



## I. Coach's Checklist

The following list serves as a reminder to coaches and teams of some essential necessities for navigating games and completing the season:

1. Coaches should hold a preseason parent meeting outlining the league's sportsmanship/fan-behavior expectations.
2. Coaches should champion sportsmanship amongst their players and fans.
3. All coaches/teams are required to keep a scorebook/lineup for every game, both home and away.
4. A copy of your team's lineup must be provided to the opposing team, and any changes must be communicated in a timely manner.
5. If a game begins at 6:30pm, the home team will take the infield from 6:05-6:15pm. The visiting team will take the infield from 6:15-6:25pm.

If a game begins at 8:30pm, the visiting team will take the infield from 8:05-8:15pm, or in the first 10 minutes immediately following the previous game. The home team will take the infield from 8:15-8:25pm, or in the 10 minute span immediately following the visiting team.

*(SECTION VII - Rule 5, page 20)*

6. Teams should immediately exit the field/dugout following games if preceding another game. Likewise, teams playing a late game should wait until the dugout is completely cleared before entering.
7. Coaches should communicate with their district-head regarding rescheduling of rainouts in a timely manner. *It is the goal of the WHJBSL for every team to play their allotted number of games.*
8. The winning team is **REQUIRED** to send the results of the game within 48 hours to [whjbslscores@yahoo.com](mailto:whjbslscores@yahoo.com). *Instructions can be found on the back of the rule book. You may also scan the QR code below.*  
**Failure to do so will result in a LOSS FOR BOTH TEAMS. NO EXCEPTIONS WILL BE MADE.**  
*The Heights League recommends that teams designate TWO people to report scores and copy their district head on each e-mail as a safeguard.*



*Forfeit policy: Any team or part of a team playing games or tournaments outside of the League and forfeiting a League or playoff game as a result will be dropped from trophy contention. If a team has forfeited a league game due to a lack of players, said team will be placed on probation for the remainder of the season. If a second forfeiture happens due to a lack of players, said team is dropped from trophy contention. If a District and/or team refuses to make up a game (rescheduled or rainout) before the expiration of the League season, the Review/Protest/Rule Interpretation Committee will examine the circumstances and has the authority to fine said District \$100.00 per game not made up.*

*Any rain-out games pending after July 3<sup>rd</sup> can be subject to a team or teams requesting a “no-game” to their District. The District will review the circumstances and render a recommendation to the Review/Protest/Rule Interpretation Committee. The decision made by the Review/Protest/Rule Interpretation Committee will be to either declare the game or games as “no game(s)” and no penalty will be issued, OR declare that the game or games will either be played or forfeited (see forfeit policy). If the game is declared a “no game,” a win or loss for either team WILL NOT be entered into the league standings.*

## District Policies

	Newton	Valley Center	Bel Aire	Andover	Circle	Whitewater	El Dorado	Sedgwick
<b>Concession Stand</b>	NO	Full Service	Lion’s Club & Vending	NO	YES/No Sunflower Seeds	Snacks & Drinks	Snacks & Drinks	NO
<b>Pets</b>	YES	NO	NO	All Pets must remain on a leash.	NO	NO	NO	Not on the fields.
<b>Smoking / Tobacco / Alcohol</b>	NO	NO	NO	No Alcohol. Smoking in Parking Lot Only.	NO	NO	No Alcohol. Smoking in Parking Lot Only.	NO
<b>Walk-up Music</b>	YES	NO	NO	NO	YES	NO	NO	YES
<b>Steel Cleats (7/8/9 Only)</b>	YES	YES	On Field #6 Only	Not @ H.S. Varsity Fields	NO	YES	Not @ McDonald Stadium	YES
<b>AED Available/ Location</b>	NO	YES/ Concession Stand	YES/Inside Rec Center	YES/ Concession Stand	YES/ Concession Stand	NO	YES/ Concession Stand	YES/ Elementary Gym Doors
<b>First Aid Kit/ Location</b>	NO	YES/ Concession Stand	YES/ Gator on Fields	YES/ Concession Stand	YES/ Concession Stand	NO	NO	YES/ Storage Behind Softball Homeplate

## II. WHJBSL Severe Weather & Lightning Safety Procedure

The Wichita Heights Jr. Baseball & Softball League has developed a severe weather and lightning safety procedure to minimize the risk of injury from a lightning strike to players, coaches, support staff, and fans. In the case of inclement weather and lightning, the respective Districts will be using various sources of severe weather/lightning detection as well as monitoring local weather information on local television stations. The electronic devices for detecting lightning, as well as the Flash-to-Bang method detailed in this procedure, will assist League Officials (Umpires and Field Supervisors) to determine and provide recommendations to head coaches, players, support staff, and fans that the competition needs to be suspended and/or terminated for the safety of all involved. Lightning is a dangerous phenomenon. Since baseball and softball games are played outdoors, all teams associated with the Wichita Heights Jr. Baseball & Softball League are at risk when there is inclement weather and need to comply with this procedure. Once a game or competition has begun, the Umpire or Field Supervisor holds the responsibility of game suspension and/or termination.

**NOTE:** If a **SEVERE WEATHER WARNING** has been issued for Sedgwick County, Harvey County, and/or Butler County, the respective District and/or Field Supervisor (whichever is applicable for the time the WARNING is issued) may determine that it is in the best interest of all involved to not begin games and/or continue games until the **WARNING has expired**. In this situation, a notice will be sent via Call Multiplier (WHJBSL game cancellation service) to the Head Coach of the teams, or the Head Coach will be directly contacted at the field.

**BEFORE COMPETITION - IN WHICH NO WARNING HAS BEEN ISSUED:** If “weather” may become a factor before games are to begin, the Field Supervisor and/or Umpire will meet with both coaches and make sure that each coach understands and if necessary - explain that we have a means to monitor the severe weather/lightning and what determines the stoppage of play during the game, if there is imminent danger from the severe weather/lightning. The coaches need to understand that it is either the game Umpire(s) and/or the Field Supervisor that will decide whether to discontinue play based on these procedural guidelines.

### ONCE GAMES HAVE BEGAN

- **SUSPENSION OF PLAY:** TWO confirmed lightning strikes in the 12 mile or under range, regardless of the presence of visible lightning, will provide a signal that possible severe weather lightning is in the area.

At that time, the Field Supervisor will sound an air horn - **1 SHORT HORN BLAST**. Upon this signal, all games will be suspended for 15 minutes according to WHJBSL rules (Page 30 - Section XVI), and everyone should leave the field/dugout/bleacher area immediately and remain at the complex.

*(Alternate Method: Utilization of the Flash-to-Bang Method. Count the seconds from the time the lightning is sighted to when the clap of thunder is heard. Divide this number by five to obtain how far away, in miles, lightning is occurring. If it reveals lightning to be within 10 miles (a 50 second count between the flash of lightning and the bang of thunder), the Field Supervisor will sound an air horn - 1 SHORT HORN BLAST. Upon this signal, all games will be suspended for 15 minutes according to WHJBSL rules (Page 30 - Section XVI), and everyone should leave the field/dugout/bleacher area immediately and remain at the complex.*

- **RESUMPTION OF PLAY:** Upon completion of the 15 minute suspension of play and if the conditions warrant resumption of play, the Field Supervisor will sound **2 SHORT HORN BLASTS**.  
*(Alternate Method: Fifteen minutes AFTER the last lightning strike within a 10 mile range using the Flash-To-Bang method, and if the Field Supervisor feels conditions warrant the resumption of play, 2 SHORT HORN BLASTS will be sounded.)*
- A Field Supervisor may opt to be stricter than the above written rules (i.e., cancel games instead of continuing to suspend), but they shall not resume play if the above criteria are not met.
- **CANCELLATION OF PLAY AND EVACUATION OF THE PLAYING FIELD:** In the event of imminent severe weather, **4 SHORT HORN BLASTS** will be sounded by the Field Supervisor, and immediately following the signal, all athletes, coaches, fans, officials, and support personnel are to evacuate the field/complex and seek the nearest enclosed grounded shelter or structure.

**NO SEVERE WEATHER SAFETY GUIDELINE / POLICY / PROCEDURE WILL GIVE A 100% GUARANTEE OF TOTAL SAFETY, BUT FOLLOWING THESE STEPS WILL HELP AVOID POSSIBLE INJURIES. Adopted by the WHJBSL Board on December 8, 2021.**

### III. WHJBSL Heat Index Guidelines

The Wichita Heights Jr. Baseball & Softball League has implemented the following guidelines to deal with extreme heat at all baseball and softball games and practices. It is designed to provide coaches, parents, and participants with a standard for safe play in situations of extreme heat.

The two values that the WHJBSL will take into account when recommending the modification or cancellation of games/practices are air temperature and relative humidity. The combination of these two elements reflects the heat index. We will rely on the heat index reading that is updated hourly by the National Weather Service at the Eisenhower National Airport.

The WHJBSL has defined five heat index zones. These zones are based on recommended guidelines published by the American College of Sports Medicine (ACSM) for participation in sports activities during periods of extreme heat. Because the heat index does not take into account wind and direct sunlight, two degrees will be added to the stated heat index on sunny and still days. Likewise, two degrees will be subtracted on cloudy and windy days.

Coaches are encouraged to follow these guidelines for all practices and games outside the jurisdiction of the WHJBSL.

**PLEASE NOTE - The heat index will NOT be decided until 10 minutes before the start of a game. All evening games will finish with the guidelines with which the games started, even if the zone decreases after the game has begun. However, a daytime game may begin in one zone and increase to another zone during the game, in which case the game will be completed in whichever is the highest zone reached.**

#### White Zone

Heat index of 65-80 degrees. In this range, the participants are in very little danger from heat, and no special measures will be taken by the WHJBSL and the respective District.

#### Yellow Zone

Heat index of 81-98 degrees. In this range, coaches will be encouraged to take extra steps to protect their players by making sure they keep them hydrated and by encouraging frequent substitutions during games and practices.

#### Orange Zone

Heat index of 99-105 degrees. In this range, the WHJBSL and the respective District will implement the following games: All measures taken in the Yellow Zone. Catchers will be allowed to catch only two innings in succession. If it is a practice day, coaches are instructed to keep players well hydrated and to take frequent breaks.

#### Red Zone

Heat index of 106-115 degrees. In this range, the WHJBSL and the respective District will implement the following games: All measures taken in the Yellow and Orange Zones; the length of games will be modified according to the schedule below.

- Baseball and softball grades 1<sup>st</sup>/2<sup>nd</sup> & 3<sup>rd</sup>/4<sup>th</sup> - games will be reduced by 15 minutes
- Baseball and softball grades 5<sup>th</sup>/6<sup>th</sup> & 7<sup>th</sup>/8<sup>th</sup> - games will be reduced by 20 minutes

If it is a practice day, coaches are instructed to reduce the time of practice, take frequent breaks, and keep players well hydrated by having them drink water.

#### Black Zone

Heat index above 115 degrees. In this range, the WHJBSL and the respective District will cancel all games and/or coaches should cancel practices until the heat index returns to 115 or below.

**Note** - During the course of the day, the heat index will rise and fall depending upon the time of day, amount of wind, cloud cover, etc. The above program modifications could also change throughout the course of the day, especially on a weekend. For example, a 1:00pm game on Saturday could be played under the Orange Zone guidelines, and a 4:00pm game could be played under Red Zone guidelines.

The above are merely guidelines, and it is the responsibility of parents to make the ultimate decision as to the participation of their child in WHJBSL events when heat may be a factor, taking into consideration the age and physical condition of their child. Parents also have the ultimate responsibility to inform their child about the dangers of heat and the need for protection, including sunscreen and proper hydration. **Adopted by the WHJBSL Board on November 2, 2016.**



# Age Group Specific Playing Rules/Modifications

## IV. BASEBALL - 1<sup>st</sup> & 2<sup>nd</sup> Grade (Machine Pitch)

Grades 1<sup>st</sup> & 2<sup>nd</sup> during the 2025-2026 school year.

League games for this division may begin the week of April 20<sup>th</sup>. From April 20<sup>th</sup> through May 22<sup>nd</sup>, games will be scheduled for 6:30pm only, with the exception of any Friday games, which may be scheduled for 6:30, 8:00, or 8:30pm. Beginning the week of May 25<sup>th</sup>, games may be scheduled for 6:30, 8:00, or 8:30pm. The league season OFFICIALLY ends on July 3<sup>rd</sup>, 2026, unless extended by the Board of the WHJBSL.

- 1) **Pitching machine distance** - 43 feet.
- 2) **Base distance** - 60 feet.
- 3) **The pitching machine settings** - The pitching machine settings for BOTH American & National: Power Lever 5/Release Block 4/ Micro Adjustment 3.  
NOTE: Each district is responsible for purchasing new springs for each game machine, and each District will be required to replace said springs each year on all game machines.
- 4) **Regulation game** - Five innings. (3 innings OR 2 ½ innings with the home team ahead is a complete game.)
- 5) **Time limit** - No inning will begin 1 hour and 15 minutes after the official starting time, regardless of the innings played, except in the case of a tie game. The next inning shall begin immediately following the last out of the previous inning. If the game is tied at the end of regulation play, the game ends in a tie.
- 6) **Run limits** - There is a five-run limit per half inning at bat. Only five runs will count in every inning played, per half inning.
- 7) **Run rule** - In games in which a team is leading by at least ten runs after four innings, the game shall be declared a complete game.
- 8) Free substitution and batting the roster shall apply as defined in Substitution Rules (*Section XII - Rule 13, p.21*). A player shall not remain on the bench more than one defensive half inning at a time.
- 9) **Infield Fly** - The infield fly rule will not be in effect.
- 10) **Dropped 3<sup>rd</sup> Strike** - A batter is out and cannot run on a dropped third strike.
- 11) A pitched ball is considered a DEAD BALL, for the purposes of determining whether a catcher and/or pitcher may make a play on a baserunner. The ball is dead at all times until it has been put into play by the batter. A runner shall not score from third base on a passed ball at home plate. The base runner may attempt to advance only on a fair hit, or on a caught fly (fair or foul) after the runner retouches the base (if caught), or if a play is made on the runner at any base. This releases the runner to advance at his own risk, or if a definite play has been made on him. A runner behind a runner at third may not force the runner at third unless the bases are full. The runner is entitled to third base until he is put out or forced to vacate it for another runner entitled to third base.
- 12) **Stealing** - No base stealing allowed even after the ball has been pitched by the machine. The machine-pitched ball must be put in play by the batter, by either a batted fair ball or a caught foul ball, before any baserunner can attempt to advance. A baserunner cannot lead off and must remain in contact with the base until the ball has left the pitching machine. If a

- baserunner does not maintain contact with said base until the ball has left the machine, said baserunner will be declared out.
- 13) Balls and strikes will not be called; no walk, balk, or bases for a hit batsman will be granted. The batter will be called out after three swinging strikes or five pitches, unless a foul occurs on the 5<sup>th</sup> pitch or a later pitch. Bunting IS ALLOWED. However, if a batter attempts to bunt on the 3<sup>rd</sup> strike or 5<sup>th</sup> pitch, the batter is out if the pitch is hit foul.
  - 14) There will be five pitches per batter (in the absence of a machine, a coach is required to pitch; seven pitches will be used). The batter will be declared "OUT" on the 3<sup>rd</sup> swinging strike. If after the allotted number of pitches have been thrown and no contact has been made on the last pitch, the batter is out. EXCEPTION: If on the last pitch the batter fouls the pitch off, they will receive another pitch (and subsequent pitches on foul balls) until they put the ball in play, swing and miss, or let the pitch go by.
  - 15) The pitching machine will be positioned with its front edge aligned over the pitching rubber location at 43 feet. The pitching machine shall be set before the game by the umpires and/or a district representative. A representative from the batting team will operate the pitching machine during the game, and he/she may adjust the micro adjustment screw as often as deemed necessary, to compensate for the height of the batter or wind conditions. The person running the machine shall do so promptly and SHALL NOT coach any batter/runner while operating the machine. At no time shall the speed of the machine be adjusted. In addition, either umpire has the authority to declare a NO PITCH at any time that they deem necessary or in the event of a malfunction of the machine. A "no pitch" is defined as a pitched ball that leaves the pitching machine and hits home plate or any area in front of home plate, OR any pitched ball that leaves the pitching machine and is completely above the batter's head. In the event of a batter swinging at a pitch defined as a no pitch, whether declared or not by the umpire, the pitch, swing, and/or play will count. The make, model, and speed/settings are determined by the Board of the WHJBSL.
  - 16) A member of the defending team will field in the pitcher's position. He must remain behind the pitching rubber and off to either side until the ball has left the machine. Penalty will be a no pitch unless the ball is put into play.
  - 17) If a batted ball strikes the pitching machine, the bucket located behind the pitching machine, or the pitching machine operator, the ball is dead, and the batter is awarded 1<sup>st</sup> base, and all other baserunners are awarded one base. Any ball in play that strikes the bucket behind home plate will be considered "live".
  - 18) A machine operator who, in the opinion of the umpire, hinders a defender from making a play (intentional or unintentional) shall be ruled as committing interference.
  - 19) If a thrown ball (intentional or unintentional) strikes the machine or operator (while inside the circle), the ball is dead, and play is stopped with the runner(s) going to their base(s) as deemed by the umpire.
  - 20) Five-foot long hash marks will be drawn across the baselines twenty-seven feet past 1<sup>st</sup> base, 2<sup>nd</sup> base, and 3<sup>rd</sup> base. If a base runner is on or past the hash mark when the umpire declares "Time", the runner will receive the next base unless a lead runner negates the advancement. If a base runner is not yet on the hash mark when the umpire declares "Time", the runner must return to the last base touched.
  - 21) There shall be a 16' foot circle (8-foot radius) marked from the center of the pitcher's plate. The line drawn around the pitcher's plate is considered inside the circle. Once the ball is returned to the kid pitcher, who has possession of the ball within the circle, the umpire shall declare TIME. A pitcher fielding the ball in the circle is just another fielder and (1) may attempt to make a play on a runner (with runners advancing at their own risk) or (2) may hold the ball until the umpire declares time. Once the umpire has declared time, the position of the runner/runners in relation to the hash marks will determine whether they may advance to the next base or must return to the last base touched.

- a. *NOTE: The intent of this rule is to help the players in their decision-making. If the player is confused as to where the ball should be thrown, they may throw it to the kid pitcher. However, coaches should be encouraged to teach their players to attempt to make a play on a baserunner(s) when at all possible. Simply teaching/instructing the defensive players to return the ball to the youth pitcher inside the circle in every instance is poor fundamental coaching and is strongly discouraged. It is also the intent of this rule to help the young umpires make a confident call of "TIME" when the kid pitcher has the ball inside the circle and is not making a play on a runner(s). Coaches should remember that when "TIME" is called, it is a judgment call by the umpire, and it cannot be argued or challenged.*
- 22) Four adults will be allowed on the playing field during the game, which is limited to two offensive base coaches, one machine operator, and one DEFENSIVE coach, who is ONLY allowed in the outfield during play.
- 23) Two umpires are used (one plate and one base).
- 24) A bucket of baseballs/softballs (recommended minimum of 10) will be kept behind the pitching machine during the game, and an empty bucket will be kept behind the catcher with the plate umpire. The catcher/plate umpire will put each pitch that is not put into play in the empty bucket, and the umpires will switch buckets as needed (preferably in between batters). The purpose of this rule is to speed up play to facilitate players receiving more at-bats throughout the game.
- 25) At the election of the coach, either team may use a 10<sup>th</sup> player in the outfield. For this rule, "outfield" shall be defined and described as (1) outfield grass on the baseball diamond, OR (2) behind a chalk line on the diamond 20 feet behind the base paths between first base and second base, AND second base and third base. The 10<sup>th</sup> player must be used as a 4<sup>th</sup> outfielder and cannot be used as an infielder. This rule applies to ALL outfielders. Neither team is required to play such a 10<sup>th</sup> player. Either team may elect to use a 10<sup>th</sup> player regardless of whether or not the other team uses such a 10<sup>th</sup> player.
- 26) **Overthrows** - On any overthrow that enters DEAD BALL territory (ball is out of play, ball leaves the diamond, under the fence, or sticks in the chain-link fence), the ball is declared "dead", the umpires immediately call "time", and the baserunner(s) are awarded one base from the last base touched. On overthrows that remain in live-ball territory, the "Overthrow Rule" applies in all situations. 1<sup>st</sup> & 2<sup>nd</sup> Grade Divisions are the ONLY age groups where this Overthrow Rule applies. After the first overthrow by the defensive team, the baserunner(s) are allowed to advance a maximum of one base, at their own risk. This includes attempts at 1<sup>st</sup>, 2<sup>nd</sup>, and/or 3<sup>rd</sup> base that result in the ball going into the outfield, staying in play on the infield, or remaining in foul territory.
- \*\*\* COACHES' NOTE:** *The purpose of this rule is to encourage the players to attempt to make a defensive play on a baserunner and not just return the ball immediately to the kid pitcher and/or be concerned with multiple overthrows. In the event of an overthrow and once a player or players have reached the next base and/or a player or players are retired, the umpire will immediately declare "time", and the play will be ended.*

**NOTE:** *It is strongly recommended that coaches teach their players NOT to set up in the baseline. They are encouraged to instruct their infielders to begin/set up either two steps in front of or behind the baseline, as described by an imaginary line drawn directly between the bases. Additionally, coaches are encouraged to instruct their outfielders to begin/set up at least five steps behind the baseline, as described by an imaginary line drawn directly between the bases.*

Required Equipment: Catcher - Full catcher's helmet (NO SKULLCAPS ALLOWED), facemask with throat protector, chest protector, and shin guards. Batters - Batting helmet. Baserunners - Batting helmet. On-deck batter – Batting helmet.



## V. BASEBALL - 3<sup>rd</sup> & 4<sup>th</sup> Grade

Grades 3<sup>rd</sup> & 4<sup>th</sup> during the 2025-2026 school year.

League games for this division may begin the week of April 20<sup>th</sup>. From April 20<sup>th</sup> through May 22<sup>nd</sup>, games will be scheduled for 6:30pm only, with the exception of any Friday games, which may be scheduled for 6:30, 8:00, or 8:30pm. Beginning the week of May 25<sup>th</sup>, games may be scheduled for 6:30, 8:00, or 8:30 p.m. The league season OFFICIALLY ends on July 3<sup>rd</sup>, 2026, unless extended by the Board of the WHJBSL.

- 1) **Pitching distance** - 46 feet.
- 2) **Base distance** - 65 feet.
- 3) **Regulation game** - Five innings. (3 innings OR 2 ½ innings with the home team ahead is a complete game.)
- 4) **Time limit** - No inning will begin 1 hour and 30 minutes after the official starting time, regardless of the innings played, except in the case of a tie game. The next inning shall begin immediately following the last out of the previous inning.  
**Tie-breaking procedure** - In the event that the score is tied at the end of the last regulation inning, the following procedure will be used: (1) The first extra-inning shall commence with a base runner being placed at second base. The base runner placed at second base shall be the last batter from the previous inning. (2) In the event that the score is still tied at the end of the first extra inning, the game shall be considered a tie game.
- 5) **Run limit** - There is a five-run limit per half inning at bat. Only five runs will count in every inning played (regular and extra), per half inning.
- 6) **Run rule** - In games in which a team is leading by at least ten runs after three innings, the game shall be declared a complete game.
- 7) Free defensive substitution and batting the roster will apply. See Substitution Rules (Section XII - Rule 13, p.21).
- 8) No pitcher shall be allowed to pitch in more than three innings in a game.  
NOTE: If a pitcher delivers one pitch in an inning, that pitcher will be charged for one inning pitched. Penalty for violation of this rule: Forfeiture of the game.
- 9) **Pitch counts** - Although not officially a rule by WHJBSL definition, it is strongly recommended that no pitcher be allowed to pitch in more than six innings in a calendar week. In addition, the generally accepted "pitch count" standard used by Little League Baseball is as follows: NO more than 75 pitches per day. If the pitch count reaches 61 to 75, a minimum of three days' rest should be allowed before said pitcher is allowed to pitch again. If the pitch count is between 41 to 60 pitches, a minimum of two days' rest should be allowed before said pitcher is allowed to pitch again. If the pitch count is between 21 to 40 pitches, a minimum of one day's rest should be allowed before said pitcher is allowed to pitch again. If 20 or fewer pitches are thrown in a day, there should be no specific days of rest.
- 10) **Dropped 3<sup>rd</sup> strike** - A batter is out and cannot run on a dropped third strike regardless of whether the pitch is delivered by a player or coach pitcher.
- 11) **Infield Fly** - The infield fly rule **will not** be in effect.
- 12) There is **NO OVERTHROW RULE** on a batted ball in play in this division.

- 13) **American Division Only** - A baserunner cannot lead off and must remain in contact with the base until the ball has left the kid pitcher's hand. In the event that a baserunner does not maintain contact with said base until the ball has left the kid pitcher's hand, said baserunner will be declared out, and any other baserunners who advanced on the play must be returned to the base occupied at the time of the pitch. For umpire clarity, that ball is dead, and the pitcher does NOT count upon the baserunner being declared out. For clarity, baserunners may NOT lead off or steal any base on any pitch delivered by a coach pitcher.
- National Division Only:** When a kid pitcher is pitching, stealing home is allowed under this same rule.

**American Division Only** - At the election of the coach, either team may use a tenth player in the outfield. For this rule, "outfield" shall be defined and described as (1) outfield grass on the baseball diamond, OR (2) behind a chalk line on the diamond 20 feet behind the base paths between first base and second base, AND second base and third base. The tenth player must be used as a 4<sup>th</sup> outfielder and cannot be used as an infielder. This rule applies to ALL outfielders. Neither team is required to play such a tenth player. Either team may elect to use a tenth player regardless of whether or not the other team uses such a tenth player.

**American Division Only** - Stealing: The baserunner must maintain contact with the base until the ball has left the pitcher's hand (normal delivery to home plate). In the event that the baserunner does not maintain contact with the base until the ball has left the pitcher's hand, said baserunner will be declared out. There are no pick-off moves allowed. The baserunner may advance one base on a steal attempt, unless the ball is "hit" into fair territory, which would allow the baserunner to act as a normal baserunner. A baserunner can only advance to home plate on a bases-loaded hit-by-pitch, a ball hit into fair territory, or a caught fly ball in either fair or foul territory, after tagging up. A baserunner at 3<sup>rd</sup> base that "comes down the line" at the time of a pitch is susceptible to having a play being made on them as they attempt to return to 3<sup>rd</sup> base. However, a baserunner in this situation is not allowed to attempt to advance home regardless of a play being made on them and/or an overthrow at 3<sup>rd</sup> base. NOTE: On a fly ball in fair or foul territory that is caught by a fielder, a baserunner may tag up and advance at their own risk. This situation IS NOT considered "stealing".

**American Division Only** - Each batter will face a player-pitcher. No walks will be allowed. Once a player-pitcher has thrown four balls to a batter, the batter will continue their at-bat with the existing count and will receive UP TO THREE additional pitches thrown by the offensive coach until they either have hit a ball fair or strike out. (1<sup>st</sup> EXAMPLE: If a batter has a count of four balls and no strikes, they will receive up to three pitches to hit a ball fair or strike out. 2<sup>nd</sup> EXAMPLE: If a batter has a count of four balls and one strike, they will receive up to two pitches to hit a ball fair or strike out. 3<sup>rd</sup> EXAMPLE: If a batter has a count of four balls and two strikes, they will receive one pitch to hit a ball fair or strike out.) A batter cannot end their bat on a foul ball unless the defense catches it in the air. Coach pitchers must remain in the dugout unless they are pitching. Coach pitchers must keep both feet behind the line that will be marked 10 feet in front of the pitching rubber (33 feet from the back of home plate) when delivering a pitch (exception of stride step), but need not pitch from the pitcher's plate.

If a Coach pitcher is delivering the pitch to the batter, the defensive player serving as the pitcher must start the play inside the chalk circle around the pitching mound AND BEHIND the pitcher's plate (pitching rubber) near (within 5-6 feet to the left or right of the pitching mound).

**American Division Only** - A 16' Circle (8-foot radius) will be marked from the center of the

pitcher's plate and around the pitching mound. The Coach pitcher must begin his/her pitching motion with both feet inside the circle. The Coach pitcher's stride may take their stride foot outside the circle. NO Coach will be required to pitch from the mound/pitcher's plate.

**NOTE: Coaches should encourage their players to attempt to hit the pitches from the player-pitcher rather than wanting to hit only off the coach-pitcher.**

NOTE: A "NO Pitch" may be called by either umpire on any pitch thrown by the coach pitcher on a pitch that leaves the coach pitcher's hand and hits home plate and/or any area in front of home plate, any pitched ball that leaves the coach pitcher's hand and is completely above the batter's head, **any pitched ball that leaves the coach pitcher's hand and is at least half way in the outside batters' box OR any pitched ball that leaves that coach pitcher's hand that goes behind the batter.** In the event that the batter swings at a pitch defined as a potential no pitch, whether declared by the umpire or not, the pitch swing (strike) and/or results of the play will count.

Batters who are struck by a pitch from a player-pitcher without swinging at the ball will be awarded 1<sup>st</sup> base. If a batter is hit by a pitch thrown by a coach-pitcher and the batter does not swing at the pitch, the umpire shall declare the pitch unhittable, and the pitch will be replayed as a no-pitch. If a batter swings at a pitch and it strikes them, it is counted as a strike, and no base will be awarded.

A batted ball that strikes the coach-pitcher before it is touched by a defensive player is ruled a dead ball, and the pitch will be replayed as a no-pitch. A batted ball that strikes a coach-pitcher after it is touched by a defensive player and/or has passed a defensive player playing an infield position shall be considered a live ball and in play. Bunting is only allowed when the pitch is delivered by a player-pitcher. Stealing is only allowed when the pitch is delivered by a player-pitcher. (This rule was added to eliminate a batter from receiving a "base on balls" by the player-pitcher).

A coach-pitcher who, in the opinion of the umpire, hinders a defender from making a play (intentional or unintentional) shall be ruled as committing interference.

Required Equipment: Catcher - Full catchers' helmet (NO SKULLCAPS ALLOWED), facemask with throat protector, chest protector, and shin guards. Batters - Batting helmet. Baserunners - Batting helmet. On-deck batter – Batting helmet. Plate Umpire – Facemask with throat protector, chest protector, and shin guards.

**NOTE: NO BALK WARNINGS WILL BE ISSUED IN ANY DIVISION OF BASEBALL.**



## VI. BASEBALL - 5<sup>th</sup> & 6<sup>th</sup> Grade

Grades 5<sup>th</sup> & 6<sup>th</sup> during the 2025-2026 school year.

League games for this division may begin the week of April 20<sup>th</sup>. From April 20<sup>th</sup> through May 22<sup>nd</sup>, games will be scheduled for 6:30pm only, with the exception of any Friday games which may be scheduled for 6:30, 8:00, or 8:30pm. Beginning the week of May 25<sup>th</sup>, games may be scheduled for 6:30, 8:00, or 8:30pm. The league season OFFICIALLY ends on July 3<sup>rd</sup>, 2026, unless extended by the Board of the WHJBSL.

- 1) **Pitching distance** - 50 feet.
- 2) **Base distance** - 70 feet.
- 3) **Regulation game** - Five innings. (3 innings OR 2 ½ innings with the home team ahead is a complete game.)
- 4) **Time limit** - No inning will begin 1 hour and 30 minutes after the official starting time, regardless of the innings played, except in the case of a tie game. The next inning shall begin immediately following the last out of the previous inning.  
**Tie-breaking procedure** - Beginning with the 1<sup>st</sup> “extra inning,” the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on 2<sup>nd</sup> base. This person MAY NOT be substituted for. If the game is tied at the end of the 1<sup>st</sup> extra inning, the offensive team shall begin its turn at bat with the players who are scheduled to bat last and next to last in that respective half inning being placed on 2<sup>nd</sup> and 3<sup>rd</sup> base. These persons MAY NOT be substituted for. If the game is tied at the end of the 2<sup>nd</sup> extra inning, the game ends in a tie.
- 5) **Run limits** - There is a five-run limit per half inning at bat. Only five runs will count in every inning played (regular and extra), per half inning.
- 6) **Run rule** - In games in which a team is leading by at least 15 runs after three innings, or 10 runs after four innings, the game shall be declared a complete game.
- 7) Free defensive substitution and batting the roster will apply. See Substitution Rules (Section XII - Rule 13, p.21).
- 8) No pitcher shall be allowed to pitch in more than four innings in a game.  
NOTE: If a pitcher delivers one pitch in an inning, that pitcher will be charged for one inning pitched. Penalty for violation of this rule: Forfeiture of the game.
- 9) **Pitch counts** - Although not officially a rule by the WHJBSL definition, it is strongly recommended that no pitcher be allowed to pitch in more than eight inning in a calendar week. In addition, the generally accepted “pitch count” standard is used by Little League Baseball. NO more than 85 pitches per day. If the pitch count reaches 61 to 85, a minimum of three days’ rest should be allowed before said pitcher is allowed to pitch again. If the pitch count is between 41 to 60 pitches, a minimum of two days’ rest should be allowed before said pitcher is allowed to pitch again. If the pitch count is between 21 to 40 pitches, a minimum of one day’s rest should be allowed before said pitcher is allowed to pitch again. If 20 or fewer pitches are thrown in a day, there should be no specific days of rest.
- 10) **Infield fly** - The infield fly rule **will not** be in effect.
- 11) There is **NO OVERTHROW RULE** on a batted ball in play in this division.

Required Equipment: Catcher - Full catcher’s helmet (NO SKULLCAPS ARE ALLOWED), facemask with throat protector, chest protector, and shin guards. Batters - Batting helmet. Baserunners - Batting helmet. On-deck batter – Batting helmet. Plate Umpire – Facemask with throat protector, chest protector, and shin guards.

**NOTE: NO BALK WARNINGS WILL BE ISSUED IN ANY DIVISION OF BASEBALL.**



## VII. BASEBALL - 7<sup>th</sup> & 8<sup>th</sup> Grade

Grades 7<sup>th</sup> & 8<sup>th</sup> during the 2025-2026 school year.

League games for this division may begin the week of April 20<sup>th</sup>. From April 20<sup>th</sup> through May 22<sup>nd</sup>, games will be scheduled for 6:30pm only, with the exception of any Friday games which may be scheduled for 6:30, 8:00, or 8:30pm. Beginning the week of May 25<sup>th</sup>, games may be scheduled for 6:30, 8:00, or 8:30pm. The league season OFFICIALLY ends on July 3<sup>rd</sup>, 2026, unless extended by the Board of the WHJBSL.

- 1) **Pitching distance** - American: 54 feet.
- 2) **Base distance** - American: 80 feet.
- 3) **Pitching distance** - National: 60 feet & 6 inches
- 4) **Base distance** - National: 90 feet
- 5) **Regulation game** - Six innings. (4 innings OR 3 ½ innings with the home team ahead is a complete game.)
- 6) **Time limit** - No inning will begin 1 hour and 30 minutes after the official starting time, regardless of the innings played, except in the case of a tie game. The next inning shall begin immediately following the last out of the previous inning.

**Tie-breaking procedure** - Beginning with the 1<sup>st</sup> “extra inning,” the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on 2<sup>nd</sup> base. This person MAY NOT be substituted for. If the game is tied at the end of the 1<sup>st</sup> extra inning, the offensive team shall begin its turn at bat with the players who are scheduled to bat last and next to last in that respective half inning being placed on 2<sup>nd</sup> and 3<sup>rd</sup> base. These persons MAY NOT be substituted for. If the game is tied at the end of the 2<sup>nd</sup> extra inning, the game ends in a tie.

- 7) **Run limits** - There is a five-run limit per half inning at bat. Only five runs will count in every inning played (regular and extra), per half inning.
- 8) **Run rule** - In games in which a team is leading by at least 15 runs after four innings, or 10 runs after five innings, the game shall be declared a complete game
- 9) **Infield fly** - The infield fly rule **WILL** be in effect.
- 10) There is **NO OVERTHROW RULE** on a batted ball in play in this division.
- 11) Each coach may use the Re-entry rule or bat the roster with free substitutions as defined in the Substitution Rules (Section XII - Rule 13, p.21). The Coach must declare the option to the plate umpire before the commencement of the game, as well as to the official scorekeeper. Once the coach announces the option and play commences, that team must continue to play the entire game under that option. Each coach may choose either option.

If the Re-entry rule is chosen, at the coach’s option, a designated hitter may be used for any player in the lineup as defined in Substitution Rules (Section XII - Rule 13, p.21).

If free substitution and batting the roster is chosen, it is recommended that no player shall remain on the bench for more than one defensive inning at a time.

- 12) No pitcher shall be allowed to pitch in more than five innings in a game.

NOTE: If a pitcher delivers one pitch in an inning, that pitcher will be charged for one inning pitched. Penalty for violation of this rule: Forfeiture of the game.

Required Equipment: Catcher - Full catcher’s helmet (NO SKULLCAPS ALLOWED), facemask with throat protector, chest protector, and shin guards. Batters - Batting helmet. Baserunners - Batting helmet. On-deck batter – Batting helmet. Plate Umpire – Facemask with throat protector, chest protector, and shin guard.

**NOTE: NO BALK WARNINGS WILL BE ISSUED IN ANY DIVISION OF BASEBALL.**



## VIII. SOFTBALL - 1<sup>st</sup> & 2<sup>nd</sup> Grade (Machine Pitch)

Grades 1<sup>st</sup> & 2<sup>nd</sup> during the 2025-2026 school year.

League games for this division may begin the week of April 20<sup>th</sup>. From April 20<sup>th</sup> through May 22<sup>nd</sup>, games will be scheduled for 6:30pm only, with the exception of any Friday games which may be scheduled for 6:30, 8:00, or 8:30pm. Beginning the week of May 25<sup>th</sup>, games may be scheduled for 6:30, 8:00, or 8:30pm. The league season OFFICIALLY ends on July 3<sup>rd</sup>, 2026, unless extended by the Board of the WHJBSL.

- 1) **Pitching machine distance** - 35 feet.
- 2) **Base distance** - 60 feet.
- 3) **Pitching machine settings** - Power Lever 3/Release Block 4/Micro Adjustment 3.  
NOTE: Each District will be responsible for purchasing new springs for each game machine, and each District will be required to replace said springs each year on all game mechanics.
- 4) **Regulation game** - Five innings. (3 innings OR 2 ½ innings with the home team ahead is a complete game.)
- 5) **Time limit** - No inning will begin 1 hour and 15 minutes after the official starting time, regardless of the innings played, except in the case of a tie game. The next inning shall begin immediately following the last out of the previous inning. If the game is tied at the end of regulation play, the game ends in a tie.
- 6) **Run limits** - There is a five-run limit per half inning at bat. Only five runs will count in every inning played per half inning.
- 7) **Run rule** - In games in which a team is leading by at least 10 runs after four innings, the game shall be declared a complete game.
- 8) Free substitution and batting the roster shall apply as defined in Substitution Rules (Section XII - Rule 13, p.21). A player shall not remain on the bench more than one defensive half inning at a time.
- 9) **Infield fly** - The infield fly rule will not be in effect.
- 10) **Dropped 3<sup>rd</sup> strike** - A batter is out and cannot run on a dropped 3<sup>rd</sup> strike.
- 11) A pitched ball is considered a DEAD BALL, for the purposes of determining whether a catcher and/or pitcher may make a play on a baserunner. The ball is dead at all times until it has been put into play by the batter. A runner shall not score from 3<sup>rd</sup> base on a passed ball at home plate. The base runner may attempt to advance only on a fair hit, or on a caught fly (fair or foul) after the runner retouches the base (if caught), or if a play is made on the runner at any base. This releases the runner to advance at her own risk, or if a definite play has been made on her. A runner behind a runner at 3<sup>rd</sup> may not force the runner at 3<sup>rd</sup> unless the bases are full. The runner is entitled to 3<sup>rd</sup> base until she is put out or forced to vacate it for another runner entitled to 3<sup>rd</sup> base.
- 12) A baserunner cannot lead off or steal a base and must remain in contact with the base until the ball has left the pitching machine. In the event that a baserunner does not maintain contact with said base until the ball has left the machine, said baserunner will be declared out.
- 13) Balls and strikes will not be called; no walk, balk, or bases for a hit batsman will be granted. The batter will be called out after three swinging strikes or five pitches unless a foul occurs on the 5<sup>th</sup> pitch or a later pitch. Bunting IS ALLOWED. However, if a batter attempts to bunt on the 3<sup>rd</sup> strike or 5<sup>th</sup> pitch, the batter is out if the pitch is hit foul.

- 14) There will be five pitches per batter (in the absence of a machine, a coach is required to pitch; seven pitches will be used). The batter will be declared "OUT" on the 3<sup>rd</sup> swinging strike. If after the allotted number of pitches have been thrown and no contact has been made on the last pitch, the batter is out. EXCEPTION: If on the last pitch the batter fouls the pitch off, they will receive another pitch (and subsequent pitches on foul balls) until they put the ball in play, swing and miss, or let the pitch go by.
- 15) The pitching machine will be placed, with the front edge over where the pitching rubber is/would be located (35 feet). The pitching machine shall be set before the game by the umpires and/or a district representative. A representative from the batting team will operate the pitching machine during the game, and he/she may adjust the micro adjustment screw as often as deemed necessary, to compensate for the height of the batter or wind conditions. The person running the machine shall do so promptly and SHALL NOT coach any batter/runner while operating the machine. At no time shall the speed of the machine be adjusted. In addition, either umpire has the authority to declare a NO PITCH at any time that they deem necessary or in the event of a malfunction of the machine. A "no pitch" is defined as a pitched ball that leaves the pitching machine and hits home plate or any area in front of home plate, OR any pitched ball that leaves the pitching machine and is completely above the batter's head. In the event of a batter swinging at a pitch defined as a no pitch, whether declared or not by the umpire, the pitch, swing, and/or play will count. The make, model, and speed/settings are determined by the Board of the WHJBSL.
- 16) A member of the defending team will field in the pitcher's position. She must remain behind the pitching rubber and off to either side until the ball has left the machine. Penalty will be a no pitch unless the ball is put into play.
- 17) If a batted ball strikes the machine or machine operator, the ball is dead, and the batter is awarded 1<sup>st</sup> base and all other baserunners are awarded one base.
- 18) A machine operator who, in the opinion of the umpire, hinders a defender from making a play (intentional or unintentional) shall be ruled as committing interference.
- 19) If a thrown ball (intentional or unintentional) strikes the machine or operator (while inside the circle), the ball is dead, and play is stopped with the runner(s) going to their base(s) as deemed by the umpire.
- 20) Five-foot long hash marks will be drawn across the baselines twenty-seven feet past 1<sup>st</sup> base, 2<sup>nd</sup> base, and 3<sup>rd</sup> base. If a base runner is on or past the hash mark when the umpire declares "Time", the runner will receive the next base unless a lead runner negates the advancement. If a base runner is not yet on the hash mark when the umpire declares "Time", the runner must return to the last base touched.
- 21) A 16' circle (8-foot radius) shall be marked from the center of the pitcher's plate. The line drawn around the pitcher's plate is considered inside the circle. Once the ball is returned to the kid pitcher, who has possession of the ball within the circle, the umpire shall declare TIME. A pitcher fielding the ball in the circle is just another fielder and (1) may attempt to make a play on a runner (with runners advancing at their own risk) or (2) may hold the ball until the umpire declares time. Once the umpire has declared time, the position of the runner/runners in relation to the hash marks will determine whether they may advance to the next base or must return to the last base touched.

*NOTE: The intent of this rule is to help the players in their decision-making. If the player is confused as to where the ball should be thrown, they may throw it to the kid pitcher. However, coaches should be encouraged to teach their players to attempt to make a play on a baserunner(s) when at all possible. Simply teaching/instructing the defensive players to return the ball to the youth pitcher inside the circle in every instance is poor fundamental coaching and is strongly discouraged. It is also the intent of this rule to help the young umpires make a confident call of TIME when the kid pitcher has the ball inside*

*the circle and is not making a play on a runner(s). Coaches should remember that when TIME is called, it is a judgment call by the umpire, and it cannot be argued or challenged.*

22) Four adults will be allowed on the playing field during the game, which is limited to two offensive base coaches, one machine operator, and one DEFENSIVE coach, who is ONLY allowed in the outfield during play.

23) Two umpires are used (one plate and one base).

24) A bucket of softballs (recommended minimum of 10) will be kept behind the pitching machine during the game, and an empty bucket will be kept behind the catcher with the plate umpire. The catcher/plate umpire will put each pitch that is not put into play in the empty bucket, and the umpires will switch buckets as needed (preferably in between batters). A ball in play that strikes the bucket behind the pitching machine will follow the same rules as if the ball hit the machine. Any ball in play that strikes the bucket behind home plate will be considered "live".

*The purpose of this rule is to speed up play to facilitate players receiving more at-bats throughout the game.*

25) At the election of the coach, either team may use a 10<sup>th</sup> player in the outfield. The 10<sup>th</sup> player must be used as a 4<sup>th</sup> outfielder and cannot be used as an infielder. Neither team is required to play such a 10<sup>th</sup> player. Either team may elect to use a 10<sup>th</sup> player regardless of whether or not the other team uses such a 10<sup>th</sup> player.

26) **Overthrows** - On any overthrow that enters DEAD BALL territory (ball is out of play, ball leaves the diamond, under the fence, or sticks in the chain-link fence), the ball is declared "dead", the umpires immediately call "time", and the baserunner(s) are awarded one base from the last base touched. On overthrows that remain in live-ball territory, the "Overthrow Rule" applies in all situations. 1<sup>st</sup> & 2<sup>nd</sup> Grade Divisions are the ONLY age groups where this Overthrow Rule applies. After the first overthrow by the defensive team, the baserunner(s) are allowed to advance a maximum of one base, at their own risk. This includes attempts at 1<sup>st</sup>, 2<sup>nd</sup>, and/or 3<sup>rd</sup> base that result in the ball going into the outfield, staying in play on the infield, or remaining in foul territory.

**\*\*\* COACHES' NOTE:** *The purpose of this rule is to encourage the defensive players to attempt to make a play on a baserunner and not just return the ball immediately to the kid pitcher and/or be concerned with multiple overthrows. In the event of the first overthrow and once a player or players have reached the next base and/or a player or players are retired, the umpire will immediately declare "time", and the play will be ended.*

**NOTE:** *It is strongly recommended that coaches teach their players NOT to set up in the baseline. They are encouraged to instruct their infielders to begin/set up either two steps in front of or behind the baseline, as described by an imaginary line drawn directly between the bases. Additionally, coaches are encouraged to instruct their outfielders to begin/set up at least five steps behind the baseline, as described by an imaginary line drawn directly between the bases.*

Required Equipment: Catcher - Full catcher's helmet (NO SKULLCAPS ALLOWED), facemask with throat protector, chest protector, and shin guards. Batters - Batting helmet with facemask. Baserunners - Batting helmet with facemask. On-deck batter - Batting helmet with facemask. Plate Umpire - Facemask with throat protector, chest protector, and shin guards.



## IX. SOFTBALL - 3<sup>rd</sup> & 4<sup>th</sup> Grade

Grades 3<sup>rd</sup> & 4<sup>th</sup> during 2025-2026 school year.

League games for this division may begin the week of April 20<sup>th</sup>. From April 20<sup>th</sup> through May 22<sup>nd</sup>, games will be scheduled for 6:30pm only, with the exception of any Friday games which may be scheduled for 6:30, 8:00, or 8:30pm. Beginning the week of May 25<sup>th</sup>, games may be scheduled for 6:30, 8:00, or 8:30pm. The league season OFFICIALLY ends on July 3<sup>rd</sup>, 2026, unless extended by the Board of the WHJBSL.

- 1) **Pitching distance** - 35 feet.
- 2) **Base distance** - 60 feet.
- 3) **Regulation game** - Five innings. (3 innings OR 2 ½ innings with the home team ahead constitute a complete game.)
- 4) **Time limit** - No inning will begin 1 hour and 30 minutes after the official starting time, regardless of the innings played, except in the case of a tie game. The next inning shall begin immediately following the last out of the previous inning.  
**Tie-breaking procedure** - In the event that the score is tied at the end of the last regulation inning, the following procedure will be used: (1) The 1<sup>st</sup> extra-inning shall commence with a base runner being placed at 2<sup>nd</sup> base. The base runner placed at 2<sup>nd</sup> base shall be the last batter from the previous inning. (2) In the event that the score is still tied at the end of the 1<sup>st</sup> extra inning, the game shall be considered a tie game.
- 5) **Run limits** - There is a five-run limit per half inning at bat. Only five runs will count in every inning played (regular and extra), per half inning.
- 6) **Run rule** - In games in which a team is leading by at least ten runs after three innings, the game shall be declared a complete game.
- 7) Free defensive substitution and batting the roster will apply. See Substitution Rules (Section XII - Rule 13, p.21). It is recommended that each player present and eligible to play should play at least one complete inning on defense.
- 8) **Dropped 3<sup>rd</sup> strike** - A batter is out and cannot run on a dropped third strike regardless of whether the pitch is delivered by a player or coach pitcher.
- 9) **Infield fly** - The infield fly rule **will not** be in effect.
- 10) There is **NO OVERTHROW RULE** on a batted ball in play in this division.
- 11) **Stealing** - The baserunner must maintain contact with the base until the ball has left the pitcher's hand (normal delivery to home plate). The baserunner may advance one base on a steal attempt, unless the ball is "hit" into fair territory, which would allow the baserunner to act as a normal baserunner. A baserunner can only advance to home plate on a bases-loaded hit-by-pitch, a ball hit into fair territory, or a caught fly ball in either fair or foul territory, after tagging up. A baserunner at 3<sup>rd</sup> base that "comes down the line" at the time of a pitch is susceptible to having a play being made on them as they attempt to return to 3<sup>rd</sup> base. However, a baserunner in this situation is not allowed to attempt to advance home regardless of a play being made on them and/or an overthrow at 3<sup>rd</sup> base. NOTE: On a fly ball in fair or foul territory that is caught by a fielder, a baserunner may tag up and advance at their own risk. This situation IS NOT considered "stealing".
- 12) **AMERICAN DIVISION ONLY** - At the election of the coach, either team may use a 10<sup>th</sup> player in the outfield. The 10<sup>th</sup> player must be used as a 4<sup>th</sup> outfielder and cannot be used as an infielder. Neither team is required to play such a 10<sup>th</sup> player. Either team may elect to use a 10<sup>th</sup> player regardless of whether or not the other team uses such a 10<sup>th</sup> player.

- 13) **AMERICAN DIVISION ONLY** - Each batter will face a player-pitcher. No walks will be allowed. Once a player-pitcher has thrown four balls to a batter, the batter will continue their at-bat with the existing count and will receive UP TO THREE additional pitches thrown by the offensive coach, until they either hit a ball fair or strike out. (1<sup>st</sup> EXAMPLE: If a batter has a count of four balls and no strikes, they will receive up to three pitches to hit a ball fair or strike out. 2<sup>nd</sup> EXAMPLE: If a batter has a count of four balls and one strike, they will receive up to two pitches to hit a ball fair or strike out. 3<sup>rd</sup> EXAMPLE: If a batter has a count of four balls and two strikes, they will receive one pitch to hit a ball fair or strike out.) A batter cannot end their bat on a foul ball unless the defense catches it in the air. Coach pitchers must remain in the dugout unless they are pitching. The coach pitcher must keep both feet in the pitching circle or within the confines of the pitcher mound (whichever is applicable) when delivering a pitch (exception of stride step), but need not pitch from the pitcher's plate.
- 14) A 16' Circle (8' radius) will be marked from the center of the pitching plate around the pitching area. The coach pitcher must begin his/her pitching motion with both feet inside the circle. The coach pitcher's pitching stride may take their stride foot outside the circle. NO coach pitcher will be required to pitch from the mound/pitcher's plate.

**Note: Coaches should encourage their players to attempt to hit the pitches from the player-pitcher rather than wanting to hit only off the coach-pitcher.**

NOTE: A **"No Pitch"** may be called by either umpire on any pitch thrown by the coach pitcher on a pitch that leaves the coach pitcher's hand and hits home plate and/or any area in front of home plate, any pitched ball that leaves the coach pitcher's hand and is completely above the batter's head, **any pitched ball that leaves the coach pitcher's hand and is at least half way in the outside batters' box OR any pitched ball that leaves the coach pitcher's hand that goes behind the batter.** In the event that the batter swings at a pitch defined as a potential no pitch, whether declared by the umpire or not, the pitch swing (strike) and/or results of the play will count.

Batters who are struck by a pitch from a player-pitcher without swinging at the ball will be awarded 1<sup>st</sup> base. If a batter is hit by a pitch thrown by a coach-pitcher and the batter does not swing at the pitch, the umpire shall declare the pitch unhittable, and the pitch will be replayed as a no-pitch. If a batter swings at a pitch and it strikes them, it is counted as a strike, and no base will be awarded.

A batted ball that strikes the coach-pitcher before it is touched by a defensive player is ruled a dead ball, and the pitch will be replayed as a no-pitch. A batted ball that strikes a coach-pitcher after it is touched by a defensive player and/or has passed a defensive player playing an infield position shall be considered a live ball and in play. Bunting is only allowed when the pitch is delivered by a player-pitcher. Stealing is only allowed when the pitch is delivered by a player-pitcher. (This rule was added to eliminate a batter from receiving a "base on balls" by the player-pitcher.)

A coach-pitcher who, in the opinion of the umpire, hinders a defender from making a play (intentional or unintentional) shall be ruled as committing interference.

Required Equipment: Catcher - Full catcher's helmet (NO SKULLCAPS ALLOWED), facemask with throat protector, chest protector, and shin guards. Batters - Batting helmet with facemask. Baserunners - Batting helmet with facemask. On-deck batter - Batting helmet with facemask. Plate Umpire - Facemask with throat protector, chest protector, and shin guards



## X. SOFTBALL - 5<sup>th</sup> & 6<sup>th</sup> Grade

Grades 5<sup>th</sup> & 6<sup>th</sup> during 2025-2026 school year.

League games for this division may begin the week of April 20<sup>th</sup>. From April 20<sup>th</sup> through May 22<sup>nd</sup>, games will be scheduled for 6:30pm only, with the exception of any Friday games which may be scheduled for 6:30, 8:00, or 8:30pm. Beginning the week of May 25<sup>th</sup>, games may be scheduled for 6:30, 8:00, or 8:30pm. The league season OFFICIALLY ends on July 3<sup>rd</sup>, 2026, unless extended by the Board of the WHJBSL.

- 1) **Pitching distance** - 40 feet.
- 2) **Base distance** - 60 feet.
- 3) **Regulation game** - Five innings. (3 innings OR 2 ½ innings with the home team ahead constitute a complete game.)
- 4) **Time limit** - No inning will begin 1 hour and 30 minutes after the official starting time, regardless of the innings played, except in the case of a tie game. The next inning shall begin immediately following the last out of the previous inning.  
**Tie-breaking procedure** - Beginning with the 1<sup>st</sup> “extra inning,” the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on 2<sup>nd</sup> base. This person MAY NOT be substituted for. If the game is tied at the end of the 1<sup>st</sup> extra inning, the offensive team shall begin its turn at bat with the players who are scheduled to bat last and next to last in that respective half inning being placed on 2<sup>nd</sup> and 3<sup>rd</sup> base. These persons MAY NOT be substituted for. If the game is tied at the end of the 2<sup>nd</sup> extra inning, the game ends in a tie.
- 5) **Run limits** - There is a five-run limit per half inning at bat. Only five runs will count in every inning played (regular and extra), per half inning.
- 6) **Run rule** - In games in which a team is leading by at least 15 runs after three innings, or ten runs after four innings, the game shall be declared a complete game.
- 7) Free defensive substitution and batting the roster will apply. See Substitution Rules, Section XII - Rule 13, p.21). It is recommended that each player present and eligible to play should play at least two complete innings on defense.
- 8) A 4<sup>th</sup> outfielder **IS NOT** permitted.
- 9) **Infield fly** - The infield fly rule **will not** be in effect.
- 10) There is **NO OVERTHROW RULE** on a batted ball in play in this division.

Required Equipment: Catcher - Full catcher’s helmet (NO SKULLCAPS ARE ALLOWED), facemask with throat protector, chest protector, and shin guards. Batters - Batting helmet with facemask. Baserunners - Batting helmet with facemask. On-deck batter – Batting helmet with facemask. Plate Umpire – Facemask with throat protector, chest protector, and shin guards.



## XI. SOFTBALL - 7<sup>th</sup>/8<sup>th</sup>/9<sup>th</sup> Grade

Grades 7<sup>th</sup>, 8<sup>th</sup>, or 9<sup>th</sup> during 2025-2026 school year.

League games for this division may begin the week of May 4<sup>th</sup>. Games may be scheduled for 6:30, 8:00, or 8:30pm. The league season OFFICIALLY ends on July 3<sup>rd</sup>, 2026, unless extended by the Board of the WHJBSL. Per KSHAA rules, 9<sup>th</sup> graders playing on their high school softball team CANNOT practice or play games in the WHJBSL until their high school season is officially complete.

- 1) **Pitching distance** - 43 feet.
- 2) **Base distance** - 60 feet.
- 3) **Regulation game** - Six innings. (4 innings OR 3 ½ innings with the home team ahead constitute a complete game.)
- 4) **Time limit** - No inning will begin 1 hour and 30 minutes after the official starting time, regardless of the innings played, except in the case of a tie. The next inning shall begin immediately following the last out of the previous inning.  
**Tie-breaking procedure** - Beginning with the 1<sup>st</sup> “extra inning,” the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on 2<sup>nd</sup> base. This person MAY NOT be substituted for. If the game is tied at the end of the 1<sup>st</sup> extra inning, the offensive team shall begin its turn at bat with the players who are scheduled to bat last and next to last in that respective half inning being placed on 2<sup>nd</sup> and 3<sup>rd</sup> base. These persons MAY NOT be substituted for. If the game is tied at the end of the 2<sup>nd</sup> extra inning, the game ends in a tie.
- 5) **Run limits** - There is a five-run limit per half inning at bat. Only five runs will count in every inning played (regular and extra), per half inning.
- 6) **Run rule** - In games in which a team is leading by at least 15 runs after four innings or ten runs after five innings, the game shall be declared a complete game.
- 7) Each coach may use the re-entry rule or bat the roster with free substitutions as defined in the Substitution Rules (Section XII - Rule 13, p.21), or use the USA Softball DP/FLEX option. The Coach must declare the option under which they are playing to the plate umpire before the commencement of the game, as well as to the official scorekeeper. Once the coach announces the option and play commences, that team must continue to play the entire game under that option. Each coach may choose whichever option they want. It is recommended that no player shall remain on the bench for more than one defensive inning at a time.
- 8) **Infield fly** - The infield fly rule **WILL** be in effect.
- 9) There is **NO OVERTHROW RULE** on a batted ball in play in this division.

Required Equipment: Catcher - Full catcher’s helmet (NO SKULLCAPS ARE ALLOWED), facemask with throat protector, chest protector, and shin guards. Batters - Batting helmet with facemask. Baserunners - Batting helmet with facemask. On-deck batter – Batting helmet with facemask. Plate Umpire – Facemask with throat protector, chest protector, and shin guards.

## XII. GENERAL LEAGUE RULES

WHJBSL will generally be governed by:

**Baseball:** Current NFHS rules with modifications contained herein.

**Softball:** Current NFHS with modifications contained herein.

1. Once schedules have been published, no changes can be made without the consent of the Senior District Reps. of the teams involved. **PENALTY: FORFEITURE BY BOTH TEAMS.** NOTE: The Board of the WHJBSL reserves the right to consolidate divisions, if deemed in the best interest of the league.
2. 1<sup>st</sup> and 2<sup>nd</sup> Grade divisions will play a 10-game schedule.  
All other divisions will play a 12-game schedule.
3. The Board shall select a type of baseball and softball for use in league games. These types of balls shall be used for all league games. Failure to provide league-approved balls, when requested, will result in forfeiture by the home team. The following types of baseballs and softballs are the official balls recognized by the WHJBSL and must be used in all WHJBSL games:
  - ◆ 1<sup>st</sup>/2<sup>nd</sup> Grade baseball and 3<sup>rd</sup>/4<sup>th</sup> Grade “American” baseball - (any manufacturer) RIF Level 10 baseball.
  - ◆ 3<sup>rd</sup>/4<sup>th</sup> Grade “National” baseball, 5<sup>th</sup>/6<sup>th</sup> Grade baseball and 7<sup>th</sup>/8<sup>th</sup> Grade baseball - (any manufacturer) - *minimum* of a High School specification baseball.
  - ◆ 1<sup>st</sup>/2<sup>nd</sup> Grade softball and 3<sup>rd</sup>/4<sup>th</sup> Grade softball - (any manufacturer) RIF Level 10 - 11" optic yellow softball or (any manufacturer - ASA/USA Softball approved) .47 core 11" optic yellow softball.
  - ◆ 5<sup>th</sup>/6<sup>th</sup> Grade softball and 7<sup>th</sup>/8<sup>th</sup>/9<sup>th</sup> Grade softball - (any manufacturer) RIF Level 10 - 12" optic yellow softball or (any manufacturer - ASA/USA Softball approved) .47 core 12" optic yellow softball.
4. Only unmodified manufactured bats (no “fungo” bats, no corked bat, no modified/enhanced-performance bats, etc.) may be used in respective baseball or softball games. **Exception:** T-Ball bats will be permitted in any baseball & softball games. T-Ball bats are defined to include all baseball bats identified by the manufacturer as T-Ball bats, as well as those baseball bats known as bottle barrel bats (those bats which have an unchanging bat diameter for the majority of the length of the barrel).

Baseball bats are not allowed to be used in softball games, and softball bats are not allowed to be used in baseball games. For softball games, only fast-pitch softball bats must be used.

Enforcement in an illegal bat situation across the League requires:

1. Bat removed from the game.
2. Warning issued to the coach and player using the bat.
3. Notification to League by Umpire/Field Supervisor of use of illegal bat after the game includes Team, Coach, and Player names.
4. On Second Offense by the same team/coach, steps 1-4 apply, AND the situation is referred to the League Rules Review Committee for ejection, suspension, or other appropriate disciplinary actions.
5. For games scheduled to start at 6:30pm: At 6:05pm, the **HOME** team will be given the infield for ten minutes. At 6:15pm, the **VISITING** team will take the infield for ten minutes. At 6:25pm, the Umpires will hold a pre-game conference with the coaches; the game will begin at 6:30pm. On fields where a 2<sup>nd</sup> game is scheduled, the visiting team will take the infield five minutes after the early game is completed, or 8:05pm, whichever is later. The visiting team will have ten minutes for the infield, followed by ten minutes for the home team; the umpires will hold a pre-game conference immediately following the home team’s infield practice and begin the game immediately thereafter. (This rule is intended to clarify and standardize pre-game warm-ups.)
6. Walk-up music and music played between innings or before games is permitted, depending on each district’s own policy. Please see the chart on page 2 for clarification.
7. All score books should be signed by the chief umpire after the game.
8. Both coaches will meet with the chief umpire at home plate to go over ground rules and exchange lineups. **LAST NAMES AND FIRST INITIALS WILL BE USED.**

9. The **WINNING** coach will be required to email the score of the game to the WHJBSL *Recorder of Standings* **within forty-eight hours upon the completion of the game or it will be recorded as a LOSS for both teams.** This does not remove the responsibility of the Home Coach calling in postponements or rainouts.
10. Approved headgear must be worn at all times by all offensive players outside of the dugout. Headgear is required when a batter enters the batting box. If the pitcher toes the rubber while the batter is in the batter's box and the batter is without a helmet, the batter will be called OUT.
11. All players must have numbers on their shirts or uniform tops. No two players shall have the same number.
12. Each team may have only one offensive conference per inning. An offensive conference is defined as a stoppage of play by the offensive team that involves a "verbal" communication between the batter and an offensive coach. A batter requesting time (and if granted), stepping out of the batter box with one or both feet, and receiving "signs" from an offensive coach, will not be considered verbal communication/an offensive conference. Umpires will caution the coach if a 2<sup>nd</sup> offensive conference is called for in an inning, and if the coach persists, the umpire may eject the coach from the game. Injury time-outs are not to be confused with offensive conferences.
13. **SUBSTITUTION RULES:**

The following substitution options may be available to a coach, depending upon the division in which his/her team is playing. If the coach has an option, the coach must declare the option under which they are playing to the plate umpire before the commencement of the game, as well as to the official scorekeeper. Once the coach announces the option and play commences, that team must continue to play the entire game under that option.

#### **FREE DEFENSIVE SUBSTITUTION AND BATTING THE ROSTER**

Each coach may substitute at the beginning of each half inning any of his or her defensive players without having to report the line-up change to the home plate umpire, as long as there will be **NO changes in the batting order**, subject to the EXCEPTION below. It is recommended that no player shall remain on the bench for more than one defensive inning at a time.

**EXCEPTION:** Any pitcher (starting pitcher or relief pitcher) can be removed from the pitching position for a relief pitcher and is still eligible to pitch again later in the game in a different inning based on compliance with other rules (including hit batters). It may not violate the WHJBSL substitution rule, but is subject to the Re-Entry Rule if the Coach has selected that line-up option before the start of the game.

An offensive player can only be substituted for due to injury or illness. If the player is removed from a position on the base path for any injury or illness, he or she may return to play later in the game. Players may only return to a game ONE time if removed from the base paths. If the player is removed for injury or illness, no out will be credited when the player's name comes up in the batting order again, but they cannot participate for the remainder of the game if they do not bat when it is their turn in the order.

#### **RE-ENTRY RULE**

Any of the starting players may be withdrawn from the game and re-enter once and only once, including a player who was the designated hitter, provided such player occupies the same batting position when re-entering the line-up. A substitute who is withdrawn from the game may not re-enter. In the case of an injury to a runner, and there are no eligible substitutes left on the bench, the coach may use any player on the bench. This player may not go into the field after the inning is over.

#### **DESIGNATED HITTER**

A designated hitter (DH) may be used for any one starting defensive player and all subsequent substitutes for that starting defensive player in the game. A starting defensive player cannot be listed as the DH in the starting line-up. A DH, if used, must be selected before the start of the game, and his or her name must be included on the line-up cards given to the umpires and official scorer. Failure to declare a DH precludes the use of a DH in that game. If a pinch hitter or pinch runner is used for the DH, that player becomes the new DH. The player who was the DH may re-enter as the DH under the re-entry rule. The role of the DH is terminated for the remainder of the game when: (1) The defensive player, or any previous defensive player for whom the DH batted, subsequently bats, pinch hits, or pinch runs for the DH; or (2) The DH or any previous DH assumes a defensive position. A DH and the player for whom he is hitting are "locked" into the batting order. No multiple substitutions may be made that will alter the batting rotation.

14. Any player-pitcher who hits three batters during an inning OR five total batters during the course of a game will be removed from the pitching position and cannot return to pitch again during that game. The official scorekeeper is to record the number of batters that are hit by a pitcher and notify the home plate umpire when three batters are hit in an inning OR five total batters are hit during the course of a game by the same pitcher.
15. Five warm-up pitches or 90 seconds between innings. 1<sup>st</sup> & 2<sup>nd</sup> Grade baseball and softball have 120 seconds.
16. No equipment shall be left on the playing field during the game (including foul territory).
17. The starting time will be entered in each score book at the direction of the chief umpire.
18. In the 3/4<sup>th</sup> Grade groups and up, BEFORE a pitch is thrown (batter is up), a defensive coach may tell the umpire that they will intentionally walk the batter, and the batter may take 1<sup>st</sup> base without any balls thrown.
19. Steel cleats are not allowed in any age group, except 7<sup>th</sup>/8<sup>th</sup> Grade baseball and 7<sup>th</sup>/8<sup>th</sup>/9<sup>th</sup> Grade softball.

**20. CRASH RULE:**

A fielder must be in possession of the ball to block a base.

A baserunner must slide (a baserunner may make contact with a fielder as a “continuation of the slide”, if in the judgment of the umpire, said contact is not excessive or flagrant). **OR**

A baserunner may “give themselves up” (or surrender to a tag without contact with the fielder)

A baserunner must avoid contact with the fielder unless the baserunner makes a legal slide.

**FIELDER NOT IN POSSESSION OF THE BALL**

A fielder **NOT** in possession of the ball and blocking a base will be deemed to have **OBSTRUCTED** the baserunner if in the judgment of the umpire, the baserunner's progress was impeded to the extent that they did not reach a base they would have reached if the obstruction had not occurred or if the ball precedes the baserunner and the baserunner is tagged before they have obtained the base, if in the judgment of the umpire, the baserunner would have reached said base if they had not been obstructed or the fielder had not blocked the base without first obtaining possession of the ball. **NOTE:** If a fielder is not in possession of the ball and is blocking a base and the baserunner deliberately collides with the fielder, the baserunner will be called out.

**INTERPRETATION:** If the fielder does not have the ball in their possession, they cannot block a base or impede the progress of a baserunner. If they do, obstruction is probably going to be called.

**FIELDER IN POSSESSION OF THE BALL**

If a fielder is in possession of the ball and is blocking a base, the baserunner has four options.

1. Slide.
2. Avoid contact with the fielder.
3. Try to go back to the previous base.
4. Give themselves up.

If a fielder is in possession of the ball and the baserunner does not slide, they are required to avoid making contact with the fielder. In the absence of a slide and the baserunner makes contact with the fielder, the baserunner will be called out, regardless of a tag being made or if the baserunner reaches a base before a tag is made on the baserunner.

**INTERPRETATION:** If the fielder has possession of the ball, the baserunner must

1. Slide.
2. Avoid contact with the fielder.
3. Try to go back to the previous base.
4. Give themselves up.

If they choose #2 and contact is made with a fielder in possession of the ball, the baserunner will be called out.

**CRASH**

If, in the judgment of the Umpire, a baserunner maliciously collides with a fielder (whether in possession of the ball or not), the baserunner will be declared out, ejected, and all other baserunners will return to their original base.

## **AVOIDING A FIELDER**

If a baserunner runs more than three feet outside of the baseline (a direct line between the baserunner's path and the base) to avoid being tagged, unless his/her action is to avoid interference with a fielder fielding a batted ball, said baserunner is deemed to be in violation of rule 6.05 and/or 7.08 (NBC) and 8.7 (USA Softball) and will be declared out. However, if a baserunner runs more than three feet outside of the baseline or runs more than three feet outside of the baseline to avoid contact with a fielder not in possession of the ball, the baserunner shall not be considered to be in violation of the above rules and should not be declared out.

## **21. INFIELD FLY RULE**

An INFIELD FLY is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when 1<sup>st</sup> and 2<sup>nd</sup>, or 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> bases are occupied, before two are out. The pitcher, catcher, and any outfielder who stations themselves in the infield on the play shall be considered infielders for the purpose of this rule.

22. **BALKS** - If there is a runner or runners on base, it is a balk when: The pitcher, while touching his plate, is to step directly towards a base before throwing to that base. If a pitcher turns or spins off his free foot without actually stepping or if he turns his body and throws before stepping, it is a balk. A pitcher is to step directly towards a base before throwing to that base and is required to throw (except to 2<sup>nd</sup> base) because he steps. It is a balk if, with a runner on 1<sup>st</sup> and 3<sup>rd</sup> base, the pitcher steps towards 3<sup>rd</sup> base and does not throw, merely to bluff the baserunner back to 3<sup>rd</sup>; then, seeing the baserunner on 1<sup>st</sup> base start for 2<sup>nd</sup> base, turn and steps toward and throws to 1<sup>st</sup> base. It is legal for a pitcher to feint a throw to 2<sup>nd</sup> base.

### **BALK CLARIFICATION**

All balks will be called according to OBR rules. You may find the official balk rules on page 75 (2021), Rule: 6.02 (a), in the MLB Rulebook. (Available online)

**NO BALK WARNINGS WILL BE ISSUED IN ANY DIVISION OF BASEBALL.**

23. Depending on the diamond configuration and bleacher design, players, coaches, and/or spectators may be allowed behind the catcher or backstop in the judgment of the Field Supervisor or Umpire as long as these subjects demonstrate proper behavior, language, and sportsmanship. Players, coaches, and/or spectators will NEVER be allowed behind the catcher's backstop if they criticize or harass the umpires.
24. Only the players, bat person, two offensive coaches, and one defensive coach per team will be allowed on the field of play.
25. In the interest of safety and proper conduct in the dugout, it will be strongly encouraged that each team assign a "bench parent". This will be stressed in 1<sup>st</sup>/2<sup>nd</sup> Grade baseball and softball and 3<sup>rd</sup>/4<sup>th</sup> Grade baseball and softball, but it is recommended for all age groups. Responsibilities for the bench parent are as follows:
1. Keep the players sitting on the bench in the dugout until it is their time to bat, be on deck, and/or take the field.
  2. Prevent players from unsafe use of the equipment while in the dugout. No swinging of bats or tossing of the balls.
  3. Control any taunting, name-calling, language, or any other unsportsmanlike actions towards their own teammates and/or players on the opposing team.
  4. Help make sure the players gather their own equipment and pick up the dugout area before the next team enters the dugout.
26. All teams with uniforms shall comply with official baseball/softball rules regarding uniforms when on the playing field. No liquor, beer, or tobacco advertising will be allowed on the uniforms.
27. In the event of a tie by two or more teams for the end-of-season position in league standings in a specific age division, the following criteria shall be used in the STATED priority order below to determine final league standings and League trophies:
- Head-to-head competition (Won-loss record) during the season between the tied teams;
  - Runs allowed in the head-to-head competition during the season between the tied teams;
  - Runs scored in head-to-head competition during the season between the tied teams;
  - Then a coin flip administered by an appropriate District official in the event that the above prior three-step procedure does not resolve the tie; trophies will be awarded to all teams involved in the tie for 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> place.
28. Trophies will be awarded in three places for all age groups/divisions.

29. Each baseball and softball age group division shall be divided into a National League (Upper Division) and an American League (Lower Division). Teams may play in either League, regardless of the age of their players. However, teams are encouraged to participate in the league, which represents the age of their players. Teams with 40% or more of their players in the higher age bracket who are playing in the American League will be ineligible for trophy contention and will only receive participation medals (if provided by the league), regardless of final standings. NOTE: The Board of the WHJBSL reserves the right to consolidate divisions if deemed in the best interest of the league.
30. All rules prescribed by the current OBR for baseball and by the current USA Softball rules for fast pitch softball shall be further modified with regard to the playing field to conform to the actual conditions existing at each field. IN the event that a District chooses to use a portable pitching mound, it is recommended that the size shall be a minimum of 6" high, 7' wide (with tapered sides), and 7' long (with tapered front and back). All backstop and fence distances shall be modified to conform to the space available at each playing field.
31. A player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered. If medical care or treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The length of time that is considered reasonable is the umpire's judgment. The re-entry rule would apply to players. If there is an excessive amount of blood on the uniform, it must be changed before that individual participates again. **NOTE: At the umpire or supervisor's discretion, they may suspend game time in the event of a lengthy injury and/or stoppage and shall communicate that to both teams and scorekeepers.**
32. Players and umpires are not to wear jewelry (except for watches for umpires) on the field of play. This rule is intended to reduce the risk of injury, reduce unnecessary distractions, and reduce game time lost by hunting for lost jewelry.
33. For 3<sup>rd</sup>/4<sup>th</sup> grade and older ages, courtesy runners are legal in baseball or softball for **ONLY catchers or pitchers**. The courtesy runner shall be the player with the last recorded out in the line-up.
34. Once the league schedule is published, games may be moved and/or rescheduled only for the following reasons:
  - School activity (through May 22, 2026), whereas a team will have fewer than seven players;
  - Rain-out and/or unplayable field;
  - Other act of nature.

Once a game is declared postponed due to one of the above reasons, the following procedure will be followed by the home District/Community rescheduler to facilitate a game reschedule:

1. The home District/Community rescheduler will have 72 hours to make the initial contact with both coaches concerning a reschedule date.
2. Said reschedule date should be within a three-week window from the date of the originally scheduled date and/or the next Rain-out weekend, whichever is first.
3. Once a rescheduled date has been agreed to, the home District/Community rescheduler will immediately notify the League Scheduler of said date.

If this procedure is not adhered to by the home District/Community rescheduler within the allotted time frame, the offended team may request a review and possible action by the Review Committee by the offending team/District/Community, which may include, but is not limited to, forfeiture of said game.

35. Each District shall designate a HOME and VISITOR dugout (and label if possible).
36. All defensive coaches are restricted to the dugout, unless otherwise specified in the rules, and if the dugouts have gates, they should remain closed. NOTE: This rule was implemented for safety and coaches' interference reasons. Coaches are not allowed outside the dugout, sitting on a bucket, calling pitches, thus avoiding the possibility of interference being called.
37. The pitcher's glove may be of one solid color or multicolored as long as the color(s) are not the same color as the ball being used in the game, i.e., white and/or bright yellow, whichever is applicable. A pitcher may not wear any item on the pitching hand, wrist, forearm, elbow, or thigh that, in the judgment of the umpire, is distracting to the batter. A pitcher may wear a white and/or bright yellow undershirt, only if the majority color of the uniform top is of the corresponding color.

38. **TIME LIMIT EXPIRING DURING AN INNING:** If the time limit expires in the top half of an inning and the visiting team is behind by one or more runs AND has the opportunity to score a run or runs (based on the runs per inning rule) to tie the game or take the lead, the game will continue until a winner can be established.

If the time limit expires in the top half of an inning and the visiting team is behind by six or more runs, the game is ended at the expiration of the time limit, regardless of the number of outs, and the score at this point will be declared the “official score.”

If the time limit expires in the bottom half of an inning and the home team is behind by one or more runs AND has the opportunity to score enough runs (based on the *runs per inning rule*) to tie or take the lead, the game will be continued until a winner can be established.

If the time limit expires in the bottom half of an inning and the home team is behind by six or more runs, the game is ended at the expiration of the time limit, regardless of the number of outs, and the score at this point will be declared the “official score.”

39. **Hit by pitch (HBP)**, or hit batsman (HB), is a batter or his/her equipment (other than his/her bat) being hit in some part of his/her body and/or equipment by a pitch from the pitcher, if all of the following conditions are met:

- (1) is touched by a pitched ball outside of the strike zone,
- (2) and he/she attempts to avoid it - in the judgment of the umpire (had no opportunity to avoid it),
- (3) and he/she did not swing at the pitch.

If all these conditions are met, the ball is dead, the batter becomes a baserunner and is awarded 1<sup>st</sup> base, and the other baserunners advance if they are forced to vacate their base by the batter taking 1<sup>st</sup> base.

If the case whereas a batter swings and the pitch hits him/her anyway, the ball is dead, and a strike is called. If the batter does not attempt to avoid the pitch, in the judgment of the umpire, he/she is not awarded 1<sup>st</sup> base, and the pitch is ruled a strike if in the strike zone or a ball is out of the strike zone.

A *hit by pitch or hit batsman* can also be called on a pitch that has touched the ground. Such a bouncing pitch is like any other, and if a batter is hit by such a pitch, he/she will be awarded 1<sup>st</sup> base unless, in the judgment of the umpire, he/she does not attempt to avoid and/or does not swing at said pitch.

40. A team must have at least seven players and one adult, no later than 15 minutes past the scheduled starting time, or forfeit the game. In the event that a team does not have the required number of players available at game time, said team will be considered as “playing short.” The said team will be required to take an automatic out (location in the batting lineup at the discretion of the coach) for all players that the team is short, up to a maximum of two. In the event that a team begins a game with fewer than nine players and a player or players arrive late, said players will be placed in the spot in the lineup that the team was required to take the automatic out. In the event that a team is playing two players short, the location of a player arriving late and being inserted into the lineup will be at the discretion of the coach. Any player or players arriving after a game has begun may be placed in the lineup, regardless of whether the team has batted through their lineup or not. If a team has the required number of players to begin a game, any late-arriving players will be placed at the end of the batting lineup. NOTE: This rule applies to teams “playing short” and teams that have the required number of players to begin a game. Teams forfeiting three games due to a lack of a sufficient number of players are dropped from trophy contention. Nine positions will be batted. Failure to fill a batting position will result in an out being declared for that position each time it is due to bat unless the player has been injured or becomes ill during the game, creating the shortage.

41. **Borrowing players or players.** In an attempt to keep teams from having to “play short”, the following procedure can be used in the event that a team does not have the required number of players to play in a game. Under no circumstances should the Coach approach the player(s) themselves directly. Coaches should arrange the borrowing of players between themselves, and/or coaches & parents, and then notify their home District. Upon acceptance by their District, said District will notify the appropriate representative of the opposing District. The District representative from the District in which the game is being played will notify their head coach, field supervisors, and umpires. Said notification shall take place ~~no less than eight hours~~ before said games' start time, in which the borrowed player or players are to participate. The following criteria should be used in borrowing a player:

- A team may borrow a player or player(s) only to avert having to play with fewer than nine players.
- A player or player(s) borrowed should come from the same District UNLESS said District only has one team, or in the event that there are two teams, they are playing each other. In this instance, a team needing to borrow a player or players will be allowed to solicit a player or player(s) from another District.
- The borrowed player(s) must be registered on a team within the WHJBSL and must come from the same age

division as the team requesting their use or the division below, as long as said player meets the minimum age requirement.

- Said borrowed players are restricted from playing either the pitching and/or catching positions.
- A player may be borrowed in accordance with these procedures, a **MAXIMUM OF TWO TIMES** by any one team; said player becomes ineligible to play with said team again. If a team does have to play with fewer than nine players, they must follow General Rule #40 as it relates to “playing short”.

No team shall be permitted to play with more than three “Borrowed Players” during a game unless more Borrowed Players are approved by both Districts by the deadline for communicating on Borrowed Players at eight hours prior to game time.

Any “Borrowed Player” must be eligible based on grade and age;

“Borrowed Player(s)” must bat at the end of the batting order (last batter(s) in line-up).

A “Borrowed Player” cannot be used as a 10<sup>th</sup> player (4<sup>th</sup> outfielder) on any team.

A “Borrowed Player” must wear his/her regular jersey when being borrowed by another team to identify the player to the field supervisor, umpires, and opposing coaches.

Coaches are required to report this information to their District (each District must inform the District where the game will be played, too, if different), and umpires are encouraged to cover “Borrowed Player” requirements in pre-game Coaches Meetings.

If a team does have to play with fewer than nine players, they must follow General Rule #40 as it relates to “playing short”.

**42. Sunglasses.** Only non-mirrored, non-reflective, polarized sunglasses may be worn by pitchers. Prescription sunglasses are permitted so long as they comply with this rule. Umpire judgment will be required to determine if the sunglasses are distracting to the batter or the umpire.

### XIII. PLAYER ELIGIBILITY REQUIREMENTS

- A player will be permitted to play in the District he or she desires, subject to District capacity constraints, but once he or she has submitted their name to be placed on a roster, and that roster has been forwarded to the WHJBSL and/or District, he or she **MUST** remain on that team unless approval to move said player to a new team has been granted by the Review/Protest/Rule Interpretation Committee. No new player may be added to the roster after June 1<sup>st</sup> without the approval of the League. **A player may play on one team and ONLY in one division in the league.** The WHJBSL strongly discourages the practice of “playing up” beyond reasonable limits.
- Players WILL be placed in the division for their grade during the 2025-2026 school year.
- Neither the WHJBSL, the Board members, nor the coaches will be held responsible for any injuries or accidents to players, managers, or game officials while participating in activities sanctioned by the WHJBSL. Each player will be required to submit a signed affidavit to that effect to the League before he or she is eligible to play or practice.
- **Any team or part of a team playing games or tournaments outside of the WHJBSL and forfeiting a league or playoff game as a result will be dropped from trophy contention.**
- Each coach shall be required to check the playing members’ birth certificates when submitting their rosters.
- Use of ineligible/suspended players, suspended coaches, and/or spectators - All games will be forfeited where this occurs. The WHJBSL may impose additional penalties as deemed necessary.
- All team players must be legally registered with the District and must appear on the team’s official roster that is submitted to the WHJBSL. If a team uses an illegal player and it is discovered during the game, the penalty shall be immediate forfeiture of the game, the illegal player is suspended for their next regular/re-scheduled game, and the coach is suspended from coaching for the next three regular/re-scheduled games. If the use of an illegal player is discovered after the game has been completed, the offending team will forfeit the game, the illegal player shall be suspended for their next regular/re-scheduled game, and the coach is suspended from coaching for the next three regular/re-scheduled games. Subsequent violation of this rule shall result in both the player and coach being declared ineligible for further competition for the remainder of the season.

## XIV. PROTESTS

- ONLY DECISIONS on PLAYER ELIGIBILITY may be protested and NOT DECISIONS OF RULES OR UMPIRE JUDGEMENT, whether it be baseball, softball, or conduct on the playing field.
- Only the certified head coach or their certified assistant(s) may protest the game. The Head Coach's or assistant's name must appear on the League roster forms.
- The protesting coach must make his/her intentions clear AT THE TIME of the alleged infraction to the SITE SUPERVISOR or to their DISTRICT HEAD once the infraction is realized.
- The Protest Form must be filed with one of their District Reps within 48 hours of the infraction being realized.
- The Review Committee must rule on each protest within 48 hours after receiving it. The majority vote of the Review Committee is sufficient to decide a protest. The decision of the Review Committee shall be made known to the coaches involved in the protest, either at the conclusion of the hearing or by e-mail and/or telephone notice and/or e-mail notice, by a member of the Review Committee. Although the actual notice or telephone notice may be followed by a written decision, the time for appeal begins from the time of the actual notice or telephone notice of the decision.
- In all cases, the decisions of the Review Committee will be final.
- The Review Committee will consist of 3-5 members of the WHJBSL Board representing different districts, selected by the WHJBSL Board during their pre-season meetings. In the event that at least three members cannot be present to review the protest, the President of the WHJBSL may sit on the Review Committee and vote along with the other members.
- The Review Committee may decide upon its own procedures, including whether or not the coaches or others may present arguments and the time restraints upon such arguments.
- The Review Committee must rule on each protest within seven days after receiving it.

## XV. MISCONDUCT *(also refer to Misconduct Policy)*

- A District Representative, WHJBSL official, or the coach of their own team may cite a player for misconduct that occurs before, during, or after a game. The citing individual may suspend the player from playing in their next one, two, or three games. This may be appealed to the WHJBSL District Representative within 48 hours after the imposition of suspension. The player may continue to play while the appeal is being heard. The District Representative who brings the appeal to the Board may not vote on the appeal. The Board must meet within 72 hours of the appeal. This citation procedure will not nullify the power of an umpire to remove a player from a game presently in process.
- A District Representative and/or WHJBSL Official may recommend a sanction upon a player, coach, and/or spectator, which becomes confrontational after a game. The said Representative/Official will forward a written assessment of the situation to their respective District Head, who will forward the report to the District Head of the other District. The matter will then be turned over to the Review/Rule Interpretation/Protest Committee for investigation, and said committee will make a final ruling based on the circumstances of the incident. Sanctions may include - verbal warning and/or game suspensions of the offending party or parties.
- Occurrence of the following may result in indefinite suspension or other disciplinary actions by the Board of Directors:
- The use of tobacco (in any form), alcoholic beverages, or profanity on the playing field or in the dugout by players, coaches, and umpires.
  - ✓ Harsh disagreement with a game official by coaches, players, or spectators.
  - ✓ Harsh oral or physical abuse of players by coaches, officials, or spectators.
  - ✓ Any other non-sportsmanlike conduct that might reflect adversely on the WHJBSL.
- Throwing bats: Each team will receive one warning per game for a batter throwing the bat, at the discretion of the umpire. On subsequent violations after a team has received their warning, the batter will be called out; the ball is dead, and all runners will return to the last base touched at the time of the violation.
- Fake tag: A form of obstruction by a fielder who neither has the ball nor is about to receive the ball, and which impedes the progress of a runner either advancing or returning to a base. When a runner, while advancing or returning to a base, is obstructed by a fielder who fakes a tag with the ball, the obstructed runner and each other runner affected by the obstruction will always be awarded the base or bases he/she would have reached, in the umpire's judgment, had there been no obstruction. If the umpire feels there is justification (after a warning has been issued to a team), a defensive player could be ejected from the game.
- No person playing on or representing the opposition shall call the pitcher by name or by number or by position during the wind-up or delivery of the pitch. The baserunner cannot make any verbal communication to the pitcher.
- A base runner may not clap his or her hands when the pitcher is on the rubber.
- Penalties for misconduct as defined above (other than those items which have a specified penalty), by players, coaches, or fan(s) include expulsion from the game and/or premises, or forfeiture of the game by the team of the offending player, coach, or fan(s). The chief umpire, non-participating Board members, or District officials may levy penalties. Forfeiture shall only be imposed after a clear warning that the offending action must cease, or forfeiture of the game shall follow. Forfeiture, due to the extreme nature of the penalty, shall be used only when all other reasonable efforts and penalties have been exhausted. Any team required to forfeit a game by virtue of the above-specified misconduct shall also be required to forfeit their next scheduled or rescheduled game as of the time of the forfeiture. The umpire may levy an out against an offending team due to misconduct from a coach, player, or spectator, for inappropriate/unsportsmanlike behavior.
- The WHJBSL will not tolerate violence. Any act of violence or threat of an act of violence will be cause for a team to be barred from further League play. This rule applies to all players, coaches, and fans. (This rule applies only to misconduct with the expressed goal to deter poor sportsmanship.)
- Participation/attendance at a game by a suspended coach and/or spectator - Participation/attendance at a game by a suspended coach and/or spectator will result in a forfeiture of said game, when the incident occurs. The WHJBSL may impose additional penalties as deemed necessary.

Please refer to the [CODE OF CONDUCT & MISCONDUCT POLICY](#) for additional sanctions/information

## XVI. SHORTENED, RAIN-OUT, OR POSTPONED GAMES

- The decision to end a game before completion shall be that of the chief umpire or District official. A 15-minute delay must be provided before a game is ended due to rain or threatening weather. This 15-minute delay **WILL NOT** count as a part of the game's time limit. Games that have not reached the point of being considered a complete game and that are stopped for any reason beyond the control of the home District will be considered a "no game" and will be replayed from the beginning. Games that have reached the point of being considered a complete game, and the game is called while an inning is in progress and before it is completed, and one of the following situations prevails:
  - ✓ The visiting team has scored one or more runs to tie the score, and the home team has not scored, provided the home team has been allowed to bat in the bottom of the inning.
  - ✓ The visiting team has scored one or more runs to take the lead, and the home team has not tied the score or retaken the lead during their bat in the bottom of the inning.

The game will be considered a suspended game. A suspended game shall be resumed at the exact point of the suspension of the original game. The completion of a suspended game is a continuation of the original game. The batting lineup should remain the same unless a player from the original game is missing from the suspended game. In this case, all players listed after a missing player will be moved up, and any new players that were not present at the original game will be placed at the end of the lineup for the suspended game. On fields without lights, no inning will start after 8:30pm. *Districts are strongly encouraged to contact both coaches of any uncompleted games within 48 hours of the date of the regularly scheduled game. Every attempt should be made to reschedule uncompleted games, including rainouts, on the earliest possible date.*

- **BEFORE THE NEXT RAINOUT SATURDAY**, on which the home teams' District has a suitable field available, and neither team has a WHJBSL game scheduled. The only exception to the above statement is if a team already has three league games scheduled during a given week. (Monday through Friday).
  - Any games not made up under the above conditions should then be scheduled for the next available "rain-out" Saturday if at all possible.
  - In the event that an uncompleted game is not rescheduled under either of the above provisions, the League Director shall then have the authority to reschedule the game on the next available field in the Heights League and on the earliest open date for both teams, **REGARDLESS OF THE NUMBER OF GAMES THAT EITHER TEAM HAS DURING A GIVEN WEEK.**
- Games may be made up on Sundays if fields and umpires are available.
- No make-up games shall be scheduled after July 3<sup>rd</sup>, 2026 for baseball and softball.
- All uncompleted games will be emailed - within 48 hours of the date the game was being played - to the WHJBSL *Recorder of Standings* by the home team, or it will go down as a forfeit.
- If the grounds are wet, the home team should notify the other teams as soon as possible.
- In case of severe or threatening weather, and BOTH coaches agree, the game or scheduled game can be postponed unless considered a complete game according to Section XVI.
- Any game not played on its scheduled date shall be rescheduled by the home team's district rescheduler.
- Lightning rule: Each District shall rank its umpires with the highest-ranking umpire present on a complex at any given time being designated as the chief umpire. The chief umpire shall have the authority to suspend all games at that complex due to the presence of lightning or other serious weather conditions. When the chief umpire, because of weather conditions, suspends one game at a complex, then all other games at the same complex are automatically suspended at the same time. District Representatives present at the complex have greater authority than the chief umpire does, as defined above.
- A losing team's coach may call the game before the short game rule becomes effective if he or she desires by signing BOTH score books.

## XVII. UMPIRES

- Each game will have a Chief Umpire.
- Umpires will be in complete charge of the game, and all rulings made by them will be final.
- The *recommended* minimum age of the umpires (both plate and field) for each age division shall be as follows:

✓	Machine Pitch (Baseball and Softball)	14 years old
✓	3 <sup>rd</sup> /4 <sup>th</sup> & 5 <sup>th</sup> /6 <sup>th</sup> (Baseball and Softball)	14 years old
✓	7 <sup>th</sup> /8 <sup>th</sup> (Baseball) & 7 <sup>th</sup> /8 <sup>th</sup> /9 <sup>th</sup> (Softball)	16 years old
- The home District is responsible for providing two qualified umpires for all home games in said District.
- The chief umpire will notify each head coach of the official starting time.

## XVIII. WHJBSL Forfeit Policy

*Forfeit policy: Any team or part of a team playing games or tournaments outside of the League and forfeiting a League or playoff game as a result will be dropped from trophy contention. In the event that a team has forfeited a league game due to a lack of players, said team will be placed on probation for the remainder of the season. If there is a 2<sup>nd</sup> forfeiture due to a lack of players, said team is dropped for trophy contention. In the event that a District and/or team refuses to make up a game (rescheduled or rain-out) before the expiration of the League season, the Review/Protest/Rule Interpretation Committee will examine the circumstances and has the authority to fine said District \$100.00 per game not made up.*

*Any rain-out games pending after June 26<sup>th</sup> can be subject to a team or teams requesting a “no-game” to their District. The District will review the circumstances and render a recommendation to the Review/Protest/Rule Interpretation Committee. The decision made by the Review/Protest/Rule Interpretation Committee will be to either declare the game or games as “no game(s)” and no penalty will be issued, OR declare that the game or games will either be played or forfeited (see forfeit policy). In the event that the game is declared a “no game,” a win or loss for either team WILL NOT be entered into the league standings.*

## **XIX. WHJBSL Residency Requirements**

The Wichita Heights Jr. Baseball & Softball League welcomes the use of City and community facilities by local youth sports organizations. The intent of this document is to create a policy that considers the needs of the WHJBSL and the needs of each community while minimizing the impact on the neighboring surrounding communities as it relates to teams from one community participating “within” another community. We expect that each organization would always be respectful to its neighbors, staff, and the community as a whole. The WHJBSL policy is designed to create fairness in the allocation of facilities and programs and is based on the accurate provision of information by the youth sports leagues. Although the WHJBSL may check to verify accuracy, all youth sports community organizations are expected to verify the residency requirements in good faith. If information is found to be inaccurate or overstated, the WHJBSL has the authority to request a team to play “within” a certain community based on the following residency requirements.

The WHJBSL offers baseball for 1<sup>st</sup> & 2<sup>nd</sup> Grade, 3<sup>rd</sup> & 4<sup>th</sup> Grade, 5<sup>th</sup> & 6<sup>th</sup> Grade, 7<sup>th</sup> & 8<sup>th</sup> Grade and softball for 1<sup>st</sup> & 2<sup>nd</sup> Grade, 3<sup>rd</sup> & 4<sup>th</sup> Grade, 5<sup>th</sup> & 6<sup>th</sup> Grade and 7<sup>th</sup>/8<sup>th</sup>/9<sup>th</sup> Grades. If a community offers a certain division and, based on residency requirements established by each community, and if the majority of said players on the team meet these requirements, said team must play in the community where the majority of the players reside, based on those residency requirements.

If a community does not offer a certain age division within their community, said team is eligible to petition the WHJBSL Board and request admittance into another community that will be offering the age division.

Lastly, if a community offers an age division and the majority of the players on the team meet the residency requirements established by said community, said team is required to participate with the program offered by this community unless permission is granted by the WHJBSL Board allowing for the team to participate “within” another community.

## **XX. Code of Conduct Policy and Misconduct Policy**

### **PLAYERS CODE OF CONDUCT**

- I **WILL** encourage good sportsmanship from fellow players, coaches, officials, and parents at every game and practice by demonstrating good sportsmanship.
- I **WILL** attend every practice and game that I can and will notify my coach if I cannot.
- I **WILL** expect to receive a fair and equal amount of playing time.
- I **WILL** do my best to listen and learn from my coaches.
- I **WILL** treat my coaches, other players, officials, and fans with respect regardless of race, sex, creed, or abilities, and I will expect to be treated accordingly.
- I deserve to have fun during my sports experience and will alert parents or coaches if it stops being fun!
- I deserve to play in an environment that is free of drugs, tobacco, and alcohol, and expect adults to refrain from their use at all youth sports events.
- I **WILL** encourage my parents to be involved with my team in some capacity because it is important to me.
- I **WILL** do my very best in school.
- I **WILL** remember that sports are an opportunity to learn and have fun.

### **COACHES CODE OF CONDUCT**

- I **WILL** place the emotional and physical well-being of my players ahead of any personal desire to win.
- I **WILL** remember to treat each player as an individual, remembering the large spread of emotional and physical development for the same age group.
- I **WILL** do my very best to provide a safe play situation for my players.
- I **PROMISE** to review and practice the necessary first-aid principles needed to treat injuries of my players.
- I **WILL** do my best to organize practices that are fun and challenging for all my players.
- I **WILL** lead by example, in demonstrating fair play and sportsmanship to all my players.
- I **WILL** ensure that I am knowledgeable in the rules of each sport that I coach, and that I will teach these rules to my players.
- I **WILL** use those coaching techniques appropriate for each of the skills that I teach.
- I **WILL** remember that I am a youth coach, and that the game is for the children and not the adults.

### **PARENTS CODE OF CONDUCT**

- I **WILL** encourage good sportsmanship by demonstrating positive support for all players, coaches, and officials at every game, practice, or other youth sports events.
- I **WILL** place the emotional and physical well-being of my child ahead of personal desire to win.
- I **WILL** insist that my child play in a safe and healthy environment.
- I **WILL** support coaches and officials working with my child, in order to encourage a positive and enjoyable experience for all.
- I **WILL** demand a sports environment for my child that is free of drugs, tobacco, and alcohol, and will refrain from their use at all sports events.
- I **WILL** remember that the game is for youth - not for adults.
- I **WILL** do my very best to make youth sports fun for my child.
- I **WILL** ask my child to treat other players, coaches, fans, and officials with respect regardless of race, sex, creed, or ability.
- I **PROMISE** to help my child enjoy the youth sports experience by doing whatever I can, such as being a respectable fan, assisting with coaching, or providing transportation.
- I **WILL** require that my child's coach be trained in the responsibilities of being a youth sports coach and that the coach upholds the Coaches' Code of Conduct.

Wichita Heights Jr. Baseball & Softball League  
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## XXI. Coach Ejection Policy

Any ejection against a coach **will require** that said **coach leave the playing facility**, which is defined as the *playing field, bleacher/spectator area, and immediate commons area*. The coach must leave the playing facility within one minute and have no further contact with anyone associated with the game, or the game shall be declared a forfeit. This requirement also includes the “additional” game suspensions.

Any **coach** who is **ejected** from a game for unsportsmanlike conduct during a Wichita Heights Jr. Baseball & Softball League-sponsored league game is suspended from participation for **the remainder of that game + the next two scheduled** (regularly scheduled or make-up) **games**. During said suspension, the offending person is not allowed to be at the playing facility, before, during, or after the teams’ next scheduled (regularly scheduled or make-up) game. **NOTE** - WHJBSL sponsored league games only: In addition to non-participation during said suspension, the offending coach must meet with the Senior Representative of said District (or his/her assignee) and also complete a “sportsmanship” program, before said suspension can be lifted.

Any **coach** who is **ejected** from a game for unsportsmanlike conduct for a **2nd time** during a Wichita Heights Jr. Baseball & Softball League-sponsored league game **is suspended from participation for a period of one year**. During said suspension, the offending person is not allowed to be at the playing facility. In addition to non-participation during said suspension, the offending coach must meet with the Senior Representative of said District (or his/her assignee) and also complete a “sportsmanship” program, before said suspension can be lifted, and must petition and meet with the Board of said District and ask for possible reinstatement, before said suspension can be lifted. **NOTE** - If a coach is granted reinstatement by the Board of the District, they are to serve a one-year probation period (beginning from the date of the reinstatement). If, during this probationary period, a coach is ejected from a game for unsportsmanlike conduct, they are suspended from participation for a period of two years and must repeat the requirements for possible reinstatement, as listed above.

Any **coach** who has been **ejected** from a game and **verbally abuses** any District/WHJBSL **employee/official/volunteer** after an ejection, said **coach may be required to serve additional game suspensions** at the discretion of the District/WHJBSL Board.

Any **coach** who **physically assaults** any District/WHJBSL **employee, official, and/or volunteer** and/or **player** or **coach will be suspended from all District/WHJBSL activities for life**. In addition, law enforcement will be called, and the District/WHJBSL will encourage prosecution.

NOTE: Please refer to the WHJBSL “misconduct policy” for team sanctions concerning multiple ejections.

This policy was approved and adopted by a majority vote of the Board of the Wichita Heights Jr. Baseball & Softball League on January 4, 2023.

Wichita Heights Jr. Baseball & Softball League  
Youth Sports

## XXII. Spectator Ejection Policy

Any ejection against a spectator will require that said spectator leave the playing facility, which is defined as the *playing field, bleacher/spectator area, and immediate commons area*. The said spectator must leave the playing facility within one minute and have no further contact with anyone associated with the game, or the game shall be declared a forfeit. This requirement also includes the “additional” game suspensions.

Any **spectator** who is **ejected** from a game for unsportsmanlike conduct during a Wichita Heights Jr. Baseball & Softball League-sponsored league game is suspended from participation for **the remainder of that game + the next two scheduled** (regularly scheduled or make-up) **games**. During said suspension, the offending person is not allowed to be at the playing facility, before, during, or after the teams’ next scheduled (regularly scheduled or make-up) game. **NOTE** - WHJBSL sponsored league games only: In addition to non-participation during said suspension, the offending spectator must meet with the Senior Representative of said District (or his/her assignee) and also complete the **NAYS – PAYS Sport Parent** and/or a “sportsmanship” program, before said suspension can be lifted.

Any **spectator** who is **ejected** from a game for unsportsmanlike conduct for a **2nd time** during a Wichita Heights Jr. Baseball & Softball League-sponsored league game **is suspended from participation for a period of one year**. During said suspension, the offending person is not allowed to be at the playing facility. In addition to non-participation during said suspension, the offending spectator must meet with the Senior Representative of said District (or his/her assignee) and also complete **NAYS – PAYS Sport Parent** and/or a “sportsmanship” program, before said suspension can be lifted and must petition and meet with the Board of said District and ask for possible reinstatement, before said suspension can be lifted. **NOTE** - If a spectator is granted reinstatement by the Board of the District, they are to serve a one-year probation period (beginning from the date of the reinstatement). If, during this probationary period, said coach is ejected from a game for unsportsmanlike conduct, they are suspended from participation for a period of two years and must repeat the requirements for possible reinstatement, as listed above.

Any **spectator** who has been **ejected** from a game and **verbally abuses** any District/WHJBSL **employee/official/volunteer** after an ejection, said coach may be required to serve additional game suspensions at the discretion of the District / WHJBSL Board.

Any **spectator** who **physically assaults** any District/WHJBSL **employee, official, and/or volunteer** and/or **player** or **coach will be suspended from all District / WHJBSL activities for life**. In addition, law enforcement will be called, and the District / WHJBSL will encourage prosecution.

**NOTE:** Please refer to the WHJBSL “misconduct policy” for team sanctions concerning multiple ejections.

This policy was approved and adopted by a majority vote of the Board of the Wichita Heights Jr. Baseball & Softball League on January 4, 2023.

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## XXIII. Player Ejection Policy

Any **player** who is **ejected** from a game for unsportsmanlike conduct during a Wichita Heights Jr. Baseball & Softball League-sponsored league game is suspended from participation for the remainder of that game + the next two scheduled (regularly scheduled or make-up) games. During said suspension, the offending person is not allowed to be at the playing facility, before, during, or after the teams' next scheduled (regularly scheduled or make-up) game. **NOTE** - WHJBSL sponsored league games only: In addition to non-participation during said suspension, the offending coach must meet with the Senior Representative of said District (or his/her assignee) and also complete a "sportsmanship" program, before said suspension can be lifted.

Any **player** who is **ejected** from a game for unsportsmanlike conduct for a **2nd time** during the same sports season is ineligible for further participation during the sports season. In addition, the said individual must petition the Board of the District for possible reinstatement before they may participate in any other WHJBSL programs.

Any **player** who has been **ejected** from a game, who **verbally abuses** any District/WHJBSL employee, official, and/or volunteer after an ejection, said spectator may be required to serve additional game suspensions at the discretion of the District/WHJBSL Board.

Any **player** who **physically assaults** any District/WHJBSL employee, official, and/or volunteer and/or player or coach will be suspended from all District / WHJBSL activities for life. In addition, law enforcement will be called, and the District / WHJBSL will encourage prosecution.

This policy was approved and adopted by a majority vote of the Board of the Wichita Heights Jr. Baseball & Softball League on January 4, 2023.

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## XXIV. Misconduct Policy

Any **player, coach, and/or spectator** attending a Wichita Heights Jr. Baseball/Softball League game **who is ejected** must **immediately** (within 1 minute) **leave the playing area, bleachers, and/or adjacent commons area**, whichever is applicable. Any **player, coach and/or spectator** who has been **ejected** and "*challenges*" the **authority of the umpire(s), field supervisor** and/or Wichita Heights Jr. Baseball/Softball League official and/or **refuses to leave the playing area, bleachers** and/or **adjacent commons area** (whichever is applicable) within **1 minute**, the **game shall be declared a forfeit**.

Any **player, coach, and/or spectator** who has been **ejected** and **physically assaults** an **umpire, field supervisor,** and/or Wichita Heights Jr. Baseball/Softball League official **shall be banned from all Wichita Heights Jr. Baseball/Softball League functions for a period of 1 year** and must petition the Wichita Heights Jr. Baseball/Softball League board for possible reinstatement. In addition, the Wichita Heights Jr. Baseball/Softball League will recommend/encourage **prosecution**.

Any team that accumulates **three ejections** (by players, coaches, spectators, and/or any person associated with said team) during the league season, **said team will be ineligible for further competition and shall be required to forfeit the remainder of their league games** and will be ineligible for post-season competition, sanctioned by the Wichita Heights Jr. Baseball/Softball League.

**In the event that the Police are called** to a Wichita Heights Jr. Baseball/Softball League game because of misconduct by players, coaches, and/or spectators, and a **police report is made**, said **team will be required to forfeit their next regularly scheduled league game**. **If the police are called** (and a report made) for a **2<sup>nd</sup> time** during the league season on a team, **said team will be ineligible for further competition and shall be required to forfeit the remainder of their league games** and will be ineligible for post-season competition, sanctioned by the Wichita Heights Jr. Baseball / Softball League.

Additional penalties/sanctions may be levied by the individual "Districts", as they deem necessary.

This policy was approved and adopted by a majority vote of the Board of the Wichita Heights Jr. Baseball & Softball League on December 7, 2005.

# XXV. Zero Tolerance Policy



Verbal and Physical Abuse of  
Sports Officials, Coaches,  
Players and Spectators.

Inappropriate Conduct & Behavior  
by Players, Coaches, and Spectators.

The Wichita Heights Jr. Baseball & Softball League and its member Districts fully endorse and support good sportsmanship and fair play. Furthermore, the Wichita Heights Jr. Baseball & Softball League and its member Districts are very interested in a healthy, learning, and supportive environment for its players, coaches, officials, parents, and fans. Due to the increase of abusive and intimidating behavior that exists in youth sports, the Wichita Heights Jr. Baseball & Softball League has adopted a **ZERO TOLERANCE POLICY**.

It is the responsibility of **ALL** players/coaches/parents to maintain the highest standards of conduct for themselves, their players, and supporters in all games. Abusive, confrontational, and obscene language or gestures, violent play/conduct, fighting, inciting, escalating, and other behavior detrimental to individuals, the game, and the sport will not be tolerated. A player's/coach's/parent's responsibility for umpire support and spectator control includes the time prior to, during, and after the game at the field and surrounding areas.

All persons responsible for a team and all of the spectators shall support the umpires at all times. Failure to do so will undermine the umpires' authority and has the very real potential of creating a hostile environment for the kids, the umpires, and all of the other participants and spectators.

Zero Tolerance is designed to require all players, coaches, officials, parents/spectators, team officials, and administrators to maintain a sportsmanlike and educational atmosphere before, during, and after all Wichita Heights Jr. Baseball & Softball League games. A growing problem in youth sports today is the common attitude that winning is everything in any athletic contest; the competitors should do their best to try to win. Mastery of the fundamental skills and the fun of playing are essential to the development of a lifelong interest in baseball/softball. Children are playing to make new friends, be part of a team, learn values such as respect for others, and have **FUN!**

Unfortunately, a small percentage of coaches, parents, and spectators are ruining that fun for the kids and everyone else. There are two problems: 1) Coaches, parents, and spectators are causing problems at fields by verbally abusing sports officials, opposing coaches, players, parents, and spectators, or interfering with the coach. 2) Some coaches and parents are putting too much pressure on their kids to perform or to play at an elite level. These issues are causing kids, umpires, and coaches to leave the game early at an alarming rate. **The goal of this policy is to make coach/parent/spectator inappropriate behavior socially unacceptable!**

### **Fair Play and Respect**

Fair play and respect are the backbone of any successful youth sports program. In order for a positive environment to be created, it is imperative that all participants have respect for their opponent, the officials, themselves, and the game of baseball/softball as a whole. Oftentimes, the atmosphere on the bench and in the stands influences the environment on the field for all participants. Maintaining a positive attitude based on trust and respect, while displaying good sportsmanship, is a must for every participant in order for our game to continue to grow and to promote the development of skills and enjoyment in the game. Being positive, playing fair, showing respect, and having fun is a philosophy that cannot be ignored. Remember, baseball/softball is just a **Game** and should be **FUN** for everyone – **especially the kids!**

### **THEREFORE:**

**No one** (players, coaches, parents, and/or spectators) is to address an umpire or make comments on or about an umpire's call or non-call while in attendance at any Wichita Heights Jr. Baseball & Softball League game.

#### **Exception for coaches or players:**

- Responding to an umpire initiating communication.
- Making substitutions (coaches).
- Pointing out emergencies or safety issues. All conversations are to be in a polite, respectful tone of voice. No sarcasm. No intimidation.

**No one** (players, coaches, parents, and/or spectators) is to address any other participant at the game (players, coaches, parents, and/or spectators) in an obscene, threatening, vulgar, or intimidating manner while in attendance at any Wichita Heights Jr. Baseball & Softball League game.

### **Penalties**

- **Minor infraction: *Verbal warning.*** Any person who visually demonstrates any sign of dissatisfaction with any umpire's decision or non-decision in any manner that openly embarrasses the umpire and/or challenges his or her judgment. Taunting or baiting behavior. Abuse of equipment, such as but not limited to: Slamming gates, kicking bases, and/or kicking dirt on a plate/base in disgust at the decision of an umpire.
- **Major infraction: *Warning, dismissal, or ejection, depending on the seriousness of the infraction.*** Any person who has committed a subsequent minor infraction, use of obscene or vulgar language/racial/ethnic slurs, threatening language or behavior, touching/holding/grabbing an umpire, threatening physical violence, or physical violence and/or throwing any objects onto the field in anger or show of dissatisfaction with the decision of an umpire.

In the event of an ejection, the Wichita Heights Jr. Baseball & Softball League's "ejection" policy will be applied.

# XXVI. Review Committee

## Formation of Committee

The Review Committee will consist of 3-5 members of the WHJBSL Board representing different districts, selected by the WHJBSL Board during their pre-season meetings. In the event that three members cannot be present to review one of the five review situations listed below, the President of the WHJBSL may sit on the Review Committee and vote along with the other members.

### Review

The Review Committee may review any situation deemed necessary and/or prudent to the overall function of the WHJBSL as a whole. However, the five primary functions of the Review Committee are to review and rule on the following:

1. Protest of player eligibility.
2. Rule interpretation for clarification purposes only.
3. Adherence to the re-scheduling procedure (General Rule #34)
4. Scores not reported in adherence to the “reporting of scores” procedure (General Rule #9)
5. Games not played and/or reported, which may affect standings.

The above review matters may be handled via email voting.

### Protests

- ✓ **ONLY DECISIONS** on **PLAYER ELIGIBILITY** may be protested and **NOT DECISIONS OF RULES OR UMPIRE JUDGEMENT**, whether it be baseball, softball, or conduct on the playing field.
- ✓ Only the certified head coach or their certified assistant(s) may protest the game. The Head Coach’s or assistant’s name must appear on the League roster forms.
- ✓ The protesting coach must make his/her intentions clear **AT THE TIME** of the alleged infraction to the **SITE SUPERVISOR** or to their **DISTRICT HEAD** once the infraction is realized.
- ✓ The Protest Form must be filed with one of their District Reps within 48 hours of the infraction being realized.
- ✓ The Review Committee, as described above, will be convened and will review the facts of the protest.
- ✓ The Review Committee must rule on each protest within 48 hours after receiving it. The majority vote of the Review Committee is sufficient to decide a protest. The decision of the Review Committee shall be made known to the coaches involved in the protest, either at the conclusion of the hearing or by telephone notice or by e-mail, by a member of the Review Committee.
- ✓ In all cases, the decisions of the Review Committee will be final.

### Rule Interpretation

The Review Committee may review any rule and render an official interpretation on the meaning and/or spirit of said rule, submitted by any District Representative or Head Umpire/Field Supervisor. Any and all rule interpretations are binding and shall be adhered to at all games.



# XXVII. The S.A.G.E. / W.H.J.B.S.L. Sportsmanship Program

(Please note that we may not be able to implement all parts of this program)

## The Mission:

**To remind us that the game is for the kids, that respect for others is a lesson we can help teach, and that setting a good example is more important than winning.**

## Program Outline

- Parents, coaches, and players should sign a Sportsmanship Pledge form spelling out appropriate conduct and the reasons good sportsmanship is so important.
- It is recommended that coaches attend and complete the NYSCA certification requirements, and they reinforce **S.A.G.E (Set A Good Example)**.
- Preseason team meetings are to be held to discuss the **S.A.G.E.** program and, if possible, show the **Youth Sports Educational** video, in which players, psychologists, coaches, and others explain how to make youth sports a positive experience that helps kids' self-esteem and promotes respect by and for everyone.
- Parent representatives are chosen from each team (we ask that each team have a minimum of two parents), who become a visual reminder of the program at games. The parent representatives will attend a seminar on sportsmanship and be certified through the PAYS (Parents' Association for Youth Sports) and be given a colorful **S.A.G.E.** t-shirt. We ask that the parent representatives wear their t-shirts to all games.
- The **S.A.G.E.** parent representatives are not enforcers of the program. There should be no confrontations. We are encouraging all adults who hear negative comments to NOT react quickly and/or emotionally. After a pause, no reaction or a pleasant "relax and enjoy the game" is often best. We thank all parents and coaches who are helping us help the kids by reporting disrespectful behavior.
- The WHJBSL will take whatever action is necessary and prudent concerning poor sportsmanship and in compliance with the WHJBSL Code of Conduct. Consequences for inappropriate behavior by spectators, players, or coaches may include a conversation with those involved and/or suggesting or mandating that they attend a sportsmanship seminar or meeting with WHJBSL representatives. They may also include, but are not limited to, suspension from attending games.
- Parent representatives will be asked to periodically distribute sportsmanship brochures, literature, cards, etc, to spectators as reminders of the do's and don'ts of good sportsmanship.



# Team S.A.G.E. Representatives

By volunteering to become a S.A.G.E. Representative, you are helping us provide a better sports experience for our children.

Kids consistently say that their main goal in playing sports is having fun. If we adults can subdue our egos, eliminate the disrespect for officials and others, and stop putting pressure on the kids, their youth sports experience can be a good one, regardless of whether they are great athletes. Most adults behave well, but a relative few can negatively influence our children's behavior.

Many of the difficulties arise because we adults sometimes overemphasize the importance of winning. We also may have unrealistic expectations about our children's abilities and their chances of playing in or after high school. In these next few pages, we will give you the tools to help make the youth sports experience a positive one for all the kids involved.

## S.A.G.E. T-shirts

We ask that you wear your S.A.G.E. t-shirt anytime you are at a WHJBSL youth sports activity or any youth sports activity for that matter. By wearing your t-shirt, you are demonstrating your support for the program and that you are trying to help the WHJBSL provide a better experience for the kids.

## Meetings

Each District is responsible for setting up and conducting its own S.A.G.E. meetings. Please check with your District to see when and where these are being held.

## What to do if a problem arises at the field

First, we want to emphasize that we do not want confrontational situations. In addition, most Districts will have a field supervisor/head umpire or someone in charge, and it is their responsibility to handle adverse situations. If someone is criticizing the coaches, players, officials, or otherwise acting in a negative emotional manner, that may not be the best time to talk to them. Remember – there should be no confrontations. Think of yourself as a gentle reminder of the S.A.G.E. program.

If the "someone" is from your team, and you feel comfortable talking to them during the game, pleasantly suggest that he/she relax and enjoy the game. You may feel more comfortable talking to them at halftime or talking to all the parents either after the game or before the next game. Also, when conversing away from the game, you can mention that the coaches, kids, and/or referees are doing the best they can, that our sportsmanship pledge explains why he/she needs to be respectful, and that their behavior can embarrass the team and their child.

If the "someone" is from the other team, their S.A.G.E. representative (if present) should try in a friendly way to deal with it. If their representative, or another parent from their team, does not calmly try to deal with it, you can use the "Relax and enjoy the game" line or another that you feel comfortable with. If not, NOT talking further to the offender is generally the best way to avoid an argument. **If necessary, remind your team's parents not to respond.** Not responding to the offender can help quiet down some of the inappropriate behavior.

**To reiterate, in any of these situations, remain calm and use a positive tone, and if this does not bring an end to the situation or a positive response, do not proceed and get into an argument.**

Periodically, the WHJBSL or the member Districts will supply the S.A.G.E. representatives with

"sportsmanship literature" that can be handed out and possibly defuse a situation before it ever happens.

At the conclusion of the game, make a written assessment of what happened and what was said. You should inform the coach and forward the written assessment to the WHJBSL or the member Districts. Be careful not to exaggerate or overgeneralize. This communication is kept anonymous. We do not view this as tattletaling, but rather an effort to set a better example for the kids and help their self-esteem by eliminating disrespect for everyone and pressure to perform.

Too often in dealing with these types of situations, we get conflicting stories about what has happened. Nonetheless, once informed that something occurred, the WHJBSL or the member Districts are usually able to take steps to prevent a recurrence.

Try to discourage folks from being negative by setting the example yourself with positive comments (FOR BOTH TEAMS) like "good try," "great effort," "you'll get it next time," "don't worry about it," etc...

Praise should be directed to **ALL PLAYERS**.

While you are at it, go shake the hands of the coaches and officials after the game.

Let's hope more folks than ever can relax, have fun, and **RESPECT** everyone and enjoy the game. **Thank you again!!!**

## **XXVIII. RECOMMENDED COMMUNICABLE DISEASE PROCEDURES**

- While the risk of one athlete infecting another with HIV/AIDS during competition is close to non-existent, there is a remote risk that other blood-borne infectious diseases can be transmitted. For example, Hepatitis B can be present in blood as well as in other body fluids. Procedures for reducing the potential for transmission of these infectious agents should include, but not be limited to, the following:
- The bleeding must be stopped, the open wound covered, and if there is an excessive amount of blood on the uniform, it must be changed before the athlete may participate.
- Routine use of gloves or other precautions to prevent skin and mucous-membrane exposure when contact with blood or other body fluids is anticipated.
- Immediately wash hands and other skin surfaces if contaminated (in contact) with blood or other body fluids. Wash your hands immediately after removing gloves.
- Clean all blood-contaminated surfaces and equipment with a solution made from a proper dilution of household bleach (CDC 1 - 100) OR OTHER DISINFECTANTS BEFORE COMPETITION.
- Practice proper disposal procedures to prevent injuries caused by scalpels and other sharp instruments or devices.
- Although saliva has not been implicated in HIV transmission, to minimize the need for emergency mouth-to-mouth resuscitation, resuscitation bags, or other ventilation devices should be available for use.
- Athletic trainers/coaches with bleeding or oozing skin conditions should refrain from all direct athletic care until the condition resolves.
- Contaminated towels should be properly disposed of or disinfected.
- Follow acceptable guidelines in the immediate control of bleeding and when handling bloody dressings, mouthguards, and other articles containing body fluids.

Wichita Heights Jr. Baseball & Softball League

**Protest Form**

The following game is being protested:

Date of scheduled game: \_\_\_/\_\_\_/\_\_\_ Date of protest: \_\_\_/\_\_\_/\_\_\_

*Team(s) protesting:*

Protesting team (name of team): \_\_\_\_\_

Protesting teams' head coach: \_\_\_\_\_

Head coach contacts: (home phone) \_\_\_\_\_ (cell phone) \_\_\_\_\_

Age division: \_\_\_\_\_ Baseball or Softball: \_\_\_\_\_

Opponent (team name): \_\_\_\_\_

**REASON FOR PROTEST:**

Player/Players Being Questioned: \_\_\_\_\_

Summary for circumstances:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**ONLY DECISIONS on PLAYER ELIGIBILITY** may be protested and **NOT DECISIONS OF RULES OR UMPIRE JUDGEMENT**, whether it be baseball, softball, or conduct on the playing field. Only the head coach or their assistant may protest the game. The Head Coach's or assistant's name must appear on the League roster forms. The protesting coach must make his/her intentions clear **AT THE TIME** of the ALLEGED INFRACTION to the SITE SUPERVISOR or, once realized, to their DISTRICT HEAD.

"I understand that I may protest player eligibility only and that said protest must be done in accordance with the WHJBSL protest procedure outlined in this rulebook."

\_\_\_\_\_ Date \_\_\_/\_\_\_/\_\_\_  
(signature of protesting coach)

\_\_\_\_\_ Date \_\_\_/\_\_\_/\_\_\_  
(signature of head/chief umpire)

Wichita Heights  
Junior Baseball/Softball League  
Emailing your score

**whjbslscores@yahoo.com**

The **winning** team/coach/designated person must email the game scores within 48-hours upon completion of the game, or the game will be recorded as a LOSS for both teams when the final league standings are posted.

Please use the following format to ensure accuracy. It is strongly suggested that you copy yourself, another parent, AND your District Rep(s) on the email.

Please leave the following information:

Your Name:

Your Team Name:

Game Number:

Division: (Example: 1<sup>st</sup>/2<sup>nd</sup> Grade Bb/Sb American)

Game Date:

Your Team Score:

Your Opponent's Score:

**EXAMPLE :**

John Doe

VC Hawks

Game Number

1<sup>st</sup>/2<sup>nd</sup> Grade American Baseball

Game Date: 5/12/2026

VC Hawks 7

Andover Royals 5

If you are having any issues submitting the score, please contact the Wichita Heights Junior Baseball/Softball League at the email below.

**whjbslscores@yahoo.com**

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