

Wolf River Little League
Revised 2026
Rules and Regulations for Little League

1. All players must have completed third grade and not yet be in seventh grade to be eligible. **Completed 3rd or 4th grade for the 10U, and Completed 5th or 6th grade for the 12U Grade completed will determine placement in the specified league.** This was discussed and those players that meet the D.O.B. of April 30th can play on the age appropriate team if applicable.
2. The maximum number of players on the field during play for **10U** is **10 players**. The maximum number of players on the field during play for **12U** is **9 players, NO EXCEPTIONS.**
3. Games are to begin promptly at the scheduled time. Players should report no later than 15 minutes prior to their game. A team must field at least 8 players by the start of game time. At any point if a team fails to field 8 players the game will be considered a forfeit. Forfeit score will be 6 – 0.
4. Metal spikes are not allowed.
5. Bases are 60' apart. The distance from the tip of home plate to the front of the pitcher's rubber is 46'. The distance from home plate to the middle of second base is 84' 10".
6. Games will be six (6) innings or 1 hour 20 minutes for 10U/12U; whichever comes first. No new innings will begin after 1 hour 15 minutes of play at 10U/12U.

If a new inning starts before 1 hour 15 minutes for 10U or 1 hour 15 minutes for 12U, that inning must finish, that will be the last inning.

Games may go all 6 innings as long as both coaches agree and there are no games that follow it.

No time limit for playoff games or championship games. If there are 2 games scheduled at the same field that night, the home team must have lights in case of a time run over, or schedule games earlier.

7. A game that ends in a tie will stay a tie. No extra innings will be played. **Except for playoff games.**

8. If rain interrupts play, Umpires decision, the team that is behind must have completed their turn at bat in the 3rd inning for that game to be considered complete. **If a game does not finish the 3rd inning, the makeup game will start at the first inning, a new game.** The umpire's decision will be final.
9. A runner may not leave the base until the ball has crossed the plate. A runner who leaves the base early will be declared out. **10U will get one warning to both coaches.**
10. Each pitcher is limited to 4 innings **MAX** per week. He may pitch a maximum of 2 continuous innings per game at coaches discretion. Pitching one pitch to a batter constitutes an inning. In the event of make-up games, a pitcher is allowed to pitch 6 innings if he plays in 3 games during a week, but no more than 2 innings per game. **During playoffs a pitcher will be allowed to pitch a MAX 5 innings in a week.**
11. When a pitching violation is brought to the attention of the umpire, the umpire will give a warning. There will be no violation given during the regular season. This will be an opportunity to discuss with the pitcher what they are doing wrong. During playoffs 12U will get 1 warning after that a pitching violation will be enforced. The umpire will then award a base to all batters that the pitcher faced from the point of the infraction. If a batter advanced further than one base on his hit, he shall be awarded that base. The violation must be contested before the third out of the inning in which the violation occurred.
12. Base stealing and advancing are allowed in any live ball situation. Base runners can steal all bases including home. A baserunner is allowed to advance at their own risk during a live ball situation. No leading off is allowed, follow high school rules.
13. Hitters may **not** advance on a dropped third strike, but runners may advance at their own risk.
14. The infield fly rule will not be used in 10U. It will be in effect at the 12U level.

15. Coaches must be in the dugout or coach's box at all times. A coach's second trip to the mound during a game, for the same pitcher, automatically requires a new pitcher. Only 1 mound visit will be allowed per game per pitcher.
16. Pitchers are allowed **5 warm up** pitches at each inning change. A new pitcher entering the game is allowed no more than **7 warm up** pitches. It is the umpire's responsibility to enforce this.
17. No special ground rules will be played. A ball that stays in play will allow a runner to advance as many bases as he can. A runner advancing on the bases must continue to the next base or go back to the previous base immediately after stopping. If ball goes out of play, the runners get the next base automatically.
18. Runners **must** slide or give themselves up on a close play at any base. If the runner runs into the fielder attempting to make the tag, he will be declared out. This is a **judgment call by the umpire**. Head first slides are only allowed back to the base the runner started from, all other slides must be feet first, runner is not allowed to "kick" the ball out of fielder's glove, this a judgment call by the umpire.
19. A runners lane needs to be available at home plate for the runner when making a play at home, runners **MUST** slide feet first into home.
20. A 6 run per inning rule is in effect for the 12U and a 5 run per inning rule for 10U. After a team scores the maximum runs in an inning, their half of the inning is declared over. This includes the final inning unless agreed upon by both coaches and umpires and if time allows for both teams to finish. If one team is up by 10 runs after 3 **COMPLETE** innings. The 10 run rule will apply to 10U & 12U. Championship games will go the full 6 innings and **WILL NOT** use the 10 run rule. The semifinal/playoff games **WILL** use the 10 run rule.
21. 10U/12U will have a 60 second rule to warm up between innings. This will be monitored by the umpire.
22. **All players** will be put into the batting order at the start of the game. Any player showing up late will be placed at the bottom of the order. Free substitutions will be allowed throughout the game, however; a player who is removed from the pitching position may not re-enter the game as a pitcher. Each player must play two full innings each game in the field (3 outs.) If a player is being disciplined, the umpire and the opposing coach must be notified before the start of the game.
23. Umpires 2 is ideal, but if only 1 is available they must be behind home plate.

24. Strike zone rule of thumb chest to knees, 3" off the corners.
25. Profanity, throwing of equipment (helmets, bats, gloves, etc.), harassment of opposition or of the officials, arguing with the umpires by players **will not be tolerated** and will result in the offending player being removed from the game. This is a judgment call by the umpire. A coach may also "bench" a player for unsportsmanlike behavior. A player who uses physical violence will be immediately removed from the entire game.
26. No synchronized chanting will be allowed.
27. A coach may discipline a player for poor attendance at practices and/or games. This will be left to the good judgment of the coach.
28. Any protest will be handled by the Directors of the Wolf River Little League. The protest must be filed with the league director within 24 hours of the completion of the game. One rule violation may be protested.
29. Each team will have a scorekeeper. The two scorekeepers will verify the score at the end of each inning.
30. Teams will not be allowed to combine players for the playoffs. This means if a town has 2 teams at the same level (10U or 12U) they CAN NOT pull players from the other team.
31. Players MUST play 50% of the games for the season. to be eligible to play in the playoffs and championship games.
32. If a team starts the season with 12 players on their roster they MUST have 12 players in the playoffs and the championship game. Unless there are extenuating circumstances that arise, like injuries, etc.
33. **Team Roster** must be submitted with all players name, uniform number, and D.O.B. prior to the season to Dee. Send to wolfriverbaseballleague@gmail.com
34. Each team MUST use Game Changer. This will be mandatory for ALL 10U & 12U teams to use for the season. This will help us keep track of scores, rosters, etc.
35. New players can join until mid season (3 weeks into the season). No one will be allowed to join after that.

BAT RULES: There are not any bat rules. Swing what you bring.

