

WRALL Minor Local Rules – 2011

Amended 3-30-2011

1. **RUN RULE – 3 outs or 5 runs end the inning. No more than 5 runs can score in an inning unless the batter hits a home run over the fence. In the case of a tie game going into the top of the 6th inning, the 5-run rule is not in effect. However, if a game follows on the same field, the time limit will still be enforced. The game ends if one team has a lead of 10 or more runs after 5 innings.**
2. **SUBSTITUTES - All players must enter the game by the top of the 4th inning. Refer to Reg. IV (i) for all other playing requirements and penalties.**
3. **FORFEITED GAME - If a team has less than 8 players to start the game after a 10 minute grace period, they lose by forfeiture. A game may not be continued if a team drops below 8 players during the game for any reason. The Board of Directors will review the circumstances and determine if the game will be forfeited or rescheduled.**
4. **RAINOUT - The game will be made up on the first available day. Failure to appear for the makeup game will result in a forfeit with coaches being forced to sit out the next game. No team will be required to play more than three games in one week.**
5. **MANAGERS ARE REQUIRED TO: Umpire "C" League games! If a manager or coach must be absent it is their responsibility to find a qualified replacement. The replacement must be reported to and approved by the Umpire-in-chief at least 24 hours prior to the game. 1st offense; \$40 fine and 1 game suspension (next game), 2nd offense; \$50 fine, 3 game suspension and will not be considered as All Star coach. 3rd offense you will be removed as a manager. All fines will be paid before the next scheduled game. Additional penalties for subsequent violations may be levied by the Board of Directors.**
6. **DRAFT - Teams will draw numbers for drafting positions. A blind draft will be used to determine drafting positions. The draft will wrap, meaning the team picking 1st in the first round will pick last in the 2nd round. A common pool draft will be used. Eligible candidates are 9, 10, 11 and 12 year old players not selected for a Major League team.**
7. **OPTIONS - Each team has options: One manager and one coach (son/daughter).**
8. **PLAYER MOVEMENT - Eligible Minor League players may be brought up during the season as a replacement player on a Major League team. The player may be 10, 11, or 12 years old. If the player refused to move up to the Major League team when selected, that player will be transferred to the Minor League team that eventually does lose the replacement player.**
9. **TEAM STAFF – One manager and two coaches are allowed in the dugout during the game (no batboys/batgirls). Only adult coaches will be allowed in the base coaches' box during the game.**
10. **CONDUCT - If the manager, coaches or children are thrown out of a game the following penalties will be levied: 1st time sit out next game, 2nd time sit out the next 3 games and the 3rd time out for the season. "Sitting out a game" means the individual cannot be at the ballpark for the following game(s). Additional fines and penalties may be levied against Managers/Coaches by the Board of Directors. Any Manager/Coach ejected from more than one game may be ineligible to coach an All Star team.**
11. **SLIDING – A runner who slides headfirst going into a base will be called out. A runner who does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag will be called out.**

12. **TIME LIMIT** - A game will consist of 6 innings or 1 hr and 50 minutes. No inning shall start 1 hour and 50 minutes from the start time. The 1 hour and 50 minute rule does not apply when there is not a game following on the same field. Therefore, the last game of the day may run beyond 2 hours. Four innings (three and one half if home team is ahead) constitute a complete game in case of bad weather or time limit. If after five innings (four and one half if home team is ahead) one team is ahead by ten or more runs, the manager of the team with the least runs shall concede victory to the opponent.

Games tied at the completion of regulation play will be broken by using the "International Tie-Breaker Rule". Under this rule, each team starts the next inning with the player who completed the last official at bat, as a base runner on second base. Each subsequent inning will start with (2) players who completed the last official at bats, as a base runner on second and third base, and one out, until a winner has been determined. This applies to all age groups.

13. **SLUNG BAT** - For the 1st offense, batter and coach will be warned (umpire will have it noted in the Score book). On the 2nd violation and any subsequent violation the batter will be called out.

14. **PITCHERS** – All pitching rules will be followed according to the 2011 rule book. Each team must utilize a nine year old pitcher at least one inning every game. Failure to comply with this rule will result in a forfeit. Once a pitcher delivers four balls (a walk), the team batting will send a coach to deliver three pitches to the batter. A foul ball on the third strike constitutes another pitch. The strike count carries on to the coach pitch. Once the coach pitcher takes the pitching position, stealing is not allowed.

ALL PLAYER PITCHERS WILL WEAR A PROTECTIVE MASK WHEN PITCHING

15. **Exception:** If a pitcher reaches the limit imposed in LL 2011 Rules (6 innings per week must not pitch for the remainder of the week. The playing week is Monday thru Friday.
16. Each league must designate a scorekeeper who will be responsible to record the innings pitch for each player.
17. At the end of the game it will be **MANDATORY** for both managers to meet with a board member in the board building and sign off on the inning pitched. A pitch count affidavit sheet will be kept in a secure place throughout the entire season.
15. **COURTESY RUNNER FOR INJURED PLAYER-** If a player who has either been awarded a base or is already a runner is injured, the offensive team will be allowed to use a courtesy runner for the injured player until the player either scores, gets out, or the inning ends. This courtesy runner will be the last batted out made or in the case an out has not been made in the game, the last batter in the lineup will be used. The use of the courtesy runner does not continue for the injured player for the duration of the game. If the player comes to bat later in the game, the player will be expected to run for themselves.