

WNSL Baseball League Rules

Wookies – Tee Ball (4/5 year-olds) est. 2/22/2023

Any special rules contained in this document will be in effect. Anything not covered here will be in accordance with the Cal Ripken/Babe Ruth Baseball rulebook.

Team Responsibilities and Conduct

1. The home team will occupy the 3rd base dugout.
2. Eight (8) players constitute a legal team, & the game must begin if both teams have at least eight players present. If a team is playing with less than (9) batters, no “automatic outs” will be assessed for the missing players in the batting order.
3. The official clock begins at the scheduled game time. Teams have 10 minutes after the clock begins to field a legal team. If two legal teams are not present at this point, the game will be declared a forfeit, the coaches shall split the available players into two teams of the players.
4. If a player leaves a game for any reason, all other batters will move up in the batting order with no penalty of an out to the team.
5. If a player arrives after the game has begun, he/she shall be inserted at the bottom of the batting order. Only players present at game time shall be listed on the batting order.
6. Players and coaches are expected to show good sportsmanship at all times, including the shaking of hands after the game.
7. Unsportsmanlike conduct by a player, coach or fan will not be tolerated. The head coach is responsible for the conduct of his coaches, parents and players.
 - a) A runner may not maliciously crash into a fielder for any reason. If a runner maliciously makes contact with a fielder the runner will be called out.
 - b) If a batter unintentionally throws a bat, the entire team will be given a warning. The second unintentional throwing of a bat will result in the batter being called out and the ball being declared dead. If a batter intentionally throws a bat, the batter will be removed from the game.
8. Each team is responsible for the cleanliness in and around its dugout at the end of each game and practice. All trash must be placed in a trash receptacle.

Equipment, Dimensions and Game Length

1. A game shall last 6 innings or 50 minutes, whichever comes first. The next inning begins the instant the final out of the previous inning is made. No new inning may begin after the time limit of 50 minutes is reached. Once time has expired, the game is over.
2. There are no extra innings. If the score is even at the end of the game limits above, the game will end in a tie.
3. Batters must have their own helmets.
4. Bats must meet the standards set forth by the USA Bat Standards. Please review the online link for a complete list of approved bats.
5. Bases will be set at 45ft.

Special Rules

1. **Batting Tee**—A batting tee will be used for all Wookies – Tee Ball Division games. Teams may opt to coach pitch if they so desire. The ball will be placed on the tee following 3 pitches from the coach.
2. **Player roster:** Players can be exchanged defensively without any effect on the batting order (in other words, free defensive substitution). If a player becomes ill or injured, that player is removed from the game and his/her spot in the batting order is skipped without penalty.
 - a. All players are placed defensively, with no more than 5 infielders (no catcher position). All remaining players will be placed in the outfield grass (cannot be positioned in the infield at any time, but can move once the ball is hit).
 - b. The player that assumes the pitcher's position must be positioned with at least one foot inside the pitching area.
3. **Defensive Coaches:** Defensive coaches are permitted in the perimeter of the field to keep players positioned and engaged.
4. **Offensive Coach Adjusting Tee:** An offensive-team coach will be able to adjust the tee for a taller or shorter batter prior to the batter entering the box. The coach shall then place the ball on the tee, which must be placed directly on the center of home plate, and back out-of-the-way.
5. **Dead Ball:**
 - a. The ball is declared dead when the defensive team stops (or contains) the lead runner or the runner abandons the effort to advance. Once play has been stopped, no other runners may advance beyond the last base tagged.
 - b. The ball will be declared dead when a player is injured and is unable to continue the play.
 - c. If the batter strikes the tee, it will be considered a foul ball.
6. **Infield Fly Rule:** there is NO INFIELD FLY RULE.
7. **Bunting:** Bunting is not allowed. If a player bunts, it is considered to be a foul ball.
8. Coaches will determine if the lineup will be batted or the number of batters per inning to bat. This will be determined by the coaches prior to the game. The goal is to have as many at-bats as possible. Runs are not counted, and outs are not recorded.

Wookies – Coach Pitch (6-year-olds) est. 2/22/23

Any special rules contained in this document will be in effect. Anything not covered here will be in accordance with the Cal Ripken/Babe Ruth Baseball rulebook.

Team Responsibilities and Conduct

1. The home team will occupy the 3rd base dugout.
2. Teams must provide their lineup to the opposing coach.
3. Eight (8) players constitute a legal team, and the game must begin if both teams have at least eight players present. If a team is playing with less than (9) batters, no “automatic outs” will be assessed for the missing players in the batting order.
4. If either team does not have eight players present at the appointed game time, the game may begin as a forfeit. The official clock begins at the scheduled game time. If two legal teams are not present at game time, the game will be declared a forfeit, the coaches shall split the available players into two teams and the umpires shall work a scrimmage of the players.
5. If a player leaves a game for any reason, all other batters will move up in the batting order with no penalty of an out to the team. If this player leaving causes a team to fall below the number of players necessary for a legal team, the game shall be declared a forfeit and the teams shall follow the forfeit procedure above.
6. If a player arrives after the game has begun, he/she shall be inserted at the bottom of the batting order. Only players present at game time shall be listed on the batting order.
7. Players and coaches are expected to show good sportsmanship at all times, including the shaking of hands after the game.
8. Unsportsmanlike conduct by a player, coach or fan will not be tolerated. The head coach is responsible for the conduct of his coaches, parents and players.
 - a. A runner may not maliciously crash into a fielder for any reason. If a runner maliciously makes contact with a fielder the runner will be called out.
 - b. If a batter unintentionally throws a bat, the entire team will be given a warning. The second unintentional throwing of a bat will result in the batter being called out and the ball being declared dead. If a batter intentionally throws a bat, the batter will be removed from the game.
9. Each team is responsible for the cleanliness in and around its dugout at the end of each game and practice. All trash must be placed in a trash receptacle.

Special Rules

- 1) **Coach Pitch**—Coach Pitch (see specifications below) will be used in the Wookies – Coach Pitch Division. Use of a tee is permitted after three (3) pitches from the coach.
- 2) **One Umpire (if available) will be provided.** Outs and Runs will be recorded.
- 3) **Player roster:** Players can be exchanged defensively without any effect on the batting order (in other words, free defensive substitution). All players are placed in the batting order.
 - a) 10 - 12 players will be placed in the field. There will be four (4) to six (6) outfielders. ALL outfielders must remain in the grass area of the outfield (cannot be positioned in the infield at any time, but can move once the ball is hit).
 - b) Defensive infielders (other than the pitcher) cannot assume a position any closer than 40 ft. From the batter. The player that assumes the pitchers position must wear a helmet.
 - c) The player that assumes the pitcher's position must be positioned with at least one foot inside the pitchers' circle (radius of 6 ft., with the 46 ft. pitching rubber being the center of the circle).
 - d) The catcher takes the catcher's normal position or off to the side on backstop. The player that assumes the catchers position must wear a mask and chest protector.
- 4) **Game Length:** Six (6) innings or 50 minutes. No new inning may begin after 50 minutes. Each batter receives a maximum of three (3) pitches and two
 - (1) (2) swings from the tee. If the batter strikes out, or if the ball has not been hit into play after three (3) pitches and two (2) swings from the tee, the batter is out.
 - b) If the batter fouls the 5th pitch, the batter will receive pitches as long as the batter continues to foul pitches.
 - c) The half inning is over when three (3) outs are made or six (6) runs are scored.
 - d) The batter is out if the batter swings on a third strike and misses the ball. A foul-tip on a third strike and caught by the catcher is also an out.
- 5) **Field Dimensions:** Base length of 60 ft.
- 6) **COACH PITCHING:**
 - a) A coach will pitch (overhand) to the batter from a distance of 25 ft. from home plate.
- 7) **Dead Ball:**
 - a) The ball is declared dead when the defensive team stops the lead runner or the runner abandons the effort to advance. Once play has been stopped, no other runners may advance beyond the last base tagged.
 - b) The ball will be declared dead when a player is injured and the umpire's judgment is unable to continue the play.
 - c) If a batted fair ball hits the coach who is pitching, the ball is immediately dead and it is considered a no-pitch. All runners return to the base they occupied before the ball was hit.

d) If a thrown ball hits the coach who is pitching, it is a live ball.

8) **Infield Fly Rule:** there is NO INFIELD FLY RULE.

9) **Bunting:** Bunting is not allowed. If a player bunts, it is considered to be a foul ball. If a player bunts on the third strike or 3rd pitch, it is an out.

10) **Maximum Runs Per Inning:** There will be a maximum of 6 runs allowed per team per inning. Once the 6th run is scored, even if it is part of a continuing play, no additional runs are counted. Once 6 runs or 3 outs are reached, teams will switch.

Rookies Division

rev. 2/24/2023

Rules Overview

Any special rules contained in this document will be in effect. Anything not covered here will be in accordance with the Cal Ripken/Babe Ruth Baseball rulebook.

Team Responsibilities and Conduct

1. The home team will occupy the 3rd base dugout.
2. Teams must provide their lineup to the opposing coach and scorebooks before the game begins.
3. Eight (8) players constitute a legal team, and the game must begin if both teams have at least eight players present. If a team is playing with less than nine batters, no “automatic outs” will be assessed for the missing players in the batting order.
4. If either team does not have eight players present at the appointed game time, the game may begin as a forfeit. The official clock begins at the scheduled game time. If two legal teams are not present at game time, the game will be declared a forfeit, the coaches shall split the available players into two teams and the umpires shall work a scrimmage of the players.
5. If a player leaves a game for any reason, all other batters will move up in the batting order with no penalty of an out to the team. If this player leaving causes a team to fall below the number of players necessary for a legal team, the game shall be declared a forfeit and the teams shall follow the forfeit procedure above.
6. If a player arrives after the game has begun, he/she shall be inserted at the bottom of the batting order. Only players present at game time shall be listed on the batting order.
7. Players and coaches are expected to show good sportsmanship at all times, including the shaking of hands after the game. Spectators will not be allowed to harass opposing players or umpires.
8. Unsportsmanlike conduct by a player, coach or fan will not be tolerated and could result in being asked to leave the league. The head coach is responsible for the conduct of his coaches, parents and players.
 - a) A runner may not maliciously crash or slide into a fielder for any reason. The runner will be called out and, depending on the circumstances, could be removed from the game.
 - b) If a batter unintentionally throws a bat, the entire team will be given a warning. The second unintentional throwing of a bat will result in the batter being called out and the ball being declared dead. If a batter intentionally throws a bat, the batter will be removed from the game.
9. Each team is responsible for the cleanliness in and around its dugout at the end of each game and practice. All trash must be placed in a trash receptacle.

Equipment, Dimensions and Game Length

1. A game shall last 6 innings or 80 minutes, whichever comes first. The next inning begins the instant the final out of the previous inning is made. No new inning may begin after the time limit is reached. Once time has expired, the current inning will be completed unless the home team is batting and is ahead.
2. If there is a tie at the end of the sixth inning and the time limit has not expired, the teams may play as many extra innings as possible until either a winner is decided or the time limit is reached. If the score is even at the end of the limits above, the game will end in a tie.
3. Bats must meet the requirements set forth by the USA Bat Standards. Please review the online link to find the complete list of approved bats.

Pitching Machine Rules

Every team in the Rookies Division will bat off the provided pitching machine. The following rules and restrictions apply. More specific batting rules may be located in the "Special Rules" section below.

1. The pitch speed will best at 36 mph. Setup for machines shall be as follows:

Setup for machines shall be as follows:

- a) Machines shall be placed 46 feet from home plate. If a pitching rubber is installed on the field, the front leg of the machine shall be placed in front of the rubber, ideally with the back of the machine's front leg touching the front edge of the rubber.
 - b) Sandbags shall be placed on the front and back legs of the machine for stability and consistency of pitches.
2. Coaches may utilize the "fine tuning slide knob" to adjust the height of pitches while their team is at bat, however, no extra or practice pitches are allowed after adjustments.
 3. Any major adjustments to the pitching machine must be approved by the umpire and both coaches. Safety is the first concern followed by the player being able to hit the ball.
 4. Coaches may throw five (5) practice pitches with the machine prior to their team's first at-bat. A few practice pitches are permitted between innings, but the game should not be halted or delayed because of these pitches.
 5. If a batted ball strikes the pitching machine, the ball is declared dead. The batter is awarded first base and the runners advance one base, as necessary. (*Example 1: Runners on 1st and 2nd, ball hits machine -- The result should be runners on 1st, 2nd and 3rd. Example 2: Runner on 3rd, ball hits machine -- The result should be runners on 1st and 3rd.*)

Special Rules

Batting

1. A continuous batting order shall be used with every player occupying a spot in the batting order. At the beginning of each inning, the batting order will begin from the point it ended the previous inning.
2. Each team will select a coach to “pitch” to its own batters. Only coaches may feed and/or adjust the pitching machines.
3. Each hitter will be given a maximum of five (5) pitches per at-bat (Does not matter whether they are hittable) unless the final pitch is a foul ball. The batter will continue to receive one additional pitch (like normal baseball) on all foul balls on the fifth pitch or later. The batter is out if they strike out or the ball is not put in play (or fouled off) after the fifth pitch.
4. Bunting is allowed. However, a batter may not fake a bunt, then pull-back and swing on the same pitch. Batter will be called out if they swing at a pitch in this manner.
5. Leading off and/or stealing is not allowed.
6. There will be a maximum of 6 runs allowed per team per inning. Once the 6th run is scored, even if it is part of a continuing play, no additional runs are counted. Once 6 runs or 3 outs are reached, teams will switch.

Defense and Stoppage of Play

7. The defensive team may play ten (10) players in the field at one time with no more than six (6) players in the infield at any point prior to the batter making contact with the ball. Six players in the infield includes a catcher, who does not need to crouch or be positioned immediately behind the plate, but he must be in catcher’s attire and located behind the plate/batter.
8. Each player present at the beginning of the game must play at least six (6) defensive outs prior to the completion of the 4th inning. Substitutions may be made freely at the coach’s discretion.
9. The defensive team may place two (2) coaches in the outfield to help set the defense at all times. These coaches must not obstruct play in any way.
10. Protective headgear is mandatory for the player playing the pitcher position.
11. There is no infield fly rule.
12. The decision concerning the “end of the play” is solely the discretion of the umpire. The umpire will call “Dead Ball” (a) when the action stops or (b) when the ball is in the possession of a defender within the infield and the lead runner has ceased to advance.
13. Overthrows—Runners may advance a maximum of one base, at their own risk, on any overthrow that stays in play. Once the runner(s) reach one base safely, the umpire will stop play until the next pitch from the machine. *Example: Runner at 1st base, ground ball to shortstop. In attempt to throw out the runner at 2nd base, the shortstop throws the ball past the 2nd baseman and into right field. Maximum advance will be for original runner to end up at third and the batter to end up at second.* Note: If ball goes out of play, book rule is in effect.

WNSL Baseball League Rules

Minors Division

Rev. 2/24/2023

Rules Overview

Any special rules contained in this document will be in effect. Anything not covered here will be in accordance with the Cal Ripken/Babe Ruth Baseball rulebook

Team Responsibilities and Conduct

1. The home team will occupy the 3rd base dugout.
2. Teams must provide their lineup to the opposing coach and scorebooks before the game begins.
3. Eight (8) players constitute a legal team, and the game must begin if both teams have at least eight players present. If a team is playing with less than nine batters, no “automatic outs” will be assessed for the missing players in the batting order.
4. If either team does not have eight players present at the appointed game time, the game may begin as a forfeit. The official clock begins at the scheduled game time. If two legal teams are not present at game time, the game will be declared a forfeit, the coaches shall split the available players into two teams and the umpires shall work a scrimmage of the players.
5. If a player leaves a game for any reason, all other batters will move up in the batting order with no penalty of an out to the team. If this player leaving causes a team to fall below the number of players necessary for a legal team, the game shall be declared a forfeit and the teams shall follow the forfeit procedure above.
6. If a player arrives after the game has begun, he/she shall be inserted at the bottom of the batting order. Only players present at game time shall be listed on the batting order.
7. Players and coaches are expected to show good sportsmanship at all times, including the shaking of hands after the game. Spectators will not be allowed to harass opposing players or umpires.
8. Unsportsmanlike conduct by a player, coach or fan will not be tolerated and could result in being asked to leave the league. The head coach is responsible for the conduct of his coaches, parents and players.
 - a) A runner may not maliciously crash or slide into a fielder for any reason. The runner will be called out and, depending on the circumstances, could be removed from the game.
 - b) If a batter unintentionally throws a bat, the entire team will be given a warning. The second unintentional throwing of a bat will result in the batter being called out and the bat being declared dead. If a batter intentionally throws a bat, the batter will be removed from the game.
9. Each team is responsible for the cleanliness in and around its dugout at the end of each game and practice. All trash must be placed in a trash receptacle.

Equipment, Dimensions and Game Length

1. A game shall last 6 innings, with a time limit of 90 minutes. The next inning begins the instant the final out of the previous inning is made. No new inning may begin after the time limit is reached. Once time has expired, the current inning will be completed unless the home team is batting and is ahead. Stalling for any reason is a violation of the WNSL's Code of Conduct and will not be tolerated.
2. If there is a tie at the end of the sixth inning and the time limit has not expired, the teams may play as many extra innings as possible until either a winner is decided or the time limit is reached. If any extra innings are played, International Rule will be in effect (team batting will begin with runner who batted last in previous inning at 2nd base). If the score is even at the end of the limits above, the game will end in a tie.
3. The bases shall be set 60 ft. apart and the pitcher's rubber 46 ft. from rear point of plate.
4. Bats must meet the requirements set forth by the USA Bat Standards. Please review the online link to find the complete list of approved bats.

Special Rules

Batting

1. A continuous batting order shall be used with every player occupying a spot in the batting order. At the beginning of each inning, the batting order will begin from the point it ended the previous inning.
2. Bunting is allowed, however, deceptive practices such as faking a bunt by waving the bat to distract the pitcher will not be tolerated. If the umpire determines the batter is involved in this practice, the batter will be declared out.
3. Stealing stipulation: A team may not steal or advance on a wild pitch, passed ball, or errant throw from the catcher back to the pitcher if team at-bat has a 10-run or more lead. *In the Recreational Division, players will not be allowed to steal home on a passed ball, wild pitch, or overthrow back to the pitcher at any point during the game.*
4. In the interest of keeping games moving, the league encourages the use of a courtesy runner for the catcher with two outs. The runner must be the last player to record an out.
5. Reminders for Run Rules and Time Limits – See chart in Appendix A at the end of this document.

Defense

6. The defensive team may only play nine (9) players in the field at one time with no more than six (6) players in the infield at any point prior to the batter making contact with the ball.

7. Each player present at the beginning of the game must play at least six (6) defensive outs prior to the completion of the 4th inning. Substitutions may be made freely at the coach's discretion.

8. The decision concerning the "end of the play" is solely the discretion of the umpire. The umpire will call "Dead Ball" when the ball is in possession of a defender and all runners have ceased to advance.

Pitching Guidelines

1. Each Team must record their number of pitches for each pitcher in every game. They must report these to the opposing coach and to the umpire at the conclusion of the game.

2. A Pitcher may Pitch a maximum of 75 pitches in a Game/Day. If 1-40 pitches are made, 0 days rest is needed for the pitcher to again pitch. If 41-65 pitches are made, then 1 full day of rest is required. If 66+ pitches are made, 2 full days of rest is required.

Examples: A pitcher who pitches 40 pitches on Saturday would be eligible to pitch again on Sunday. A pitcher who pitches 65 pitches on Saturday would be eligible to pitch again on Monday. A pitcher who pitches 66 or more pitches on Saturday would be eligible to pitch again on Tuesday.

3. A coach's second trip to the mound in the same inning, to the same pitcher for purposes other than obvious injury to the pitcher shall result in the removal of that pitcher.

4. For safety, a player warming up in foul territory during the game must have a person protecting him.

5. The balk rule is not in effect

6. If the pitcher who completed the last inning is still pitching, the time between innings should not exceed 1 minute. (Coaches are encouraged to send out a coach to receive the warm-up pitches if the catcher must put on gear.) If there is a new pitcher entering the game, that pitcher will be given the customary 8 pitches to warm up.

WNSL Baseball League Rules

Majors Division

Rev. 2/24/2023

Rules Overview

Any special rules contained in this document will be in effect. Anything not covered here will be in accordance with the Cal Ripken/Babe Ruth Baseball rulebook.

Team Responsibilities and Conduct

1. The home team will occupy the 3rd base dugout.
2. Teams must provide their lineup to the opposing coach and scorebooks before the game begins.
3. Eight (8) players constitute a legal team, and the game must begin if both teams have at least eight players present. If a team is playing with less than nine batters, no “automatic outs” will be assessed for the missing players in the batting order.
4. If either team does not have eight players present at the appointed game time, the game may begin as a forfeit. The official clock begins at the scheduled game time. If two legal teams are not present at game time, the game will be declared a forfeit, the coaches shall split the available players into two teams and the umpires shall work a scrimmage of the players.
5. If a player leaves a game for any reason, all other batters will move up in the batting order with no penalty of an out to the team. If this player leaving causes a team to fall below the number of players necessary for a legal team, the game shall be declared a forfeit and the teams shall follow the forfeit procedure above.
6. If a player arrives after the game has begun, he/she shall be inserted at the bottom of the batting order. Only players present at game time shall be listed on the batting order.
7. Players and coaches are expected to show good sportsmanship at all times, including the shaking of hands after the game. Spectators will not be allowed to harass opposing players or umpires.
8. Unsportsmanlike conduct by a player, coach or fan will not be tolerated and could result in being asked to leave the league. The head coach is responsible for the conduct of his coaches, parents and players.
 - a) A runner may not maliciously crash or slide into a fielder for any reason. The runner will be called out and, depending on the circumstances, could be removed from the game.
 - b) If a batter unintentionally throws a bat, the entire team will be given a warning. The second unintentional throwing of a bat will result in the batter being called out and the ball being declared dead. If a batter intentionally throws a bat, the batter will be removed from the game.
9. Each team is responsible for the cleanliness in and around its dugout at the end of each game and practice. All trash must be placed in a trash receptacle.

Equipment, Dimensions and Game Length

1. A game shall last 6 innings, with a time limit of 90 minutes. The next inning begins the instant the final out of the previous inning is made. No new inning may begin after the time limit is reached. Once time has expired, the current inning will be completed unless the home team is batting and is ahead. Stalling for any reason is a violation of the WNSL's Code of Conduct and will not be tolerated.
2. The bases shall be set 70 feet apart and the pitcher's rubber 50 feet from home plate (real point).
3. Bats must meet the requirements set forth by the USA Bat Standards. Please review the link online for the complete list of approved bats.

Special Rules

1. A continuous batting order shall be used with every player occupying a spot in the batting order. At the beginning of each inning, the batting order will begin from the point it ended the previous inning.
2. Leading off and stealing are allowed, however, teams may not steal with a lead of 10 runs or more.
3. Bunting is allowed, however, deceptive practices such as faking a bunt by waving the bat to distract the pitcher will not be tolerated. If the umpire determines the batter is involved in this practice, the batter will be declared out.
4. In the interest of keeping games moving, the league encourages the use of a courtesy runner for the catcher with two outs. The runner must be the last player to record an out.
5. Reminders for Run Rules and Time Limits – See chart in Appendix A at the end of this document.

Pitching Guidelines

1. Each Team must record their number of pitches for each pitcher in every game. They must report these to the opposing coach and to the umpire at the conclusion of the game.
2. A Pitcher may Pitch a maximum of 85 pitches in a Game/Day. If 1-40 pitches are made, 0 days rest is needed for the pitcher to again pitch. If 41-65 pitches are made, then 1 full day of rest is required. If 66 or more pitches are made, 2 full days of rest is required.
Examples: A pitcher who pitches 40 pitches on Saturday would be eligible to pitch again on Sunday. A pitcher who pitches 65 pitches on Saturday would be eligible to pitch again on Monday. A pitcher who pitches 66 or more pitches on Saturday would be eligible to pitch again on Tuesday.
3. If a pitcher is removed from the mound in an inning, but remains in the game and on the field, he may reenter as a pitcher in the same inning without it counting as a second inning. No additional warm-up pitches are allowed.
4. A coach's second trip to the mound in the same inning, to the same pitcher for purposes other than obvious injury to the pitcher shall result in the removal of that pitcher.
5. The balk rule is in effect.
6. If the pitcher who completed the last inning is still pitching, the time between innings should not exceed 1 minute. (Coaches are encouraged to send out a coach to receive the warm-up pitches if the catcher must put on gear.) If there is a new pitcher entering the game, that pitcher will be given the customary 8 pitches to warm up.

Special Rule Regarding Weather Delays and Multiple Rainouts

Occasionally, WNSL is faced with the situation that fields are too wet for early games on weekend days, but that fields can become playable by later in that same day. In such cases, the League may determine that it is in the best interest of play, that a slightly abbreviated set of rules be intact, to allow for more games to be played.

These rules will be declared only when there is the need to get more games played in a shorter time due to wet fields and/or in “**wet seasons**” when there are not enough days remaining to play the needed number of make-up games.

In such case, games will be played under what the League will now call:

Turbo Rules

1. The League will adjust the Time Limit for the games in question, i.e. a Majors or Minors game originally scheduled for 90 minutes might be adjusted to 80 minutes or less, or a Machine Pitch game originally scheduled for 80 minutes might be adjusted to 70 minutes or less, etc. These time limits will be set on a case-by-case basis, as necessary, by the league.
2. The maximum runs-allowed per inning will be adjusted to four, regardless of the score. The Runs-Per-Inning Rule will not be in effect for Turbo Rule Games, but teams are encouraged to play-out games until the shortened time limit.

WNSL Out-of-Age Player-Exception Policy

(For “age-determined” Sports such as Baseball)

"A team is limited to one out-of-age-group exception, when approved by WNSL (decision to approve will not be automatic, but considered on individual basis with guidelines such as player age, size, experience in the sport, skill-level, etc.). WNSL, after a chance to observe the player, reserves the right to either (a) move-up the player or (b) move-up the entire team if the player is exceptional."

APPENDIX A

Reminders for Run Rules and Time Limits

When the Batting Team Begins Their At-Bat for that half-inning	Maximum Runs Allowed
If Score is Ties or Batting Team is Leading	5 runs
Down by 1 runs when coming to bat	5 runs
Down by 2 runs when coming to bat	5 runs
Down by 3 runs when coming to bat	5 runs
Down by 4 runs when coming to bat	6 runs
Down by 5 runs when coming to bat	7 runs
Down by 6 runs when coming to bat	8 runs
Down by 7 runs when coming to bat	8 runs
Down by 8 runs when coming to bat	8 runs
Down by 9 runs or more when coming to bat	8 runs

If down by 9 runs or more, the team is entitles to their at-bat and coaches are encourages to “continue” the game even though the winner has been decided provided there is still remaining time in the time limit.