

## 2009 Western Wisconsin Baseball League Rules (Proposed)

### (Proposed changes for 2009 are in red)

The following basic rules and regulations will govern play in the WWBL for 2008. The list of rules and regulations is NOT intended to cover all of the playing rules, but rather highlight those areas that are referenced most often by the coaches and participants. Except for the modifications below, the league will follow the National Federation High School League rules.

#### FIELD DIMENSIONS

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

#### EQUIPMENT

- Metal spikes are allowed
- Bats - The following pertains to the legality of bats in the WWBL
  - In diameter at the thickest part:..... 2 1/4" or less with unlimited weight differential (LL bat)
  - Maximum diameter at the thickest part:... 2 3/4" or less with minus 9 weight differential
  - In length:..... 36" or less

#### AGE/GRADE

- Each community will decide whether to use age or grade for determining participants in this league
  - Age: Cannot reach 15<sup>th</sup> birthday prior to August 31<sup>st</sup> of the current year
  - Grade: Must be going into grade 9 or lower

#### SCHEDULES

- Each team will be scheduled for 16 games
- League will be divided into 2 divisions for scheduling purposes.
- Season will begin the week of May 18 and ending July 25
- Home team determined by schedule, not by playing site.
- If you need to reschedule a game, both coaches must agree on a specific date. Home team will be responsible for field and umpire.

#### GENERAL RULES

- Game consists of 7 innings.
  - Extra innings will be allowed based on weather conditions and sunlight. (Umpire's decision)
  - Ties will stand after curfew or darkness. Do not risk injury due to darkness.
- The 10 run rule will take effect after 4 ½ innings.
- Games called for any reason after 4 ½ innings and the home team is winning, or 5 innings, the game is considered complete.
- Games called before that time are incomplete games, and will need to be completed at a later date. Coaches must agree on the date to complete the game.
- Games called for any reason in mid-inning will revert to the score at the end of the last completed inning.
  - Exception: If the home team has scored enough runs to tie or go ahead in the inning that has been called, the score of the game will be the score when the game was called.
- Home team responsible for providing umpire.
  - If Home team has to play on a different community's field, then the hosting community must supply umpire.
- Home team must supply 1 new game ball for each game. Visiting team must supply 1 good ball for each game.
  - At first game of the year, both teams supply 1 new game ball.
- Home team shall keep the official scorebook. Strongly recommend both teams reconcile their scorebooks after every inning.
- Courtesy runners for Catchers:
  - The last player to be put out will be allowed to run for the current catcher any time. The player that is run for must catch the next inning.
  - Exception: A courtesy runner (the last player to be put out) will be allowed for an injured player.
- Continuous batting and free substitution will be used.
  - Unless under special circumstances, each player will play a minimum of 3 innings.
- A player may lead off and steal at any time.
- Completed games are final after 7 innings.

## PITCHING RESTRICTIONS

- A pitcher may pitch a maximum of 4 innings per game and a maximum of 12 innings per week.
  - Restrictions may be modified for the week of the end of year tournament
- One pitch in an inning constitutes an inning pitched.

## COACHES

- Each coach must register their team via e-mail to the WWBL e-Mail address ([wwbleague@yahoo.com](mailto:wwbleague@yahoo.com)) by May 15th
- Information required for each coach assigned to a team:
  - Team name (Include community e.g.: Hudson Navy)
  - Coach name
  - Coach daytime phone
  - Coach home phone
  - Coach cell phone
  - Coach e-mail address (Every team **MUST** have an e-mail contact)
- A coach's list will be sent to each coach via e-mail address.

## COACH/PLAYER BEHAVIOR

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

## STANDINGS

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

## RAIN-OUT PROCEDURES

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

## 2008 SCHEDULE INFORMATION

### DIVISIONS

The WWBL has been divided into the American and National Divisions. This was done for both scheduling and seeding purposes.

#### American Division

Hudson Navy  
Hudson White  
New Richmond Black/Orange  
New Richmond Orange  
River Falls Blue  
River Falls Gray

#### National Division

Hudson Green  
Hudson Red  
New Richmond Black/White  
New Richmond Gray  
River Falls Gold

Each team will play at least 2 games against each of their division rivals, and 1 game against teams in the other division, for a total of 16 games per season. All games will count towards Division standings, and all games up to Friday, July 11<sup>th</sup> will be used for tournament seeding. Games played after the 11<sup>th</sup> will count for final Divisional standings.

### REPORTING SCORES

- The **winning team is responsible** for reporting game scores.
  - In the event of a tie, the Home team will report the score.
- Scores should be reported no later than the Saturday of the current week.
- Teams will be awarded 4 points for a win, 2 points for a tie, and 1 point for a loss.
- Current standings will be available on the Hudson Booster website ([www.hudsonboosters.net](http://www.hudsonboosters.net)) and be e-mailed to the registered coaches.
- To report a score, send an e-mail to: [wwbleague@yahoo.com](mailto:wwbleague@yahoo.com). Include the following information:
  - Game date,
  - Winning team
  - Winning team score,
  - Losing team,
  - Losing team scoree.g. 6/14, Hudson Navy 6, Hudson White 5

## END-OF-YEAR Tournament

### Format: (Seeding and pool play varies based on total number of teams in the league)

- All teams will make the playoffs, and are guaranteed 2 games.
- The playoffs will start the week of July 20.
- Format will consist of pool play followed by a bracket tournament.
  - There will be 3 pools, 2 with 4 teams and 1 with 3 teams
- Seeding for the playoffs will be determined based on the league standings as of July 10<sup>th</sup>
  - Games scheduled after this date will not count toward the playoff seeding, but will count for final league standings.
  - Top 2 teams in each division will be seeded in pool play. Filling rest of pool slots will be by blind draw, however, there may be some consideration as to moving teams based on Community affiliation and field availability.
  - Division leader with highest total points as of July 11<sup>th</sup> will be seeded in the 3-team pool
    - Last day to enter standings for seeding will be Sunday, July 13<sup>th</sup>.
  - Other Division leader will be seeded in one of the 4-team pools
  - 2nd place teams in each division will be seeded in the other 4-team pool
- The team with the best record in each pool plus a 4<sup>th</sup> team from one of the 4-team pools will advance to bracket play.
  - 4<sup>th</sup> team will be determined by the Tie-breaking rules below.
- Tournament games cannot end in a tie.
  - If a tournament game is tied at the end of the 7<sup>th</sup> inning, the following tie-game procedures will be used:
    - Player that made the last out in the previous inning will be placed on 2<sup>nd</sup> base to start each half of the 8<sup>th</sup> inning and each consecutive inning needed to complete the game.
- All bracket games (1<sup>st</sup> – 3<sup>rd</sup> place) will be played at the New Richmond Star Prairie field.
- 1<sup>st</sup> – 3<sup>rd</sup> place trophies will be awarded from bracket play.

### Tournament responsibilities:

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

### Pool Play tie breakers

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