



Wisconsin River League

Rules & Regulations



The following rules and regulations will govern play in the Wisconsin River League(WRL). The official rules will be the National Federation of State High School rules except where modified below. Any situations not covered here or in the National Federation rule book will be determined by the League Committee.

Player Eligibility:

August 31st current year is the determining date for the age of the competitor. A player may only be rostered on one team participating in the WRL.

Insurance:

Each community must provide liability coverage, for their perspective teams.

Roster Limit:

Each community will decide roster size limits, and how games are divided amongst players.

On Field Player #'s

Minors: May have 10 players on the field, using an additional outfielder

Majors/13's/14's: Standard 9 position players allowed

Ejections and Penalties:

Any player or coach ejected from a game will be suspended for the following league game.

Home/Visitor:

League games- The geographic home team will be the home team

Tournament games will be seeded if applicable with the higher seed # being home team

Bats:

Minors & Majors: Only "USA" certified bats will be used in league and tournament games

13's: USSSA drop 8

14's: USSSA drop 5 / **BBCOR -3**

Game Length:

6 innings game length with no new inning started after (1) Hr & (45) minutes

13's/14's will be a **seven inning or two hour game limit**

The "stopwatch" for games does not begin until the actual start of the game (the first pitch) and not necessarily the 6PM scheduled start time. Official time will be based on the umpire's watch. If a game is tied at the end of regulation and the time limit has not been reached, extra innings will be played. Extra Innings will be played until a winner is determined or the time limit has been reached.

Any exceptions to start times i.e changing to a later time to play under the lights MUST be agreed upon in advance by both coaches

6PM scheduled start time

5:00 on field warm-ups for home team

5:30 on field warm-ups for away team

Pitching/Base Distances:

Minors: 46 feet / 60 feet

Majors: 50 feet / 70 feet

13's: 54 feet / 80 feet if towns can accommodate, otherwise 60 feet / 90 feet

14's: 60 feet / 90 feet

Dropped 3rd Strike:

Minors: On a dropped 3rd strike the batter is out

Majors/13's/14': On a dropped third strike the player may advance.

The batter becomes a runner when the third strike is not

caught, providing (1) first base is unoccupied or (2) first base is occupied with two outs.

Infield Fly Rule:

Minors: No infield fly rule

Majors: The infield fly rule will be enforced.

The infield fly rule is a fair ball (not including a line drive nor attempted bunt) which can be caught by an infielder with ordinary effort, when first and second; or first, second or third bases are occupied, before two are out. The pitcher, catcher and any outfielder stationed in the infield on the play shall be considered infielders for the purpose of this rule.

An infield fly is no different than any other fly ball in regard to the runners. The only difference is that they are never forced to advance because the batter is out whether the ball is caught, or not. Runners may advance at their discretion – (Tagging up on a catch or advancing on a drop). Also note that the infield dirt and the outfield grass do not form a boundary line for infield fly purposes.

Cleats:

Minors/Majors: Only rubber/molded cleats will be allowed in both divisions. NO METAL SPIKES.

13's/14's: Metal spikes are allowed

Helmets:

Helmets must be worn at all times by an offensive player on the playing field for any reason.

Batboys must wear helmets at all times he/she are on the field.

Base coaches under the age of 18 must wear helmets at all times he/she are on the field

Run Rule(Minors & Majors)

6 runs max per inning, for first 5 innings

Unlimited runs in sixth inning

Run Rule(13's & 14's)

game ends for 10 run lead after 5 innings or 15 run lead after 4 innings

****The game may be continued after a run rule is enforced for developmental reasons only****

Continuous Batting:

All players will bat.

No use of DH or EH

A courtesy runner (the last runner to be put out) will be allowed for the pitcher or the catcher and only when there are two outs. The same player may not be used in the same inning.

Pitching/catching restrictions:

*****Teams Must adhere to local league rules & Guidelines*****

*****Pitch Counts Are Strongly Encouraged To Be Followed By Each Community****

Once a pitcher is removed from the game, he may not re enter as a pitcher

Any player playing catcher for four innings may not pitch in that game

Minors/Majors: Once a player reaches 40 pitches, he may not play catcher

13's/14's: Once a player reaches 50 pitches, he may not play catcher

Minors/Majors: No breaking balls

Minors: A player may pitch a maximum of two innings in any individual game, but no more than four innings in one calendar week(the week will run Sunday through Saturday)

Minors: **In the month of May / After two walks in any inning-**

Batters will not automatically take 1st base on a walk

The offensive teams coach will enter the game to pitch(from the mound).

Max (5) pitches or (3) swinging strikes to determine a hit or strikeout

Majors: A player may pitch a maximum of three innings in any individual game, but no more than six innings in one calendar week(the week will run Sunday through Saturday).

AGE	DAILY MAX (PITCHES)	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
9-10	75	1-20	21-35	36-50	51-65	66+
11-14	85	1-20	21-35	36-50	51-65	66+

Balk Rule:

Minors: No balks will be called

Majors/13's/14's: Balks will be called. There will be 1 warning per pitcher.

Umpires:

Home team will provide

Goal is to have (2) for each game, with (1) being WIAA certified

On Deck Batters:

In the interest of safety, on-deck batters may loosen up behind the batter rather than being restricted to their own side of the field.

Slash Bunts:

For safety reasons, slash bunts are prohibited. A slash bunt is when the batter shows bunt then pulls back and swings away or slaps at the ball. Penalty – Batter is called out and no runners may advance.

Double First Base:

Some fields use a double first base and do not have a choice for a single first base. In these cases, the double base should be considered one big base, allowing the runner or the fielder to touch either the white or the orange portion of the base. There will be no penalty for the runner or fielder if they touch either color.

Base Running:

Minors: A runner may leave the base after the ball crosses the plate. The runner is out upon leaving the base early. On a dropped third strike, the batter is out and the base runners may advance at their own risk. Majors: National Federation of High Schools rules apply. (I.E live baseball)

Minors: Home plate is closed –

- Runners may only advance to home on a ball that is batted into play

- No stealing home

- No advancing to home on a wild pitch or dropped ball by the catcher

Majors: Home plate is open

All runners must slide feet first when advancing to the next base. Diving back headfirst is allowed on pickoffs.

No headfirst sliding into home

Runners are never required to slide but if a runner elects to slide, the slide must be legal. Jumping, hurdling, and leaping are all legal attempts to avoid a fielder as long as the fielder is lying on the ground. Diving over a fielder is illegal

Baseballs:

The home team will supply new baseballs for each game

Equipment:

All bats, helmets, catcher's gear, footwear and other equipment must conform to National Federation rules and regulations. All catchers must have a throat protector.

Uniforms:

Tam jerseys should be of identical color and should have at least a six-inch number on the front and/or the back.

Weather/Darkness Postponements:

Any game that does not complete 4 full innings due to darkness or weather will be rescheduled and start from the beginning on the rescheduled date.

Home team coaches will give a minimum of two-hour notice of any cancellations to the traveling team