

Woodinville Little League Local Rules and Guidelines

Woodinville Little League (WLL) will enforce the 2025 Official Regulations and Playing Rules for all divisions of Little League® baseball and softball; updates may be found on the Little League® website. A few of the rules and guidelines listed here are duplicated directly from the 2025 Official Regulations and Playing Rules in an effort to highlight issues that are commonly encountered. In any situation where these rules contradict the Official Regulations and Playing Rules, the latter take precedence.

WLL will participate in Inter-league play and local tournaments. In those instances, separate rules may apply, however, any local/tournament rules will never supersede rules set by Little League International as described in the 2025 Official Regulations and Playing Rules.

Interleague rules will be published on the District 8 website prior to the start of the season. WLL may establish additional volunteer policy rules, manager selection rules, player level rules, and All Star program rules.

General Supplemental Rules:

1. Family Volunteers

Parent/family volunteers are essential to the successful operation of WLL. A list of required team volunteer positions will be provided to each Manager based on the specific division (Assistant Coaches, Team Parent, Umpires, Scorekeepers, etc). For volunteer positions who are on the field with players during practice or games, those individuals must pass a background check prior to spending time on the field with players. WLL will use an online background check form, and it is the Team Manager's responsibility to ensure that it has been completed by each volunteer prior to the first practice.

2. Team Umpires

(1) Managers (Majors, Minors, and AAA) must identify at least two Team Umpires who shall each:

- a. Are approved volunteers (including completed background checks).
- b. Complete at least one session each of field mechanics and rules training annually
- c. Commit to the Manager to fulfill the team umpire obligations for the entire season (including local end of season tournaments).

(2) For games where umpire slots cannot be covered by non-team-affiliated (junior or adult) umpires, umpire coverage is the responsibility of the Managers.

(3) For WLL-administered games, the home team will supply the plate umpire; the visiting team will supply the field umpire. If the umpires would like to switch responsibilities, it will be done by them with no influence from the competing teams. Note that this may vary for games played under District 8 rules.

(4) The home team manager will supply an initial set of game balls to plate umpire during pregame plate meeting, and additional balls during the game if needed.

(5) All persons participating in or attending WLL events will act in a manner that is respectful and polite towards all umpires. Any person who demonstrates inappropriate behavior towards an umpire may be required to leave the event and may become subject to further discipline.

3. Umpire in Chief/Game Coordinator

(1) In games where two or more adult umpires are present, the home plate umpire (or one adult umpire if a junior umpire is the home plate umpire) will act as the game Umpire in Chief (UiC). In games where only one adult umpire is present, that umpire will act as the game UiC.

(2) For games where only junior umpires are present, the managers will agree on an adult who is an approved volunteer to act as the game coordinator.

(3) The game coordinator must be present on the field for the plate meeting.

(4) Only the UiC or game coordinator can call a game for darkness or weather.

(5) Only an adult umpire or the game coordinator can issue ejections.

4. Game Day Responsibilities

(1) On fields that do not have groundskeeping services provided, the home team must prepare the field for play in a manner that ensures the game can begin at the scheduled time. After the game, both teams shall put away equipment as well as dispose of trash in dugouts, spectator areas and field after every game.

(2) Only registered players, league approved coaches and league approved umpires are allowed on the field during a game.

5. Pitch Count and Catcher Eligibility

(1) All pitch count and catcher eligibility rules are defined by Little League and can be found in the Little League rulebook app. All managers must be cognizant of these rules and league age of their pitchers.

(2) The Home team provides the official scorekeeper and official pitch counter for both teams. The pitch counter may be the scorekeeper or a person working with the scorekeeper, it may not be a manager or coach.

- a. As a best practice, scorekeepers and pitch counters from both teams should compare information at the end of each inning.

(3) Each team manager is responsible for communicating with the official pitch counter and knowing when a pitcher has reached the maximum count (determined by age) and must be replaced.

(4) The game pitch count will be reported with the game score by the WINNING team to the coaching coordinator via email. Pitch count statistics will be tracked / reported on the WLL website.

(5) Managers shall provide each other information about pitcher eligibility during the pre-game plate meeting. Umpires may facilitate the discussion but are not responsible for addressing eligibility questions.

(6) Violations of pitch count and pitching/catching eligibility will be charged against the manager of the offending team and will be penalized as follows:

- a. 1st violation – Warning;
- b. 2nd violation – One (1) game suspension;
- c. 3rd violation – Season Suspension

6. Head Injuries

All parents, players and managers will be familiar with the WA State Lystedt Law regarding concussions. This can be found at <https://www.littleleague.org/player-safety/concussions-youth-athletes/>

7. Replacement Players (Minors/Majors/Jr, Sr, Big League)

(1) Managers shall promptly notify the Player Agent upon learning that a player will not be able to play with the team for the remainder of the season.

(2) The Player Agent shall assign a replacement player from the waiting list if possible.

(3) If no players are on the waiting list, the Player Agent will assign a player from a lower-division team if appropriate considering the point in the season, the player's skill level, and the resulting sizes of both the player's old and new team.

8. Pool Players

(1) In the event a team in the Majors or Minors division knows they will have less than 9 players for a scheduled game, the Player Agent will select a random pool player from the affected division. This action will only be performed by the Player Agent.

(2) Pool players may not pitch or catch in a game and will be required to bat last.

(3) Refer to LL International Regulations / Playing Rules for further detail on Playing Rules.

9. Protests

Any protests will be decided on by a committee consisting of the League President, VP of Baseball, and Umpire in Chief.

Local Rules of Play (Baseball)

QuickBall: Teams of 12 players (goal)

See official QuickBall rules to be added here

AA Division: Teams of 12 players (goal)

(1) Helmets with face guards are required (worn at all times the player is on the field when team is batting)

(2) Games are Coach Pitch and limited to 90 minutes from scheduled start time or 6 innings whichever comes first.

- a. Rainout makeups are at the discretion of the managers and may be rescheduled during the teams' practice times or at other available field use times.

(3) The offensive side is retired after:

- a. Three outs are recorded or;
- b. Five runs have been scored.

(4) Defensive side will have 6 infielders and 4 outfielders (if the roster supports it).

- a. No player should sit on the bench for more than 1 inning.
- b. Assuming no safety risk, players should have the opportunity to play all positions during the season.
- c. Teams with fewer than 10 players should still have 10 fielders with playing time equally split.

(5) Catcher's mitt is required.

(6) Safety 1 balls will be issued by WLL and will be used for all practices and games.

(7) Each batter will be allowed 4 qualified coach pitches (qualified pitch equals a hittable pitch).

- a. No ball/strike count will be kept.
- b. There will be no walks.
- c. If the 4th pitch is hit foul the batter will be allowed one more pitch.
- d. If the batter fails to hit the ball after the 4th pitch, the coach will then switch to soft toss. If the batter fails to hit the ball after the 3rd soft toss, then the coach will provide a tee.

(8) Bunting will not be allowed.

(9) There is no infield fly rule.

(10) A fly ball hit over the home run line will be considered a home run.

- a. A ball which rolls or bounces beyond the marked home run line will be a ground rule double even when touched by a fielder.

- b. On NSD and WSF fields, the home run line shall be marked with cones at 180 feet from home plate unless an adjoining field requires that they be placed closer.

(11) A base runner will be allowed to advance one base on an overthrow by a fielder attempting a play. No advancing is allowed on overthrows by the catcher back to the pitcher.

(12) Sliding is allowed, as per the Little League Regulations and Playing Rules (aka: the Green Book)

(13) Scores or standings are not tracked.

(14) No base stealing, including on passed balls and wild pitches.

AAA Division: Teams of 12 players (goal)

(1) Helmets with face guards are recommended.

(2) Games are 2 hours from start time or 6 innings, whichever comes first.

- a. No new inning will start after 1 hour and 40 minutes from the start time.
- b. At the 2-hour mark, the current batter will complete the at bat and the umpire will call the game complete.
- c. If a game ends due to the 2-hr time limit or because of darkness, the game winner will be
- d. declared as follows:
 - a. If the home team is at bat and has the lead, the current score will stand as the final score with the home team being declared the winner.
 - b. In all other cases, the score will revert back to the last full completed inning. Games can be recorded as ties in that case.

(3) The offensive side is retired after:

- a. 3 outs are recorded or,
- b. Five runs have scored (excluding last inning)
- c. The sixth inning is not limited to 5 runs. The inning ends when either 3 outs are recorded, or the team bats their entire roster. If the Away team has a roster of 9 and the Home team has a roster of 12, each team will bat 12.

(4) Each player must play a minimum of twelve (12) defensive outs for a six-inning game, 2 full innings must be at an infield position.

(6) Rule 6.02c is followed, requiring the batter to keep one foot inside of the batter's box during their at-bat. Some exceptions apply, refer to the Green book.

(7) Continuous Batting Order (CBO) is followed; each team bats their entire roster.

- a. If a player cannot continue due to injury or having to leave the game for any reason other than ejection, his position will be skipped and an out will not be recorded. The player can re-enter the game in their original batting position at any time with no penalty.
- b. If a player has been ejected, his place in the order will be counted as an out for all following at-bats.

(8) A fly ball hit beyond the marked home run line will be a home run. A ball which rolls or bounces beyond the marked home run line will be a ground rule double even when touched by a fielder.

- a. On NSD fields, the home run line is marked 180' from the rear tip of home plate using cones.
- b. On WSF fields, the cones will be placed according to field markings. If games are concurrently played on overlapping fields (1E and 1W or 2E and 2W), the cones for both fields shall be placed in the center of the overlapping area (soccer midfield line).

(9) When the pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter (Rule 7.13). An umpire, may drop a flag on the field or use a hand signal to indicate when a runner has left early. Rule 7.13 is to be enforced as follows:

- a. While a runner is clearly advancing, the pitcher and catcher cannot stop the runner except by playing on the runner.
- b. When a runner is not advancing, for example, stopped near a base or moving back and forth off a base to draw attention or a throw, the pitcher with possession of the ball and in contact with the pitching rubber and the catcher in the box with gear on and facing the pitcher is sufficient to freeze the runner to their last legally acquired base. Squatting is not a requirement for the catcher, nor is the presence of a batter.
- c. Runners can steal bases only on a passed ball/wild pitch (out of the reach of the catcher). Delayed steals are not allowed.

(10) A combination of regular player pitching and modified "California rules" will be followed:

- a. Each half inning will begin with regular player pitching rules. Walks will be awarded on a four-ball count.
- b. If a pitcher walks two consecutive batters, the half inning will proceed with modified California rules:
 - a. The pitcher of record will begin to each new batter.
 - b. After the fourth thrown ball, the batter's coach will pitch.
 - c. The batter's coach will not be in the field of play during player pitch and will remain ready to pitch to maintain pace of play.
 - d. Coach's back foot needs to be within 3 feet of pitching rubber when pitching, player pitch is from the rubber (46' from home plate per LL rules).
 - e. During coach pitch only, the batter does not advance to first base when hit by pitch, and Runners may not advance on wild pitches or passed balls.
 - f. Coaches will assume the batter's strike count when they enter. For example, if a batter has two strikes from the player pitch, they will only have one strike remaining before being out.
 - g. The pitcher is required to be relieved in the event that three batters have been hit by a pitch.
- c. If the pitcher is relieved or at the beginning of a new half inning, player pitching rules apply.
- d. Not all players are required to pitch in a season.

(11) Batting Practice is allowed prior to the start of the game with the following conditions:

- a. All players must wear an approved helmet at all time when at bat, whether at games or practices.
- b. Batting practice can only be done in the outfield adjacent to the team's own dugout.
- c. There will be no hitting of balls into any fence or barrier
- d. The only balls that can be used are whiffle or pickle balls or "heavies"—no hard balls of any kind can be used
- e. Balls may be thrown for batting practice by approved league volunteers only. No players can throw.
- f. Only approved bats may be used. "Thundersticks" and skills hitting sticks are also allowed.
- g. Batting practice in the outfield cannot occur while anyone is doing infield warm-up.
- h. Batting practice cannot interfere with the start of the game or the pre-game plate meeting.

(12) A player may not throw more than 50 pitches in a game prior to May 1st. Starting May 1st, the maximum number of pitches varies by league age according to Regulation VI (c) of the official Little League Baseball rules. All other rules from Regulation VI regarding the maximum number of pitches and rest days still apply.

Minors Division: Teams of 12 players (goal)

(1) Face guards on helmets are not required.

(2) Games are 2 hours and 15 minutes (shorter if mandated by the field schedule or nightfall) from the scheduled start time or 6 innings, whichever comes first.

- a. No new inning will start after 2 hours from the scheduled start time.
- b. After 2 hours and 15 minutes, the current batter will complete the at bat and the umpire will call the game complete.
- c. If a game ends due to the time limit or because of darkness, the game winner will be declared as follows:
 - a. If the home team is at bat and has the lead, the current score will stand as the final score with the home team being declared the winner.
 - b. In all other cases, the score will revert back to the last full completed inning. Games can be recorded as ties in that case.
- d. If the maximum game time is shorter than 2 hours and 30 minutes because of the field schedule or nightfall, the above times are changed accordingly.

(3) The offensive side is retired after:

- a. 3 outs are recorded or,
- b. Five runs have scored (excluding sixth inning), or
- c. The offensive team has batted their entire roster. If the Away team has a roster of 9 and the Home team has a roster of 12, each team will bat 12.
- d. The sixth inning is not limited to 5 runs. Sections a. and c. still apply.

(4) Each player must play a minimum of twelve (12) defensive outs for a six-inning game, 2 full innings must be at an infield position.

(5) Rule 6.02c is followed, requiring the batter to keep one foot inside of the batter's box during their at-bat.

Some exceptions apply, refer to the Green book.

(6) Continuous Batting Order (CBO) is followed; each team bats their entire roster.

- a. If a player cannot continue due to injury or having to leave the game for any reason other than ejection, his position will be skipped and an out will not be recorded. The player can re-enter the game in their original batting position at any time with no penalty.
- b. If a player has been ejected, his place in the order will be counted as an out for all following at-bats.

(7) A fly ball hit beyond the marked home run line will be a home run.

- a. A ball which rolls or bounces beyond the marked home run line will be a ground rule double even when touched by a fielder.
- b. On NSD fields, the home run line is marked 200' from the rear tip of home plate using cones. On WSF fields, the cones will be placed according to field markings. If games are concurrently played on overlapping fields (1E and 1W or 2E and 2W), the cones for both fields shall be placed in the center of the overlapping area (soccer midfield line).

(8) When the pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter (Rule 7.13). An umpire may drop a flag on the field or use a hand signal to indicate when a runner has left early. Rule 7.13 is to be enforced as follows:

- a. While a runner is clearly advancing, the pitcher and catcher cannot stop the runner except by playing on the runner.
- b. When a runner is not advancing, for example, stopped near a base or moving back and forth off a base to draw attention or a throw, the pitcher with possession of the ball and in contact with the pitching rubber and the catcher in the box with gear on and facing the pitcher is sufficient to freeze the runner to their last legally acquired base. Squatting is not a requirement for the catcher, nor is the presence of a batter.

(9) Batting Practice is allowed prior to the start of the game with the following conditions:

- a. All players must wear an approved helmet at all time when at bat, whether at games or practices.
- b. Batting practice can only be done in the outfield adjacent to the team's own dugout.
- c. There will be no hitting of balls into any fence or barrier.
- d. The only balls that can be used are whiffle or pickle balls or "heavies"—no hard balls of any kind can be used.
- e. Balls may be thrown for batting practice by approved league volunteers only. No players can throw.

- f. Only approved bats may be used. “Thundersticks” and skills hitting sticks are also allowed.
- g. Batting practice in the outfield cannot occur while anyone is doing infield warm-up.
- h. Batting practice cannot interfere with the start of the game or the pre-game plate meeting.

(10) A player may not throw more than 50 pitches in a game prior to May 1st. Starting May 1st, the maximum number of pitches varies by league age according to Regulation VI (c) of the official Little League Baseball rules. All other rules from Regulation VI regarding the maximum number of pitches and rest days still apply.

Majors Division: Teams of 12 players (goal)

(1) Face guards on helmets are not required.

(2) Games are 2 hours and 30 minutes (shorter if mandated by the field schedule or nightfall) from the scheduled start time or 6 innings, whichever comes first.

- a. No new inning will start after 2 hours and 15 minutes from the scheduled start time.
- b. After 2 hours and 30 minutes, the current batter will complete the at bat and the umpire will call the game complete unless section c) applies below.
- c. If a game ends due to the time limit or because of darkness, the game winner will be declared as follows:
 - a. If the home team is at bat and has the lead, the current score will stand as the final score with the home team being declared the winner.
 - b. In all other cases, the score will revert back to the last full completed inning. Games can be recorded as ties in that case.
- d. If the maximum game time is shorter than 2 hours and 30 minutes because of the field schedule or nightfall, the above times are changed accordingly.

(3) The “mercy rule” (rule 4.10e) will be enforced.

(4) Each player must play a minimum of twelve (12) defensive outs for a six-inning game, 2 full innings must be at an infield position.

(5) Rule 6.02c is followed, requiring the batter to keep one foot inside of the batter's box during their at-bat. Some exceptions apply, refer to the Green book.

(6) Continuous Batting Order (CBO) is followed; each team bats their entire roster.

- a. If a player cannot continue due to injury or having to leave the game for any reason other than ejection, his position will be skipped and an out will not be recorded. The player can re-enter the game in their original batting position at any time with no penalty.
- b. If a player has been ejected, his place in the order will be counted as an out for all following at-bats.

(7) A fly ball hit beyond the marked home run line will be a home run.

- a. a. A ball which rolls or bounces beyond the marked home run line will be a ground rule double even when touched by a fielder.

- b. On NSD fields, the home run line is marked 200' from the rear tip of home plate using cones.
- c. On WSF fields, the cones will be placed according to field markings. If games are concurrently
- d. played on overlapping fields (1E and 1W or 2E and 2W), the cones for both fields shall be placed in the center of the overlapping area (soccer midfield line).

(8) When the pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter (Rule 7.13). An umpire, if equipped, may drop a flag on the field or use a hand signal to indicate when a runner has left early. Rule 7.13 to be enforced as follows:

- a. While a runner is clearly advancing, the pitcher and catcher cannot stop the runner except by playing on the runner.
- b. When a runner is not advancing, for example, stopped near a base or moving back and forth off a base to draw attention or a throw, the pitcher with possession of the ball and in contact with the pitching rubber and the catcher in the box with gear on and facing the pitcher is sufficient to freeze the runner to their last legally acquired base. Squatting is not a requirement for the catcher, nor is the presence of a batter.

(9) Batting Practice is allowed prior to the start of the game with the following conditions:

- a. All players must wear an approved helmet at all times when batting.
- b. Batting practice can only be done in the outfield adjacent to the team's own dugout.
- c. There will be no hitting of balls into any fence or barrier.
- d. The only balls that can be used are whiffle or pickle balls or "heavies"—no hard balls of any kind can be used.
- e. Balls may be thrown for batting practice by approved league volunteers only. No players can throw.
- f. Only approved bats may be used. "Thundersticks" and skills hitting sticks are also allowed.
- g. Batting practice in the outfield cannot occur while anyone is doing infield warm-up. Batting practice cannot interfere with the start of the game, or the pre-game meeting.

(10) A player may not throw more than 50 pitches in a game prior to May 1st. Starting May 1st, the maximum number of pitches varies by league age according to Regulation VI (c) of the official Little League Baseball rules. All other rules from Regulation VI regarding the maximum number of pitches and rest days still apply.

Intermediate, Jr, Sr, Big League:

We will follow LLI rules and regulations with the following exceptions or additions:

- (1) Upon approval of parents, VP of Jr, SR, BL, players league age 16 may be considered to play Big League.
- (2) Minimum play rules.

- a. For the first 4 weeks of regular season games, all players will have a “fair play opportunity”. This means all players get the same amount of play time and rotated evenly between infield and outfield positions. At the end of 4 weeks, all players should have consistent innings-per-game averages.
- b. Following the first 4 weeks of regular season games, players will have an opportunity to play consistent with their participation in the first 4 weeks and thereafter:
 - a. All players at 85% participation (all practices and games) will have the maximum play time - they will have no less play time per game than any other player on the roster.
 - b. All players between 50% and 84% participation (all practices and games) will have a minimum of 3 innings of play per game.
 - c. All players shall have LLI minimum play rule expectations.
- c. Post-season and tournament play, LLI minimum play rules will be enforced, however “fair play opportunity” defined in the aforementioned will not be imposed. Participation qualification for LLI-sponsored tournament play will be enforced.
- d. Minimum play may be suspended on a case-by-case basis at the behest of a player or player’s parent request.
- e. Minimum play statistics will be forwarded to the VP of Baseball and the president every two weeks.

Local Rules of Play (Softball)

All WLL softball games are conducted under local rules set forth by Little League Washington District 8, see <https://www.llwadistrict8.org/Default.aspx?tabid=2737392>. Note that “AAA” corresponds to WLL’s Minors division, “AA” corresponds to WLL’s 89ers division, and “A” corresponds to WLL’s Farm division.

Rules for WLL Playoffs

Majors/Minors: (seeding by random draw)

1. The tournament format will be proposed by the scheduler and approved by the Board.
2. During bracket play, the bottom team in each game bracket is the HOME team. During the championship game, the HOME team is determined by coin flip. Both managers must be present and the game umpire is not required to be present. In the event that a second championship game (“what-if game”) becomes necessary, the team that was the away team in the first game will become the home team.
3. The winning team’s manager is responsible for sending the Game Report to the player agent by 11 PM. Forfeiture rules will apply if this is not done.
4. A winner MUST be determined for each game and thus ties will not be allowed. If a game ends either due to time limit, light or field scheduling, the score will revert back to a previous inning where a winner can be determined. Last resort is a coin flip.

5. Any rainouts will be scheduled for the very next day on the best available field (even if it is a school field). If a rainout at NAF occurs and there is an available field on WSF, all attempts will be made to move the game as quickly as possible.
6. Normal LL & Local Rules apply (except changes noted above).
7. To maintain game pace, both teams will work to minimize the time it takes to transition from offense to defense.
8. Refer to Pool Player rules (see above).