner may be used for the catcher only. The runner shall be the last batted out, or in the 1st inning before an out, the player furthest in the lineup from coming to bat.

6.4. Courtesy runners may not be used in ages 3 through 8.

6.5. Intentional walks will not be allowed. NOTE: For kid-pitch ages, the catcher must be in a legal position to receive the pitch per MLB rules, or it is a “balk.” Umpires should monitor this in situations where the defense attempts to “unintentionally” intentionally walk a player.

6.6. During local league play, Warrior Baseball plays under a fair playing time system. The system provides that no player may sit out on defense more than one inning consecutively.

6.7. Pick-up Players (*see 4-Year-Old League Rules for their league specifics*)

6.7.1. Teams must field at least nine players. If a team has less than nine players for the start of a game, that team shall pick up a player. No team, regardless of age, may pick up to have more than 9 players (see T-Ball section for these rules in age 3 and 4.). Any team beginning a game with nine players that loses a player during the game due to injury, illness, or other reason

may finish the game fewer players, and the player unable to participate will be charged an out for his/her at bat (see exception below).

6.7.2. If a player suffers an obvious baseball related injury during the game and is unable to continue, the team may compress the lineup so long as there are at least 9 players remaining, and they will not have to take an out for the missing player.

6.7.2.1. Once the player's time at bat has been skipped without penalty, he or she may not return to the game in any capacity.

6.7.2.2. The coaches and umpire should confer regarding the injury to determine that the rule applies.

6.7.2.3. This rule does not apply to players who leave early for any other reason (including ejection). This rule is not intended to cover non-obvious baseball related injuries occurring during the game such as headaches, stomachaches, etc.

6.7.3. Age Rookie (9-10) and up: Teams may play with 8 players without taking an out during the regular season. In the post-season tournament, playing with 8 players will result in an "out" each time the 9th batter would be at the plate.

6.7.4. A player who has played in the field for at least one defensive inning or who had at least one plate appearance is considered to have been 'picked up', regardless of whether they completed the entire game.

6.7.5. **During the entire season, including preseason tournament, regular season and thru post season tournament, except Championship game (and if necessary games in double elimination brackets):**

6.7.5.1. General: Unless specifically noted, pick-up players under the following rules must be from an equivalent or later draft round than the missing player. In the event of unknown players (at the time of the draft) or players who are significantly mismatched to their draft round, the replacement should be consistent with their appropriate draft round. To ensure a sufficient pool of pick-up players, a player in round 8 or below is considered the equivalent round for any player regardless of draft round (e.g. if you are missing rounds 9 and 10, you may pick up someone in rounds 8-10). Coaches must communicate with the age group director and opposing coach to the extent feasible in order to pick up players.

- 6.7.5.2. General, Late Notice Situations: In late-notice situations, a perfectly equivalent player may not be available. A roughly equivalent player should still be utilized and blue-team all-stars or those ranked in the top 10 after the previous season may not be used as pick-up players absent approval of the age group director and opposing coach.
- 6.7.5.3. Age 5 (5-6 fall), During local league regular season play, teams may pick up a player from the same age group or one age group below. The player may be used only once by the same team from the preseason tournament (if applicable) through the regular season. A player may only be used once by a team during the post-season tournament.
- 6.7.5.4. Ages 6-8: During regular season (including preseason), teams must pick up a player from the next younger age group. A player may be used by a team only once during the preseason tournament and through the regular season. During the post-season tournament, teams must pick-up from the age group below and no player ranked in the previous season's top 24 may be picked up. A player may only be used by a team once during the post-season tournament.
- 6.7.5.4.1. For fall 7- and 8-year old, the "next younger age group" is based on the spring single-year age group. So a missing 8-year-old must be replaced by a 7-year-old, and a missing 7-year-old must be replaced by a 6-year-old. All ages are based on the current league age, regardless of the players biological age.
- 6.7.5.5. Rookie Division and Fall Age 9-10: During local league regular season play, teams may pick up an equivalent round player from the same age group or any player from the 8u age group. The player may be used only once by the same team in the preseason tournament through the regular season, and only once by the same team in the post-season tournament. During the post-season, no player ranked in the top-24 on the previous year's 9u/Rookie all-star list may be picked up. No player from the top-12 of the previous season 8u list may be picked up for the tournament.
- 6.7.5.6. Minors and Majors: During the preseason tournament and regular season, teams may pick up an equivalent round player from the same age group. A team may only use the same player once in the preseason tournament and once in the regular season. For the post-season tournament, teams must pick-up from the division below, and the same player may only be used once by a team during the tournament. Pick-up players in tournaments must be from the

Players in the top 2 rounds of the lower division may not be picked up.

6.7.5.7. Age 13+: While pick-up players should not generally provide a substantial advantage, there are no limitations on rounds or rankings of pick-up players for this age group. Any rostered Warrior Baseball player in 11-12 or 13-15 may be picked up. In unusual circumstances a younger player may also be picked up with age-group director permission. The opposing coach may also waive any position restrictions. Pick-up players must not pitch in tournament games and may not pitch in regular season games absent unusual circumstances and with permission from the opposing coach or age group director (e.g. in blowout situations and where there all other potential pitchers have been used). Pickup players must bat at the end of the lineup in all cases.

6.7.6. Pickup Players in Championship Games (including if necessary games in double elimination brackets):

6.7.6.1. For ages 6-8, the post-season tournament rules must be used for pick-up players with the following exceptions: Except in case of documented injury, only one pick-up player is permitted. The opposing coach and age group director should be consulted on the pick-up player in advance, to ensure that there is no advantage. Additionally, the opposing coach may select whether the pick-up player plays catcher or outfield. The team picking up a player is required to field a catcher and may not utilize 4 outfielders.

6.7.6.2. For all other ages, pick-up players are permitted in consultation with the opposing coach. In situations where the need for a pick-up player is clear at least 24 hours in advance of the game, it is expected that the 2 coaches and age group director will identify and reach consensus on an appropriate pick-up player based on the specific circumstances, and the board, officers, or another individual or committee so designated may be consulted in the event the coaches and age group director cannot reach an agreement. Such a player should not provide an advantage to the short-handed team and must also meet the rules for pick-up players during a tournament as specified in these rules.

6.7.7. A pick-up player is not allowed to pitch or play any infield positions and must bat last in the team's line-up. (Age 13+ pickup rules may differ and will be communicated to coaches prior to season).

6.7.8. Ages 8 and younger, no more than 3 pick-up players permitted per game.

- 6.7.9. A pick-up player may be added pursuant to these rules until the earlier of the team batting through their entire (i.e. the leadoff batter begins his second at-bat of the game) or the start of the second inning. After that point, a pick-up player may only be added with the permission of the opposing coach. It is expected that permission will be given absent unusual circumstances.
- 6.7.10. In all ages, the coaches and age group director may jointly agree to permit an additional pickup player in unusual circumstances, and in such event, may allow the 4th pick-up player to play in the infield. Both coaches must agree to the additional pick-up player and position restrictions prior to the game.
- 6.8. The league reserves the right to address team specific situations where a team loses players (such as to injury) and falls to a roster below the minimum size (10 players for coach pitch, 9 players for kid pitch) during the regular season. In situations where coach pitch ages draft teams with fewer than 10 players, such adjustments, if any, will be explained in advance at the draft. Any exceptions in this circumstance are designed to not provide an advantage to the team through the use of pick-up players while still allowing them to meaningfully participate in the season. Examples include, but are not limited to, allowing a pick-up player to play more than one game for a team or relaxing the equivalent draft round requirement.
- 6.9. Any violation of these substitution rules must be reported to the League Director for that age group.
- 6.10. For violation of playing time rules there shall be a minimum penalty to the coach of suspension of one game. The disciplinary committee will address pick-up player infractions to determine the appropriate consequence; however, it is expected that leagues will communicate pick-up players ahead of the game so that issues can be addressed.

7. Time outs

- 7.1. AGES 8 and under: Coaches will receive two timeouts per game on offense and two timeouts per game on defense.

8. Pitching Rules and Records

- 8.1. During local regular season league and local tournament play, pitching records will be maintained in the official scorebook for each game. After each game each coach shall post the count for their team confirming the pitchers used during the game as well as the number of pitches pitched by each pitcher. The pitching record shall be made available to all coaches and the league director after each day of play using a method decided by the Age Group Director.

8.1.1. The method in which the pitching records are made available to coaches and league director shall be determined by the coaches and league director prior to the start of the season and should be handled in a manner that is effective and as efficient as possible.

8.2. The following Pitching limits apply for both Regular Season and Local Tournament Play.

Age Group	Daily Max	0 Days Rest	1 Day Rest	2 Days Rest	3 Days Rest	Max/Week
Rookie	75	1-25	26-50	51-65	66+	100
Minors	85	1-25	26-50	51-65	66+	125
Majors	85	1-35	36-50	51-65	66+	125
13+ yr old	95	1-35	36-50	51-75	76+	--

8.3. For purposes of this rule 1 DAY shall be the Next Calendar Day, and 2 Days shall be the Next 2 Calendar Days, etc.

8.4. For purposes of this rule a Week shall be:

8.4.1. A calendar week (Sunday-Saturday) For REGULAR SEASON PLAY

8.4.2. A 7-day week starting with the day of the first game of the tournament for all LOCAL TOURNAMENT PLAY. (Example: if a tournament starts on Saturday the week will be from Sat-Fri, NOT starting over with a new week on Sunday.) REST DAYS MUST BE OBSERVED.

8.4.3. Adjustments to the pitching *week* may be made to accommodate scheduling needs for tournaments or in the case of make-up games, but in ALL circumstances, rest days must be observed as listed in 8.2.

8.4.4. Daily rest requirements MUST be observed between the regular season and any local tournament play.

8.5. Once a pitcher has been replaced, they may not return to the mound in the same game.

8.6. For all kid-pitch ages, coaches may visit each pitcher once per inning. On the second visit to a pitcher in the inning, the pitcher must be replaced. There is no limit on the total number of visits during a game.

8.7. There is no limit on the number of defensive conferences between players during a game; however, the umpire should not allow defensive teams to use a

conference as an obvious delaying tactic close to the time limit. The umpire should warn the players to return to their positions and be ready for play, and time should be added to the clock for failure to comply or for repeated attempts to delay play.

8.8. Local League interpretations:

- 8.8.1. If a pitcher reaches a day 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; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached prior to that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter
- 8.8.2. For local league play (including tournament and regular-season play), pitch limits are “Per Day,” not “Per Game.” A pitcher who pitches in a game and who has not yet reached the daily max may pitch in a subsequent game on the same day. He will be required to observe the appropriate amount of rest based on the combined pitches thrown during the day.
- 8.8.3. Protests based on pitch count violations must be reported to the age group director (or other board member on duty) immediately upon occurrence. Game results will not be modified based on a later discovered violation, absent unusual circumstances. If the violation is noticed before the ineligible pitcher has thrown a live pitch, the ineligible pitcher is to be replaced with a legal pitcher. Any other timely-reported objection/protest will be handled as described in the following section.
- 8.8.4. During Tournament games teams should confer on pitch counts during the game and pitch counts should be posted to the coaches group upon conclusion. The “Home Team” book is not conclusive with regard to pitch counts. The age group director and coaches are each responsible for ensuring counts are posted and asking for counts if not posted.
 - 8.8.4.1. The opposing coach is responsible for identifying pitch count violations during the game, which must be reported immediately upon occurrence. The game should be stopped when a pitch count protest is made until the age group director or other officer has provided further direction.
 - 8.8.4.2. Should a pitch count violation be discovered and protested by another coach when the count is posted, the age group director will discuss the appropriate disposition with the officers of the board of directors to determine the outcome.
 - 8.8.4.3. Any protest must be made at the *earliest* of the following times: (1) 2 hours after the count has been posted (7:00 am if the 2 hours would lapse between 1:00 am and 6:59 am), (2) 9:00 pm on the

day following the game in question or (3) the beginning of the team's subsequent game.

8.8.4.4. Once the team in question has started a subsequent tournament game, previous game results cannot be changed; however, the committee may take any other appropriate action to address the violation, including but not limited to (1) suspension of the coach for 1 or more games, (2) the pitcher being declared ineligible to pitch for the remainder of the tournament, or (3) other appropriate sanctions to discourage violations and protect player safety.

- 8.9. Violations: Violations will be handled in accordance with the rules above. Unless affecting the age group director's team or opponent, the director will enforce the appropriate automatic consequences (suspension, ineligibility) and refer the matter to a committee consisting of the officers and kid-pitch age group directors. That committee may delegate the determination to any three members subject to approval of the final result. The committee may take any action deemed appropriate based on the circumstances of the violation and the need to discourage violations and protect players, as well as the desire to ensure fair competition for all affected players and teams, including those players on the offending team. The following guidance is provided to assist the committee and coaches in evaluating potential penalties.
- 8.9.1. Minor discrepancies in pitch counts (i.e. <5 difference between counts) and therefore potentially impacting eligibility should be handled by the coaches and age group director through regular communication during games. In the event of continued or consistent discrepancies with a team's pitch counts and where those discrepancies (even if minor) are having a material impact on the results, the league may assign someone and/or require a team to document pitch count procedures and pitch counts, and continued violations may be treated as clear or willful as outlined below.
- 8.9.2. Clear violations (i.e. a pitcher going over based on both coach's counts), including unintentional violations not noticed until after the game, will result in a suspension for the coach and the pitcher being ineligible for the subsequent pitching week.
- 8.9.3. Willful violations, repeated violations, or other serious violations (such as those which could impact player safety) may be addressed with more significant consequences, including coaching suspensions or periods of ineligibility encompassing multiple games or weeks as well as other potential consequences as outlined in the Local Rules.
- 8.9.4. Clear or willful violations in the last week of the regular season (or any of the final 3 games), will result in the pitcher being ineligible for the remainder of the team's regular season games AND at a minimum the first week of the team's tournament. Such period of ineligibility applies to the affected team's first week of the tournament, even if that week is not the

next calendar week following the violation. In such circumstances, the board may also forfeit affected games after majority vote to do so upon recommendation of the committee.

8.10. Pitching Rules for Make-up Games:

- 8.10.1. For regular season games: In situations where a game is postponed or suspended due to weather, pitching eligibility will be based on rest and eligibility requirements at the time the game is actually played.
- 8.10.2. For regular season games, if a game is rescheduled at the request of a coach due to player availability or other convenience, the league may require that the pitching eligibility be based on the originally scheduled date. In such a circumstance, pitchers must have been eligible at the original time of the game *as well as follow all rest requirements at the time of the rescheduled game.*
- 8.10.3. For tournament games that are rescheduled for any reason: Pitching eligibility is based on the originally scheduled game time. Rest days must always be observed, and pitching weeks are based on bracket position and so are unaffected by any change in schedule. (Example: Team plays Monday and Player A throws 45 pitches. The game originally scheduled for Tuesday is then rescheduled to Thursday due to weather. Player A is unavailable to pitch on Thursday due to his not being eligible on the originally scheduled Tuesday. He was required to rest for 1 day following Monday's appearance.) Tournament schedules are designed such that rest requirements and number of games played per pitching week are comparable for similarly situated teams, particularly in later rounds, and this ensures that no team is placed at a significant advantage or disadvantage by some games being rained out within a round.
- 8.10.4. The rest requirements for any rescheduled games only carry over to subsequent games that were within the period of ineligibility of the last pitched game. Once a player has returned to eligibility based on rest *and pitched in a rescheduled or subsequent game*, future rest is based on the last game actually pitched. The pitching week for tournaments is defined by the bracket and does not change in the event games are rescheduled.

9. Local League Tournaments

- 9.1. For each league, the Championship Team shall be that team winning the local league tournament. Each league's order of finish shall be determined based on each team's order of finish in the local league tournament.
- 9.2. Tie results (due to the double elimination format, this is only applicable for final positions at 4th place or below) will be based on the regular season standings as reflected by the tournament seedings.

- 9.3. The league tournaments for all ages shall be double elimination for Spring Season and Single Elimination for Fall Season
- 9.3.1. For leagues with more than 8 teams an alternate format may be utilized in order to complete the tournament in the available time. (Note: This may also occur in other unusual circumstances preventing the completion of a full double elimination tournament). Coaches input within the affected age group will be solicited in the decision-making process. Alternative formats include:
- 9.3.1.1. Six automatic qualifiers with a play-in single elimination tournament for the final 2 spots in an 8-team double elimination field
- 9.3.1.2. Gold bracket and silver bracket with the silver bracket using single elimination or another format.
- 9.3.1.3. Single elimination first round followed by double elimination (e.g. with 15 teams, seeds 2-14 would play each other and the 7 winners would join the #1 seed in an 8 team double elimination tournament.
- 9.3.2. The format will be chosen based on the number of teams in the league as well as the number of games and time required to complete the tournament
- 9.4. Seeding
- 9.4.1. For all ages the local league tournament shall be seeded based on order of finish in regular season league play as determined by each team's winning percentage. When calculating a team's winning percentage, a regular season tie counts as half a win and half a loss. *Example:* Team A finishes with a 2-0-1 regular season record. The tie is converted into half a win and half a loss making Team A's record 2.5-0.5. Team's A's winning percentage is then determined by dividing the number of wins (2.5) by the number of games played (3). Team A's winning percentage in this case is .833.
- 9.4.2. The higher seeded team shall have the choice of home or visitor in all games of any single or double elimination tournament except for the championship game(s) in a double elimination tournament.
- 9.4.2.1. The home team in the first championship game will be team coming from the winner's bracket
- 9.4.2.2. For any "if-necessary" championship game, the winner of the previous game shall have the choice of home
- 9.4.3. For seeding purposes, regular season ties shall be broken as follows:
- 9.4.3.1. For a two-team tie:
- 9.4.3.1.1. Head-to-head record;

Run Differential;

Runs Allowed;

Coin Flip.

9.4.3.2. For a multiple team tie

9.4.3.2.1. Total won-lost record of games played among and against the tied teams (*Example*: Team A is 3-1, Team B is 2-2 and Team C is 1-3 - - Team A would be seeded highest, Team B second-highest and Team C lowest of the three). If the tie-breaker is first reduced to two teams with this tie-breaker, then the two-team tiebreaker shall take effect to break the tie between the remaining two teams. If a multiple team tie remains, the following procedures shall be used;

Run Differential;

Runs Allowed;

Draw for Seeding if 3 or more teams, Coin Flip for 2 teams.

9.5. For local league Tournament Play, Games cancelled due to rain will be decided in this manner:

9.5.1. Tee Ball game will be rescheduled, play will resume at the point play was suspended. Two complete innings must be played.

9.5.2. Ages 5-12: The following rules will be followed with regard to games suspended:

9.5.2.1. If less than 3 innings have been completed the game will be rescheduled and play will resume at the point play was suspended

9.5.2.2. If 3 complete innings have been played the game will be decided by the score at the end of the LAST COMPLETE inning, unless the visiting team has tied or taken the lead in the current inning prior to the suspension of play, in which case the game will resume at the point play was suspended

9.5.2.3. If game was tied at the LAST COMPLETE inning the game will be rescheduled and play will resume at the point play was suspended

9.5.2.4. During the tournament, as in the regular season, umpires may stop play due to unplayable conditions such as rain; however,

the decision of cancelling games can only be made by the designated board member(s).

- 9.6. Regular season games cancelled or suspended due to rain will generally follow similar guidelines as above subject to scheduling constraints; however, in general, suspending and resuming play is preferred if permitted by the schedule. Final decisions on whether a game is considered completed or will be resumed will be made by the Age Group Director and Director of Baseball Operations in consultation with the officers and board.
- 9.7. For suspended games that are resumed on a different day, teams should use the same lineup that was used in the original game, and the game will resume at the point play was suspended, with the following exceptions:
 - 9.7.1. Players who are not available on the date the game is resumed will be removed from the line-up without penalty, and the lineup will be compressed. No out will be recorded for the missing player(s) unless there are fewer than 9 players participating.
 - 9.7.2. Players who did not participate in the original game but who are available at the time the game is resumed will be added to the end of the lineup after the last batter. Those players will only bat after the last available batter remaining in the lineup has batted during the resumed game. A new pick-up player may not be the first batter of a resumed game. (Example: Team A has 9 batters during the originally scheduled game. Batter #9 strikes out for the first out of the inning, and the game is suspended before a pitch is thrown to Batter #1. When resumed, Batter #8 is unavailable, and Team A picks-up Player Z. Batter #1 is the proper batter when the game is resumed, and Player Z will bat after Batter #9 bats for the first time after the game is resumed.)
 - 9.7.3. Pitching eligibility for a suspended game during the tournament follows the eligibility as of the originally scheduled date (see rule 8.10). No pitcher may become eligible on the subsequent date who was not originally eligible.
 - 9.7.3.1. Under no circumstances may a pitcher throw more than the daily max of pitches in a single game, even if the game was suspended and then completed at a later time.
 - 9.7.3.2. For suspended regular season games, pitching will follow the eligibility at the time of completion, with the exception that no pitcher may throw more than the daily max limit of pitches in a single game, even if that game is suspended and then completed at a later time.

10. Protests/Forfeits

- 10.1. No protest shall be considered by the Board of Directors, as the Head Umpire has complete control of a game once commenced. The head umpire may ask for a rules clarification from the age group director, umpire coordinator, or other board officer in his or her sole discretion. **EXCEPTION:** See RULE 8 (pitching) for issues related to pitching violations. Complaints or comments concerning needed improvements, clarifications, etc. are welcomed by the Board and will be considered by the Board when presented in writing.
- 10.2. Coaches are expected to monitor pitch counts during regular season games and identify if a pitcher has exceeded any limit. For the regular season only, when an ineligible pitcher is identified, the pitcher should be replaced and the game continued. A regular season forfeit over pitching is highly disfavored. The board will only consider a forfeit for violations that are clear and obvious (or willful or egregious), identified in a timely manner during the time in which the ineligible pitcher is the pitcher of record (or before the umpires leave the field if discovered at the end of the game) AND which had a significant impact on the competitive standing of the league.
- 10.3. In the post-season tournament, pitching violations and forfeits will be handled based on the procedure in the USSSA rules for ineligible players; however, ineligibility is based on WBA pitch counts.

11. Common Rules – Ages 5-8

- 11.1. The base paths shall be 60 feet, and a 20 foot foul arc shall be marked from the back point of home plate which connects the two foul lines. A ball that comes to rest or is first touched by a fielder inside of the arc is foul. A ball which is touching the arc is considered fair.

- 11.2. Pitching Distances are as follows:

Age	Distance	Note
5 yo	20 feet	No body part may land past the foul arc as part of the delivery
6 yo	25 feet	Line is treated as pitching rubber, and one foot must be on or behind the 25/32 foot line/pitcher's plate)
7 yo	32 feet	
8 yo		

- 11.3. Time may be called immediately in the event a batted ball injures a player. Players shall be awarded 1 base if the injury is to an infield player, and 2 bases if the injury is to an outfield player. These awards are from time of pitch. Injuries related to obstruction/interference will be handled according to USSSA/MLB rules. All other significant injuries (including but not limited to defensive player collisions, thrown balls, etc.) will be handled based on umpire discretion and in an effort to not disadvantage either team (see case plays for examples).
- 11.4. The pitcher (or designated coach in T-ball) should retrieve the batter's bat and leave the field on a ball hit in play.

- 11.5. A ball which strikes the coach pitcher shall be declared dead and the pitch shall be replayed, with all runners returning to the base occupied at the time of the pitch. If the coach pitcher makes no attempt to get out of the way or deliberately interferes with the fielder's chance to field a ball, the batter shall be declared out, and runners will return to the base they occupied at the time of the pitch.
- 11.6. For coach pitch at-bats, 6 pitches are permitted. A foul ball on the 6th pitch will not count and the pitch shall be replayed. A batter who swings at and does not make contact with a third strike is out.
- 11.7. Bunting is not permitted in these age groups
- 11.8. Outfielders must be stationed at least 20 feet behind the base path. For reference, outfielders standing in the outfield grass are presumed to be in a legal position on fields 2 and 3. Note: On field 1, It is not necessary to exactly measure 20 feet. As long as the outfielders are approximately 20 feet behind the line and clearly behind/separated from the infielders, the position will be judged legal. *See 14.6 and USSSA rules regarding pick-up/outfield players covering infield positions.*
- 11.9. To make a legal play on a batted ball (including foul tip or pop-fly), the catcher must be positioned in the catcher's box to receive the ball in a normal baseball manner. A catcher not in a legal position may only field a throw from another player. All catchers must wear appropriate safety gear. Catchers who are not in a legal catching position in ages 5-6 must stand next to the fence and must wear a chest protector and facemask (shin guards and cup are recommended but not required unless they are in a legal catching position).
 - 11.9.1. 5- and 6-year-old teams are not required to have a catcher and may use an additional infielder (subject to position restrictions that there must be 2 infielders on each side of second base, see rule 14.6)
 - 11.9.2. 7- and 8-year-old teams must field a catcher who must be in a legal catching position at the time of the pitch. EXCEPTION: A team with 9 or fewer players may choose to have a 4th outfielder instead of a catcher; Only 5 infielders, including the pitcher, are permitted, regardless of whether there is a catcher.
- 11.10. The pitcher must throw overhand. This is defined as the hand must be above the elbow at the release point.

12. 4-Year-Old League Rules

- 12.1. 3-4 Year-Old League T-ball play shall be governed by the 5-Year-Old League rules and USSSA rules, except as modified as follows.
- 12.2. Teams shall play their roster.
- 12.3. During League play and tournament play, the batting order will consist of the team roster for each game. No batter will bat twice in one inning. All players

will bat each inning irrespective of the number of outs, batters, or runs scored. Any batter who is subsequently unable to bat will be charged as an out except in the case of injury. Any player who arrives after their team has batted in the first inning will be added to the end of the batting order for the second inning.

- 12.4. When the last batter of the lineup comes to bat the Batting team shall notify the home umpire to announce, “last batter”. For this at bat, a batted ball possessed by any player of the defense, can end the inning by touching home plate with any part of their body while in possession of the ball.
- 12.5. During league play and local tournament play, each team shall bat their roster each inning with each player batting only once each inning. If the defensive team records three outs before the offensive team has batted their roster, any runner who crosses home plate following the third out is NOT counted in the scoring. If there are less than three outs, a team may only score runs based on the number of batters on the team with the fewest players. Players batting after three outs are scored or after the number of at bats equal to the number of players on the team with the fewest batters will not count.

Example: During local tournament play, Team A has 9 players and Team B has 11 players. Team A’s score each inning shall be based on the runs scored during the at bats of its 9 players, or until 3 outs are recorded by the defense. Team B shall bat all 11 of its players each inning, however, Team B’s score shall be based on the runs scored during the at bats of its first 9 players, or until 3 outs are recorded by the defense. In such event, Team B’s batting coach must notify the home plate umpire when the 9th batter comes to bat and the umpire shall notify the defensive team that this player will be treated for scoring purposes as the last batter. Thereafter, Team B shall bat the remainder of its roster with no runs counting, even if 3 outs have not yet been recorded.

If an out is recorded, then that player who is deemed to be out must exit the field of play.

- 12.6. In the 3-4 Spring T-ball League and 4-5 Fall T-ball Ball League, each team can have 6 coaches during a game.
 - 12.6.1. On Defense, a maximum of four coaches are allowed on the field. All other coaches must be in the dugout.
 - 12.6.1.1. Defensive coaches must remain in the outfield grass, not on the dirt.
 - 12.6.1.2. No defensive coach is allowed to touch a player or the ball while the ball is live.
 - 12.6.1.3. PENALTY: The offensive team gets the choice of the play or a re-bat.

- 12.6.2. On Offense, a maximum of four coaches are allowed on the field. All other coaches must be in the dugout.
 - 12.6.2.1. You may have an offensive coach at each base and one batting coach for home plate.
 - 12.6.2.2. Bases coaches must remain in foul territory except at second base, where they must be behind the base. The batting coach must be in foul territory behind home plate.
 - 12.6.2.3. Base coaches may not interfere with the fielders nor physically assist the runners.
 - 12.6.2.4. PENALTY: For interference, the appropriate runner is out. For illegal position, warning for first offense. After any second offense the coach will be removed from the field for the remainder of the game. The umpire will have the discretion to call the runner out in the event of a flagrant offense.
- 12.7. Balls and strikes: There are no balls. A batter will receive five (5) strikes before being called out. Any of the following is considered a strike:
 - 12.7.1. A deliberate swing and the ball is missed.
 - 12.7.2. A deliberate swing and the tee is struck.
 - 12.7.3. A foul ball on any swing, including the 5th strike.
 - 12.7.4. The batter must start their swing with both feet within the batter's box. The ball is not in play until the batter is in a legal position. It is not an out in T-ball play if a batter hits the ball with one or both feet on the ground entirely outside the batter's box. Delay dead ball and defense gets choice of play or strike.
- 12.8. The fair ball arc shall be a 10-foot chalked arc instead of a 20-foot arc.
- 12.9. The base paths will be 50 feet
- 12.10. The pitching circle shall be 10ft in diameter centered at thirty-nine feet from the back point of home plate to the front of the pitching rubber.
- 12.11. Bats shall be limited to barrels 2 ¼" in diameter with no particular stamp of approval, or any large barrel bat that is USSSA, USA, or BBCOR approved, or any wood bat.
- 12.12. ONLY the tee provided by Warrior Baseball may be used.
 - 12.12.1. Tee shall be place where ball is sitting above center of Home plate.

- 12.12.2. The home plate umpire shall be responsible for moving the tee when a child is approaching home plate.
- 12.13. Two (2) innings is a complete game.
- 12.14. 4-year-old teams are limited to 1 practice per week after the season starts.
- 12.15. If a player is injured by being hit with a batted ball in the face, throat, or head, time will be called immediately, and all players will be awarded one base if injury is to an infielder, two bases if injury is to an outfielder. The awards are from the time of the pitch. Any other injury, deemed serious enough in the judgment of the umpire, will be handled in the same manner. Note: This is a judgment call and cannot be appealed or protested.
- 12.16. There shall be five infielders (excluding the catcher), which includes the pitcher, all of whom must remain in the dirt until the ball is hit. The pitcher must have at least one foot inside of or touching the chalk circle until the ball is hit. All other infielders shall be no closer than the perpendicular line between each foul line and the back of the pitcher's circle which shall be marked as a hash mark inside of each foul line. PENALTY: The offensive team gets the choice of the play or a re-bat
- 12.17. Outfielders must remain in the grass until the ball is hit. PENALTY: The offensive team gets the choice of the play or a re-bat.
- 12.18. Pick up Players: Teams must field at least eight players. If a team has less than eight players for the start of a game, that team may pick up a player(s). No team may pick up to have more than 8 players. Any team beginning a game with eight players that loses a player during the game due to injury or illness may finish the game with seven players, the player unable to participate will be charged an out for his/her at bat. No more than 2 pick-up players permitted per game. If you start a game with less than eight players, you start each inning at bat with the number of outs you are players short of eight (start with 7 players – start at bat with 1 out, start with 6 players – start at bat with 2 outs). Only registered Warrior Baseball tee ball players are allowed to be picked up. The player may be used only once by the same team from the preseason tournament (if applicable) through the regular season. A player may only be used once by a team during the post-season tournament. A player who has played in the field for at least one defensive inning or who had at least one plate appearance is considered to have been 'picked up,' regardless of whether they completed the entire game. If you start a game with a pick-up player(s) and one of your team players shows up, the team player shall replace the pick-up player in the line-up at the same batting position as the pick-up player, who shall no longer participate in the game. If multiple players were picked-up, the opposing coach may select which pick-up player the team player shall replace. Pick-up player is not allowed to play any infield positions and the opposing coach has the choice of where the player bats in the team's line-up. The coaches and age group director may jointly agree to permit an additional pickup player in unusual circumstances,

and in such event, may allow the 3rd pick-up player to play in the infield. Both coaches must agree to the additional pick-up player and position restrictions prior to the game. Any violation of these substitution rules must be reported to the League Director. For violation of these substitution rules there shall be a minimum penalty to the coach of suspension of one game up to a maximum penalty of disqualification from coaching for the remainder of the season, including the league tournament, and for any all-star team selected that year.

13. 5-Year-Old League Rules (Fall Ball 5-6)

13.1. 5-Year-Old League play shall be governed by the USSSA Coach Pitch rules, except as modified by these Local Rules.

13.2. Equipment

13.2.1. Tennis shoes or baseball shoes with rubberized cleats may be worn. No metal or plastic cleats. Shirts must be tucked in.

13.2.2. All batters and runners must wear batting helmets. Chin straps must be worn with all types of helmets. Any player running the bases and deliberately removing his headgear (in the umpire's judgment) should be given a warning and on any subsequent offense will be called out. Wrap around types may be used but must have a crown protective insert and chin strap.

13.2.3. ONLY the tee provided by Warrior Baseball may be used.

13.2.4. Tee shall be placed where the ball sits above the center of Home plate.

13.3. Managers and Coaches

13.3.1. Each team will be allowed five coaches in the dugout.

13.4. Coaches are reminded that only players and the five coaches are permitted in the dugout area. In the event any spectator is on the fence around the playing field, the umpire shall remove the ball from the tee and play shall not resume until the person or persons move away from the fences. Any spectator refusing to move away from the fence after one warning by the umpire shall be ejected thereafter.

13.5. Appeals

13.5.1. Appeals for a runner missing a base will be made by the manager after time has been called and before the next pitch is thrown. The coach will notify the umpire involved of his appeal of what runner and what base. NOTE: For the purpose of the appeal play, returning the ball to the tee by the home plate umpire will be the same result as the next pitch being thrown.

13.6. Offense

- 13.6.1. Teams shall play and bat their roster.
- 13.6.2. During local regular season league play, any batter can bat from the tee or be pitched to by their coach. At any point in a single game, once the batter steps in the box and commits to coach pitch he must stay with that choice throughout the game. He may not return to the tee for the duration of that game. Local league tournament play will be coach pitch only.
- 13.6.3. Batters choosing to bat under coach pitch rules will receive 3 strikes or 6 pitches to put the ball into play. A foul on the sixth pitch does not count towards the batters 6 pitch limit.
- 13.6.4. No Bunting Allowed (Penalty: Batter shall be called Out)
- 13.6.5. After one warning per game per player for slinging his bat, the batter will be called out for each additional time that he slings his bat.
- 13.6.6. Base coaches shall remain in their coaching boxes at all times unless playing dictates otherwise. There may be a batting coach behind home plate in the designated area. Batting coaches may physically position the batter one time for each batter. PENALTY: One warning will be given per coach per game and Batter is out if coach resets the batter. The offensive team may have an additional coach to step out on the field to pitch or catch for coach pitch at bats. Both coaches will be required to move to the backstop (out of the field of play) as soon as the ball is put into play. If the next batter chooses to hit from the Tee, the fourth coach must return to the dugout for that at bat.
- 13.6.7. The tee will be removed by the home plate coach after each batted ball.
- 13.6.8. Bumping the ball off the tee during warm-up is not a strike and will be called a no-pitch by the home plate umpire. It shall not be an out if a batter touches a ball that is declared a foul ball or a dead ball.
- 13.6.9. The batter will receive three strikes before being called out. Any of the following will result in a strike being called on the batter:
 - 13.6.9.1. In the judgment of the umpire the batter swings and misses the ball completely;
 - 13.6.9.2. The batter fails to hit the ball past the 20-foot arc on the first and second hit resulting in the ball being called foul;
- 13.6.10. There shall be a 20 foot arc from the back point of home plate that connects both foul lines. Any ball struck and carried on or past the 20-foot arc shall be a fair ball if the ball is touched in fair territory or passes first or third before going foul even though part of the tee may have been struck. NOTE: Any ball in the judgment of the umpire that carries past the 20-foot arc but was not touched by the batter's bat will be called a strike.

- 13.6.11. Deliberate Half-swings, as judged by the umpire, will be called a bunt.
PENALTY: The Batter shall be called out.
- 13.6.12. It is not an out in T-Ball play or coach pitch at bats for a batter stepping on home plate. Delay dead ball and defense gets choice of play or re-bat.
- 13.6.13. The batter may adjust his tee himself, if he so chooses or the batting coach may ask the home plate umpire to adjust the tee for the batter with no penalty. If the batter hits the tee knocking it out of place, the coach may return the tee back to its previous location.
- 13.6.14. Pitching distance for 5 year olds (5-6 fall) is 20 feet. Pitchers may not cross the 20 foot foul arc during the delivery or follow-through from the delivery until the ball has passed the plate or been contacted by the batter.

13.7. Defense

- 13.7.1. No rolling of the ball intentionally (in the opinion of the umpire) will be allowed. No outs will be allowed by rolling the ball. Runners will automatically be safe if the defensive team rolls the ball. Outside of unusual situations, a ball which is rolling (not clearly bouncing or airborne) when it reaches a fielder is considered to have been “rolled” regardless of how the infielder released the ball. See Case Plays and Interpretations for example situations and rulings.
- 13.7.2. There will be five infielders that must remain in the infield until the ball is hit. If a catcher is not used, he can be used as a sixth infielder. Excluding the pitcher, there should be at least 2 infielders on each side of second base.
- 13.7.3. Outfielders must remain 20 feet behind the base lines until the ball is hit.
PENALTY: The offensive team gets the choice of the play or a re-bat.
- 13.7.4. The pitcher must have one foot on or inside the circle when the ball is hit.
PENALTY: The offensive team gets the choice of the play or a re-bat.
- 13.7.5. Time should be called by the umpire when the lead runner is faced off and/or forced “back to the base”. NOTE: The umpire should not be too quick to call time. If the lead runner is not faced off, the umpire should allow the offensive coach time to react to the situation and run his runners if he decides.
- 13.7.6. The umpire is to receive the ball from the defensive team only after play is stopped and time is called.
- 13.7.7. The defensive team may have a defensive coach on the first base foul line and third base foul line, 20 feet from the base path and must stay in foul territory.

14. 6, 7, and 8 Year-Old League Rules (Fall Ball 7-8)

- 14.1. Play in these age groups shall be governed by the USSSA rules for coach pitch, except as modified in these Local Rules.
- 14.2. Batters shall receive a maximum of 6 pitches per at-bat, unless the 6th pitch is foul, in which case additional pitches may be thrown until the batter does not swing or hits a fair ball.
- 14.3. A 20 foot foul arc will be drawn from the back point of home plate. Any ball put into play which either comes to rest within the foul arc or is touched by a defensive player within the arc will be considered to be a “Foul” ball.
- 14.4. 6 year-olds pitch from 25 feet. For 7-8 year olds, pitching distance is 32 feet. Pitchers may pitch from anywhere between the pitching distance and the pitcher’s circle
 - 14.4.1. At least one foot must be behind or in contact with the pitching line/rubber at the time the pitcher releases the ball. The pitcher must have one foot on each side of the center line or at least one foot touching the center line when releasing the pitch.
- 14.5. In the 6-Year-Old League, each team can have 5 coaches during a game.
- 14.6. Defensive Alignment
 - 14.6.1. Teams must have 5 infielders. A catcher is not considered an infielder.
 - 14.6.1.1. The pitcher must be inside or touching the pitcher’s circle at the time of the pitch,
 - 14.6.1.2. 2 infielders must be on each side of second base and with both feet on the dirt at the time of the pitch. To be considered on the 1st base-side, the fielder’s furthest foot from the 1st base foul line must be inside of or touching the imaginary line between the point of home plate and the middle of second base.
 - 14.6.1.3. Penalty: Offensive team’s choice of result of play or re-pitch. Umpires should attempt to hold the pitch in the event fielders are not in position.
 - 14.6.2. There may be no more than 4 outfielders who must be in the grass at the time of the pitch (20 feet behind baseline if not on a grass field). An outfielder may not assume an infield position and therefore may not be used to cover a base in the normal course of play. Outfielders may back-up throws/fielders and may run with the ball from the outfield towards any base or runner.
 - 14.6.2.1. 5- and 6-year-old teams without a catcher may use a 5th outfielder OR an additional infielder

14.6.2.2. 7- and 8-year-old teams with 9 players may use a 4th outfielder instead of a catcher.

14.6.2.3. Penalty: Offensive team's choice of result of play OR re-pitch.

14.7. NO BUNTING will be allowed. (PENALTY: batter will be called out).

15. Rookie Age Group

15.1. Play in the Rookie age group is governed by USSSA rules except as modified by these local rules.

15.2. Mound Distance is 46 feet. Bases will be 60 feet.

15.3. No defensive positioning restrictions except for pick-up players.

15.4. Leadoffs: Players are not permitted to lead-off. They may steal 2nd or 3rd base once the ball has crossed home plate.

15.5. Balks will not be enforced due to no leading off. However, it is an illegal pitch for a pitcher, with runner(s) on base, to start a delivery and fail to deliver the ball. A ball shall be added to the count.

15.6. During the preseason tournament and until such time as is announced, runners on 3rd base may only score when the batter hits the ball or otherwise reaches first base. They may not score on a passed ball or a steal of home.

15.7. Runners leaving early is a live ball. Runner must be returned to base unless forced to advance by the batter on a clean hit. Runner will not be advanced more than the minimum number of bases based on the hit (and trailing runners).

15.8. Batter is out on the third strike even if it is uncaught or dropped by the catcher.

15.9. 7-run maximum per inning.

15.10. Quick pitching is illegal (see MLB, LL, and USSSA rules). Pitchers will receive one warning, for subsequent offenses a ball will be added to the count.

16. Minors Division

16.1. Play in this age group is governed by the USSSA rules, except as modified by these Local Rules

16.2. Mound distance is 46 feet. Bases will be 65 feet.

16.3. 10 run maximum per inning.

16.4. Full baseball rules except as modified below, including balks, leading off, and uncaught 3rd strikes.

- 16.5. Runners are not permitted to steal home while the pitcher is on or astride the rubber (e.g. on the mound near the rubber) and the batter is in the box. This includes any actual pitches as well as any situation in which it would appear to the batter that it is a pitch, such as a pitcher who is in front of but not in contact with the rubber. The umpire should call time and reset the play before there is a safety issue with the batter/catcher at home plate.
- 16.5.1. Stealing home while the pitcher is walking off the mound or on the return throw from the catcher is permitted.
- 16.5.2. The runner may “steal” home on a 3-2 count with 2 outs as long as the pitcher has started his delivery and there is no safety issue with the batter/catcher. If the runner is in the vicinity of the plate at the time the pitch reaches the plate, that is also a violation of rule 4.9 and that rule will apply if the batter swings at the pitch.
- 16.5.3. If a runner feints or appears to steal home the play and the pitcher balks as a result of that motion, the runner is considered to have induced the balk and it will NOT be enforced (see 15.3.3). Runner returns to 3rd, no pitch is recorded, and play is re-set. EXCEPTION: If the pitch is delivered and the batter and all runners advance at least one base on the resulting play, ignore the balk and continue play.
- 16.6. One executed bunt attempt per inning permitted. An executed bunt is one in which the ball is bunted in fair territory and the batter-runner or reaches first base OR is put-out by the defense prior to reaching first base OR a bunt that goes foul with 2 strikes resulting in a strikeout by rule. Following an executed bunt and until the conclusion of the inning, if a subsequent player squares around to bunt, the umpire will call time (dead ball) and one strike will be added to the count for that batter. No pitch will be recorded for the pitcher. If the batter has two strikes at the time he squares to bunt, he shall be called out on strikes and the pitcher shall be credited with a strikeout.
- 16.7. Batter’s interference will be enforced in this age group. The batter must not step out of the batter’s box or *make any other movement* (within the box) in a way that interferes with the catcher’s attempt to make a play on a runner.
- 16.7.1. It is not interference for a batter to remain stationary *within his box* after the pitch, even if this position impacts the catcher or if the catcher contacts the batter in the process of the throw.
- 16.7.2. This is a judgment call. See MLB rules and the WBA Case Plays for more information and example scenarios regarding batter’s interference. While the batter’s actions must interfere with a play or attempted play, a throw is not required if the batter was clearly interfering with the catcher’s legitimate attempt to make a play.
- 16.8. See Rule 9 Pitching Rules and Records

- 16.9. Quick pitching is illegal (see MLB, LL, and USSSA rules). Pitchers will receive one warning, for subsequent offenses a ball will be added to the count.

17. 9-10 Year Old League Rules (Fall)

- 17.1. 9-10 Year Old League play shall be governed by the USSSA rules, except as modified by these Local Rules.
- 17.2. No defensive positioning restrictions except for pick-up players
- 17.3. Leadoffs: Runners are permitted to lead-off/steal in this age group.
- 17.3.1. Balks will be called by the umpires. This is a recreational, teaching league. Absent a clear advantage and/or intent to deceive the runner, umpires will typically warn the pitcher and reset the runners instead of calling a balk (e.g. infractions regarding failure to set and turning the shoulders.) Note: An out may not be recorded on a balk; a warning or balk must be issued in that case. Umpires will be instructed to call balks/warn consistently for both teams. The league may designate a time during the season at which point balks will be called as under tournament rules (rule 15.3.4 below). This will be done only after all teams have played a meaningful number of games and will be communicated to the coaches prior to enforcement.
- 17.3.2. Balks are a delayed dead-ball. When a pitch is delivered or the ball is thrown away in the continuing action of the balk, play should be allowed to continue and if all runners on base advance safely, the balk will not be enforced though the pitcher may still receive a warning regarding the balk. Umpires should shut-down plays where there is no continuing action (e.g. failing to throw, turning while in set position, dropping the ball while on rubber, etc.)
- 17.3.3. Offensive players/coaches, including runners, are not permitted to intentionally induce a balk by the pitcher (e.g. yelling or cheering that is clearly timed to induce a balk). This is an umpire judgment call. Penalty: No Pitch and reset runners (see case plays for examples).
- 17.3.4. Runners are not permitted to steal home while the pitcher is on or astride the rubber and the batter is in the box. This includes any actual pitches as well as any situation in which it would appear to the batter that it is a pitch, such as a pitcher who is in front of but not in contact with the rubber. The umpire should call time and reset the play before there is a safety issue with the batter/catcher at home plate.
- 17.3.4.1. Stealing home while the pitcher is walking off the mound or on the return throw from the catcher is permitted.
- 17.3.4.2. The runner may “steal” home on a 3-2 count with 2 outs as long as the pitcher has started his delivery and there is no safety issue with the batter/catcher. If the runner is in the vicinity of the

plate at the time the pitch reaches the plate, that is also a violation of rule 4.9 and that rule will apply if the batter swings at the pitch.

17.3.4.3. If a runner feints or appears to steal home the play and the pitcher balks as a result of that motion, the runner is considered to have induced the balk and it will NOT be enforced (see 15.3.3). Runner returns to 3rd, no pitch is recorded, and play is re-set. EXCEPTION: If the pitch is delivered and the batter and all runners advance at least one base on the resulting play, ignore the balk and continue play.

17.3.5. Balks will be enforced in the post-season tournament. Consistent with all-star and travel baseball tournaments at this age, proactive umpiring is encouraged. Umpires may give pitchers a warning prior to enforcing a particular subtle balk (e.g. failure to set or turning shoulders), and this will be consistent across teams and communicated in the pre-game meetings. No warning will be given for obvious balks (starting and stopping the pitching motion, failure to step off the rubber, dropping the ball while on the rubber, etc.).

17.4. There is no uncaught 3rd strike rule in this age group and the batter is out on any uncaught 3rd strike. Runners may advance at their own risk.

17.5. Teams shall play 9 players on defense.

17.6. There will be a maximum 7-run limit per inning.

17.7. One executed bunt attempt per inning permitted. An executed bunt is one in which the ball is bunted in fair territory and the batter-runner or reaches first base OR is put-out by the defense prior to reaching first base OR a bunt that goes foul with 2 strikes resulting in a strikeout by rule. Following an executed bunt and until the conclusion of the inning, if a subsequent player squares around to bunt, the umpire will call time (dead ball) and one strike will be added to the count for that batter. No pitch will be recorded for the pitcher. If the batter has two strikes at the time he squares to bunt, he shall be called out on strikes and the pitcher shall be credited with a strikeout.

17.8. Batter's interference will be enforced in this age group. The batter must not step out of the batter's box or *make any other movement* (within the box) in a way that interferes with the catcher's attempt to make a play on a runner.

17.8.1. It is not interference for a batter to remain stationary *within his box* after the pitch, even if this position impacts the catcher or if the catcher contacts the batter in the process of the throw.

17.8.2. This is a judgment call. See MLB rules and the WBA Case Plays for more information and example scenarios regarding batter's interference. While the batter's actions must interfere with a play or attempted play, a throw is

not required if the batter was clearly interfering with the catcher's legitimate attempt to make a play.

17.9. See Rule 9 Pitching Rules and Records

18. Majors Division and Fall 11-12 Year Old League

18.1. 11-12 Year Old League play shall be governed by the provisions of the USSSA Rules, except as modified by these Local Rules.

18.2. See Rule 9 Pitching Rules and Records

18.3. No defensive positioning restrictions except for pick-up players

18.4. Quick pitching is illegal (see MLB, LL, and USSSA rules). Warning on first offense, for subsequent offenses a ball will be added to the count.

18.5. Spring Majors play which is designated as "Little League" is governed by the Little League rules and any Warrior Baseball Little League bylaws. The age director will inform coaches of any local rules consistent with the Little League charter. Following selection of the Little League All-Star team pursuant to those rules, any remaining all-star teams will be selected pursuant to these local rules.

19. 13 And Older League

19.1. 13+ Year Old League play shall be governed by the provisions of the NFHS Rules, except as modified by these Local Rules.

19.2. The age group director will determine the rules regarding frozen players, with the expectation that at least 50% of each team will be drafted.

19.3. Age group director will determine all tournament procedures and formats.

19.4. Disciplinary issues related to unsafe play, illegal equipment, sportsmanship, or other serious rules violations will be handled initially by the age group director (in consultation with other board members/officers as appropriate), with NFHS and AHSAA guidance and precedents taken into consideration.

19.4.1. A suspension of 1 game may not be appealed unless it is the second or more suspension during the season.

19.4.2. Any suspension of more than one game for a player or coach may be appealed to the Disciplinary Committee (see rule 2.15) for a vote, a 2/3 majority of which is required to modify any consequence imposed.

19.4.3. For suspensions of more than 3 games, a 2/3 vote of the board officers is required to affirm the suspension. If the board vote is at least a majority, but less than 2/3, the suspension will be reduced to 3 games.

- 19.5. Bats must be unmodified wood bats or meet the BBCOR (.50) standard. All bats must be Drop-3 or wood bats and be in accordance with NFHS rules.
- 19.6. Intentional walks are permitted.
- 19.7. Pickup player restrictions may be adjusted during the regular season by agreement of the coaches.
- 19.8. No Metal Spikes Allowed on Turf/Artificial Pitching Mounds.

20. All Stars

- 20.1. Preamble – All-stars teams are those players and coaches selected each season primarily based on skill and ability and chosen to represent the Association and all of its players and coaches in post-season competition. Each all-star team manager is encouraged to communicate to their players and to the players’ parents the privilege and responsibility that accompanies the selection to an all-star team.
- 20.2. Teams – WBA will sponsor two all-star teams from each League. One team shall be called the “Northport Nationals” and the other team shall be called “Northport Americans”. A third team, if selected, shall be called the “Northport Patriots.”
- 20.3. Colors – Team colors and uniforms will be chosen by the board of directors with costs to be borne by the individual teams.
- 20.4. Managers (Coach Pitch Age Groups)
 - 20.4.1. Coach Pitch Age Groups: The all-star team managers shall be selected based on order of finish in their respective leagues, beginning with the coach of the Championship Team and continuing until a coach is found who is willing and able to accept the responsibilities of manager. That coach will have the choice of managing the Northport 1 team or the Northport 2 team. The remaining all-star team shall be managed by the next highest finishing coach willing and able to accept the responsibilities of manager.
 - 20.4.2. Rookie Age Group: The all-star team managers shall be selected in the same manner as for coach pitch age groups as described in 20.4.1.
 - 20.4.3. Minors/Majors Age Group: Coaching priority will go by the tournament finish position, with ties broken by the regular season finish. See the following sections for more information on these combined age group selections.
 - 20.4.4. The board may determine that a particular coach is ineligible due to disciplinary reasons (suspensions/ejections) or for conduct determinantal to Warrior Baseball all-stars in previous season. Examples of detrimental

conduct could include (but are not limited to): disruptive behavior on a previous team, discouraging all-star participation in favor of another program or team, or excessive coaching complaints.

20.4.5. The coach finishing first (or highest finishing manager willing manage) may defer their selection and coach the Americans. The next manager in order will have the option of managing the Nationals team. Once a Nationals team manager has been identified, they may select players as specified in rule 18.5. The deferring manager (if not selected for the Nationals team) may then choose to coach the Americans and select players under the rules below.

20.4.6. Coaches must affirm that they are willing to participate in all of the designated all-star tournaments (district/region, state, and world series for applicable ages) in order to be selected.

20.4.7. If an opening for Manager remains after all league coaches have been offered an opportunity to manage, the Manager shall be appointed by the Board.

20.4.8. World Series:

20.4.8.1. Coaches must be willing to participate in the World Series (if offered as part of their age group) to be selected as the coach

20.4.8.2. Teams may decide that they do not wish to participate in the world series, based on a majority of the parents voting not to participate (one vote per player) due to lack of competitiveness or other good cause.

20.4.8.3. Teams may fill in open spots using the process specified in the replacement player section below.

20.4.8.4. In unusual circumstances, and only with league approval, parts of multiple teams from the same age may be combined if those teams decided not to participate but there are enough players on the proposed combined team who wish to participate in the world series. This is also subject to USSSA approval.

20.4.9. If a coach on an already formed team becomes unavailable during the all-star season or is unable to participate in one of the tournaments, they must communicate with the age group director and a suitable interim coach must be identified. This would typically be the assistant coach who was the next highest finisher and who is part of the affected team; however, in unusual circumstances another assistant can be designated with league approval. A background check will be required before anyone who was not a head coach during the season is approved.

20.5. Players (12u and younger)

- 20.5.1. Coaches are encouraged to identify and select players from as many teams as possible in order to fairly represent the league, but there is no requirement to select players from every team.
- 20.5.2. At a date determined by the Board, and prior to the conclusion of the post-season tournament, each coach will turn in a list of players ranked 1-24, based on their opinion. Rankings will be determined using a method similar to the NCAA poll (Player ranked 1 = 24 points, through player ranked 24 = 1 point). Points from each coaches ranking will be added together, dropping the high and low scores, to create the final ranking. For combined age groups, a smaller number of rankings for each separate age may be announced.
- 20.5.3. Northport 1 (Nationals, Blue)– The manager will be allowed to have 12 players selected to Northport 1. Northport 1 has 48 hours from end of the championship game to select his team. The top 6 players, including ties, from all of the coach’s rankings will be automatically selected to Northport 1. The remaining players, up to a maximum of 6, will be selected at the managers’ discretion.
- 20.5.4. Northport 2 (Americans, Red)– upon notification of the names of the players selected for the Northport 1 team, the Northport 2 Manager shall select up to 12 players. Any remaining players in the top 12 who were not selected by Northport 1 will be automatically selected to Northport 2. The remaining players selected to Northport 2 will be selected at the managers’ discretion.
- 20.5.5. Ranking results will only be provided to the selected managers. The rankings are not to be shared publicly at any point during the selection process or all-star season. Final numeric rankings may be shared with head coaches in subsequent seasons as part of the draft evaluation and frozen player evaluation process; however, only that information necessary to the draft process will be shared and coaches are reminded that the results are confidential. The Board may take any appropriate disciplinary action to address violations of this policy, including suspension of coaching privileges or restrictions on future all-star participation.
 - 20.5.5.1. An age group director may elect to share only the players within the grouped ranges, a reduced list of the top 18 players, or in another appropriate but limited manner. For example, the selected manager(s) would receive a list those players ranked 1-6 in alphabetical order, a list of players ranked 7-12 in alphabetical order, and a list of players ranked 13-18 in alphabetical order.

- 20.5.5.2. Selecting managers may work with the age group director and Director of Baseball Operations to obtain information regarding additional rankings beyond that which is provided, if necessary (e.g. players ranked outside the top 24 or the specific rank of a player if needed)
- 20.5.6. Players must be selected from the league in which they played during the season. A player who is “playing up” may not participate on a younger all-star team corresponding to their actual age, and are only eligible for the all-star team(s) in the age group they participated in. (see also 20.7)
- 20.5.7. See 18.5.10 regarding the selection of additional teams beyond Northport-1 and Northport-2.
- 20.5.8. Immediately following the selection of players by each team Manager, the Managers may add players to their roster on a first-come first-served basis.
- 20.5.9. Any player who declines participation on an all-star team may not compete on any all-star team other than the team for whom he was originally selected, unless released by the Manager who originally selected him.
- 20.5.9.1. EXCEPTION: A coach who is next in priority to coach may choose to coach the Northport-2 team (Americans) and need not be released by the Northport-1 manager. However, the Northport-1 (Nationals) manager has complete discretion over all other picks subject to these rules.
- 20.5.10. For combined age groups, the first priority manager has the choice of which age group to coach. The second (or subsequent manager) may then choose to coach the second team in that age or the first team in the other age. A second team in both age groups is also possible based on interest and talent.
- 20.5.10.1. The first (Nationals) team in the older half of the age group (10u and 12u) may not select any players from the younger half of the age group, except in the case of siblings. It is expected that coaches will coach in the age group of their child, absent unusual circumstances or insufficient players (see below). In the event the board permits a coach to coach in the older half of the age group even though the coach’s child is in the younger half, the child may be selected; however, the remaining picks must be from the older half of the age group consistent with these rules.
- 20.5.10.2. In general, it is required that both ages have a first (Nationals) team before the second (Americans) team is permitted to choose players from the younger half of the age group (age 9 or 11). This may be waived by the board depending on the level of

talent, number of interested players, and age of the selecting coach's son (if applicable). The board will consider the consensus of and input from the age group coaches and age group director. The board may assess the level of interest from potential selections within each half of the league in making a determination. Selection procedures may be adjusted in light of the separate ranking lists, and in unusual circumstances where a single combined age team is necessary, the board may also make recommendations to the manager regarding the number of players or split between older and younger players in order to encourage fair representation for the regular season participants of the two ages.

20.5.11. In age groups with sufficient interest and talent, a third team may be selected (Patriots, Northport-3) by the next coach in priority. This team must take any remaining players in the top 18, with remaining picks at the coach's discretion. For combined age groups, the coach may choose which age, and if choosing the older age (10u and 12u), may select any eligible players in the league, including remaining players from the younger half of the league (ages 9 and 11, as applicable).

20.6. Selection Procedures: Rookie and Coach Pitch Age Groups

20.6.1. The head coach of each team must provide the league director with the names of all players they contacted and asked to participate, and they must identify any who declined to participate. The coach must also provide the league with a list of any selected players who have a schedule conflict with one of the tournaments, including the world series.

20.6.2. Players are expected to participate in all designated all-star tournaments. A coach may still allow a player to participate if they have a schedule conflict for no more than one of the tournaments; however, they must consider if another player should be chosen in this circumstance, and they must ensure that the team will have enough players for all designated tournaments, including the world series, at the time of selection. The final roster **WILL NOT BE APPROVED** if the team will not have the required minimum number of players available for each tournament.

20.6.3. The league director will communicate this information with the vice president, director of baseball operations, or designee.

20.6.4. By the designated deadline, the head coach must provide the league with a roster sheet including jersey/hat size and number

20.6.5. Replacement players: In the event a replacement player is needed due to injury or absence, the head coach **MUST** communicate with the age group director and/or designated board member regarding the replacement player. Any potential replacement player **MUST** be approved by WBA prior to being asked to participate.

20.6.6. Under no circumstances may a non-WBA player participate on an all-star team. This includes participation in any tournament using the all-star team name or uniforms, including tournaments outside of the designated all-star tournaments).

20.7. Selection Procedure Information: Minors and Majors

20.7.1. See section 20.9 for selection of the Little League team from the Majors division. The Little League team is the primary team from the Majors division. If, after selecting the Little League team, there are players and coaches who wish to form additional “all-star” teams to compete in any organization’s all-star tournaments with which WBA may be affiliated, they should do so under the rules outlined below. Any all-star selection procedures or guidelines required by the affiliated organizations would take precedence over the following rules in case of conflict.

20.7.2. Age classification rules are based on the USSSA eligibility guidelines with the following exceptions:

20.7.2.1. A player who is 11u, playing in the Majors, and either considered 12u by Little League or in the 6th grade may elect to classify as a 12u player for all-star purposes. Those players must declare the intention to classify as 12u before all-star voting.

20.7.2.2. A player who is 10u based on USSSA guidelines but who was selected into the majors (based on having a summer birthday and the results of the draft) is considered 11u.

20.7.2.3. Players in their first year of Minors are considered 10u (or older based on their birthday). Minors’ players cannot be considered for 9u all-star teams. (This would only apply to players who are summer birthdays and who skipped their 8u coach pitch season.)

20.7.2.4. For multi-year age groups, players may only be selected to the age for which they were considered for voting. For example, players voted on as 12u players may not be selected to an 11u Nationals or 11u Americans team.

20.7.3. Age group lists for the Majors division will be based on the lists submitted by the coaches with the exception that players selected to the Little League team will be removed from the age group list and lower ranked players will move up into those slots. As an example, if from the original 12u list players #1, 2, 5, and 6 were selected to the Little League team, the first 6 players on the final 12u list would be those originally ranked #3, 4, 7, 8, 9, and 10. Managers must select the top 6 players who were not selected to the Little League team on the Nationals team(s).

20.7.4. For the 11u teams:

20.7.4.1. The Nationals manager will come from the Majors division, and players ranked in the top 6 of the Majors 11u list (once LL selections are removed) must be offered a spot.

20.7.4.2. The Americans manager will be selected by the Board of Directors. While preference will go to a Minors coach (in order of finish), if the board determines that a coach from the Majors division would result in a significantly stronger team, a Majors coach may be selected.

20.7.4.3. Players in the Minors are eligible to be selected to any 11u team.

20.7.4.4. Players in the top 4 of the 11u Minors list must be offered a spot on an all-star team. If the 11u Nations do not offer a spot to any Minors players, the top 4 must be offered a spot on the Americans. The remaining Americans players may come from either the Minors or the Majors division.

20.7.4.5. If there is sufficient interest in a 3rd all-star team for the 11u age group, the board will determine the coach, who may come from the majors or minors division.

20.8. Expenses

20.8.1. WBA will provide liability insurance in amounts prescribed by the Host Affiliate.

20.8.2. WBA will pay all District, Regional, Area, and State Entry Fees.

20.8.3. Each team shall be responsible for the payment of USSSA World Series entry fees, reservation fees, or cancellation fees.

20.8.4. Each team shall be responsible for all other costs associated with participation in all-star competition including, without limitation, uniforms and travel.

20.8.5. The board will provide all-star uniforms, which include 2 jerseys, 2 pairs of socks, a hat, and a belt. Each team will reimburse the board for the cost of the uniforms. Teams are responsible for pants and for any other items such as bat bags and helmets or any other items outside of the uniforms provided by the board.

20.9. Little League All-Stars:

20.9.1. All rules in this chapter (chapter 20) apply only to the extent they are not in conflict with Little League International rules. In the case of conflicts,

Little League Tournament selection procedures take precedence over these guidelines.

20.9.1.1. The Little League team's coach must consult with the Little League board regarding participation in any activities from the conclusion of the league's regular season tournament through the conclusion of the Little League International Tournament. In particular:

20.9.1.1.1. Any such activities must follow Little League guidelines in order to ensure that eligibility for the Little League Tournament is not impacted.

20.9.1.1.2. Under no circumstances may Little League funds cover participation in any non-Little League activities.

20.9.1.1.3. Little League uniforms may not be worn, nor may the Little League patch be displayed during any team activities which are not solely and specifically approved Little League activities.

20.9.1.2. Players may participate in other organizations activities in addition to Little League to the extent permitted by Little League regulations. Such activities are the sole responsibility of the individuals and families, and no Little League funds can be utilized for those activities. From the beginning of the first Little League tournament (e.g. district, sectional, or state), players on the Little League team must have prior written permission from the league to play any games with any other organizations, including "pick-up" travel tournaments with other teams.

20.9.1.3. All fundraising activities for the Little League team must be approved by WBLL to ensure compliance with LL regulations. Additional documentation and accounting procedures may be required.

20.9.2. The selection process for the Little League All-Star team will follow the above guidelines except as modified below:

20.9.2.1. Coaching priority is based on team finish in the post-season tournament. Ties broken by regular season record. To be eligible to coach the Little League team, a coach must have been a head coach or frozen assistant coach in the previous spring season.

20.9.2.2. In addition to the separate age lists, Coaches will submit a combined or overall ranking of players in the Majors division without regard to age. Any ineligible players will be included in the ranking process; however, they will be removed from the final numbered list. The top 6 players on the list who are eligible will

automatically make the Little League team, even if they were outside the top 6 when Little League age 13 players were included. The coach must select an additional 6 players from the Majors division as the required roster size is 12. Players must be selected from the Majors division and must be eligible for the Little League tournament. Players may decline to participate in the Little League team for legitimate scheduling reasons which must be validated by the board unless they are released by the Little League coach. The Little League board may consider and address any situations which arise which are not contemplated under these rules which may have significant impact on the fairness of the process.

20.9.2.3. Players in their last year of Little League eligibility who decline to participate on the Little League team are not eligible for the 12u Nationals team. For good cause, such as non-refundable travel plans, they may participate on the Americans team if selected and released by the LL coach and approved by the Board of Directors.

20.9.2.4. For 2026, a trial of player input into the selection process will be conducted. Player votes will be collected and treated collectively as one coach. The resulting Little League all star ranking will be compared with and without the players vote to determine if this should be formally adopted in future seasons. Such player votes during the 2026 season will not impact the final list.

20.10. All-Stars/Tournament Teams Age 13+:

20.10.1. The park may elect to participate in an all-star tournament or tournaments in one or more ages for age 13+. In light of the reduced time between the end of the 13+ season and tournament schedule, the selection procedures for these ages may differ from that used in the younger age groups. The age group director will communicate with the coaches regarding the procedures to be used and coaches may be asked to provide input on the process/procedures. In particular, the following procedures may be considered or utilized:

20.10.1.1. Managers may be selected from the regular season coach finishing highest in the standings rather than based on the tournament finish, or the priority list may alternate between the two methods

20.10.1.2. Ranking procedures may be adjusted based on the circumstances and/or managers may be permitted to make all team selections at their discretion.

20.10.1.3. For the Northport 2 team (or later teams), in some circumstances, managers may be permitted to take their regular

season team as a group with permission of the director and the Board of Directors.

20.10.2. Uniform procedures may be adjusted in light of the time available.

20.10.2.1. Teams in this age group may be permitted to purchase their own uniforms.

20.10.2.2. The park may choose to provide uniforms without names if such uniforms are available. These may be at a reduced or minimal cost subject to return at the conclusion of the tournament schedule. The park may require a deposit to ensure that uniforms are returned if this option is utilized.

20.10.3. Teams may be responsible for or billed for the cost of uniforms (see 18.7.2). Insurance and entry fees will be provided by the park commensurate with the other age groups.

20.10.4. These age groups may be permitted to participate in park-wide all-star fundraising events if the timeline permits (see 18.7)

20.11. Fundraising – Each season the All-Star Team Managers will be provided with information packets containing information and guidelines for any voluntary fundraising activities.

20.12. For all tournaments hosted at the Park in which both Northport 1 and Northport 2 are participants, Northport 2 shall be the host team to the extent that the host team qualifies for automatic entry.

21. Changes to Rules

21.1. For the purpose of improving competition, providing safety, improving competitiveness, maintaining fairness, or addressing concerns made in writing by any member of WBA, these Local League Rules are subject to change at any time, during any point of any season at Warrior Baseball, provided the change is brought before the board for vote, and a majority vote is made.

21.2. Changes to the rules in the Little League or Majors division must comply with Little League International rules and procedures. Such changes must be approved by the Warrior Baseball Little League Board of Directors, a separate entity from Warrior Baseball Association, Inc.

21.2.1. Warrior Baseball Association, Inc. adopts and accepts the determinations of the Little League Board of Directors with regard to all issues and rules falling under the Little League International purview.

21.2.2. The Warrior Baseball Little League Board of Directors adopts and accepts the determinations of Warrior Baseball Association, Inc. with regard to all

issues and rule which are not covered by the Little League Charter and polices.

2025 Rule Changes

New Sections included for Rookie and Minor divisions. Major division included in the 11-12 rules. Older 9-10 rules remain for fall seasons.

February 2025:

- 1.19 WBALL added to definitions, represented by the Warrior Baseball Little League Board of Directors. Only applicable to Majors division.
- 2.15: Pitch count violation committee to include kid pitch directors. 2.15: Reiterated that 1 game suspension cannot be appealed except for misidentification or similar circumstances. Penalty may be increased. Procedures for appeal of longer suspensions included. 2.15.4 Player suspensions for conduct may be appealed, procedures outlined. (This does not apply to 13-15, see rule 19 for this league)
- 2.16 Conflicts for age director minimized, jurisdiction.
- 3.4 Freeze 2 assistants in kid pitch ages groups, 1 for coach pitch.
- 3.8: Position of frozen players in Kid Pitch. Guidelines updated to include Rookie, Minors, Majors in addition to Fall 9-10 and Fall 11-12. Travel ball players treated as nationals of the appropriate age when determining frozen round.
- 5.1: Time limits updated for new divisions. All time limits start on first pitch.
- 5.5 All players must bat in Rookie/Minor. Extend inning or game to ensure all players have batted.
- 5.10: Tournament time limit for coach pitch 55 minutes.
- 6.7.5: Emphasized pick up players must be equivalent round. Rookie rules based on 9-10 (same age ok in tournament but not in top 12, equivalent round. Minors and Majors rule updated to match previous 11-12 in regular season. Post-season rule is equivalent round from lower division but no one in the first two rounds. For all equivalent rounds, not required to go lower than round 8.
- 6.7.6 Championship game pick up players in ages 6, 7, and 8: Can only pick up one player, must field catcher, opposing coach decides if pickup player plays outfield or catcher.
- 8.2 Pitch count rules updated for new divisions. Rookie and Minor 1-25 is 0 days, 26-50 is one day.
- 8.8.4.3: Tournament pitch issues: 2 hour time limit for protesting extended to 7:00 am if and only if the 2 hours would expire between 1:00 am and 6:59 am.

- 8.9 Committee identified for pitch count violations. Age group director enforces consequence of coach suspension and pitcher ineligibility; committee can review circumstances and add consequences or consider forfeit.
- 8.9.4: Pre-tournament violations mean pitcher is unavailable for the first week of tournament.
- Removed 9.4 Tournament time limits (addressed earlier in rules). Subsequent sections in Rule 9 moved up accordingly.
- 9.5.2 Tournament suspended game rules limited to ages 5-12. For 13+, age director makes the determination based on circumstances.
- 10.1 Emphasized that umpires may ask for rules clarification.
- 15. Rookie age group rules: 46/60, no leadoffs, handling runner leaving early, no balks, no dropped third strike rule, 7-run max. Quick pitching specifically addressed in rules.
- 16. Minors age group rules: 46/65, balks, lead-offs, dropped third strike rules same as MLB. Cannot induce a balk to score. No stealing home while batter is swinging. Batter's interference rule specifically noted in WBA rules.
- 18. 11-12 rules now also encompasses the Majors division. Little League rules where applicable. Quick Pitching specifically listed.
- 19. 13-15 age group director disciplinary decisions can only be overturned with 2/3 vote of the officers. Director to determine tournament format and procedures.
- 20.8 Little League All Star procedures from Majors division specified, including average of regular season and tournament finish. Player input trial into selection of team.
- 21 Rule Changes procedure updated to include information regarding Little League rules as applicable to the Majors division. WBA and WBALL mutually agree to adopt and accept the determinations of each other with regard to the specific areas of oversight.

March 2025:

- 2.1 Disciplinary Issues/Ejections: Added 2.1.1-2.1.3 specifying ejected individuals must leave field and spectator area, that ejected players may remain in dugout, and that coach pitch ejections will be handled by committee cross-referenced to 2.15.4 regarding player appeals of automatic suspensions.
- 2.16 Age group director concerns in writing and identified are handled by listed officers
- 11.2 Pitching Distances in Coach Pitch: Clarified that in 5u no body part can land across the foul arc. This is not a change, just reworded for clarity

April 2025:

- 20.5-20.7: Clarified the All-Star selection procedures for managers and players in the new kid pitch age groups.

January 2026:

- 20.7 Clarified all-star selection procedures in light of adjustments to age groups for 2026.
- 20.9 Updated coaching priority and eligibility for LL team (post-season only, previous season coaching experience)