

WPPA Rules - Key Points - Fall Baseball Season

This rules summary supersedes any conflicting rules from the WPPA Baseball Rules. WPPA Baseball Rules applies to any rules not specifically addressed below. Subject to revision.

| Rule | 8U | 10U | 12U | 14U |
|--|--|---|---|---|
| Basepaths and Pitching Distance | 60'/42' | 65'/46' | 70'/50' | 90'/60'6" |
| Defensive Positions | 9 - C,P,1B,2B,3B,SS,LF,CF,RF | 9 - C,P,1B,2B,3B,SS,LF,CF,RF | 9 - C,P,1B,2B,3B,SS,LF,CF,RF | 9 - C,P,1B,2B,3B,SS,LF,CF,RF |
| Bat Restrictions | All metal bats are legal in as long as they have a "USA Baseball" stamp. Wood also allowed. | B (Gold) - Metal bats with two possible barrel diameters will be permitted. All metal bats with a 2 ¼ inch barrel (or less) are legal. In addition, metal bats with a 2 5/8 inch barrel are legal in as long as they have a "USA Baseball" stamp. Wood also allowed. A (Red) - All bats with a maximum barrel of 2 3/4" diameter, a maximum length of 33 inches, a maximum differential of -.12, and a Stamped BPF of 1.15 will be allowed. USA Baseball and USSSA stamped bats meeting these size and weight standards are allowed. | B (Gold) - Metal bats with two possible barrel diameters will be permitted. All metal bats with a 2 ¼ inch barrel (or less) are legal. In addition, metal bats with a 2 5/8 inch barrel are legal in as long as they have a "USA Baseball" stamp. Wood also allowed. A (Red) - All bats with a maximum barrel of 2 3/4" diameter, a maximum length of 33 inches, a maximum differential of -.12, and a Stamped BPF of 1.15 will be allowed. USA Baseball and USSSA stamped bats meeting these size and weight standards are allowed. | All bats with a maximum barrel of 2 3/4" diameter, a maximum length of 34 inches, with a maximum differential of -.5, and a Stamped BPF of 1.15 will be allowed. ALL BBCOR bats meet these standards. USA Baseball and USSSA stamped bats meeting these size and weight standards are allowed. |
| Type of Pitching | Modified kid pitch (see below) | Kid pitch | Kid pitch | Kid pitch |
| Regulation Game | 6 innings No inning may start after 2 hours of play. Next inning "starts" immediately upon 3rd out of the prior inning. Hard stop at 2hrs15min of playing time. Upon hard stop, if the inning is incomplete, the score will revert back to the last complete inning, unless the home team is ahead at the time of the stoppage. Time limits including hard stop apply to all games including the last game of the day. | 6 innings No inning may start after 2 hours of play. Next inning "starts" immediately upon 3rd out of the prior inning. Hard stop at 2hrs15min of playing time. Upon hard stop, if the inning is incomplete, the score will revert back to the last complete inning, unless the home team is ahead at the time of the stoppage. Time limits including hard stop apply to all games including the last game of the day. | 7 innings No inning may start after 2 hours of play. Next inning "starts" immediately upon 3rd out of the prior inning. Hard stop at 2hrs15min of playing time. Upon hard stop, if the inning is incomplete, the score will revert back to the last complete inning, unless the home team is ahead at the time of the stoppage. Time limits including hard stop apply to all games including the last game of the day. | 7 innings No inning may start after 2 hours of play. Next inning "starts" immediately upon 3rd out of the prior inning. Hard stop at 2hrs15min of playing time. Upon hard stop, if the inning is incomplete, the score will revert back to the last complete inning, unless the home team is ahead at the time of the stoppage. Time limits including hard stop apply to all games including the last game of the day. |
| Official Game | 4 innings (3 1/2 if home team in lead) | 4 innings (3 1/2 if home team in lead) | 4 innings (3 1/2 if home team in lead) | 4 innings (3 1/2 if home team in lead) |
| Minimum players | 8 players minimum to start, 9th spot in batting order is automatic out if less than 9 players start a game. If 9 players start and 1 or more must leave mid-game, no out will be issued for the vacated spots in the batting order. Anyone leaving midgame, must be announced during the coaches pregame meeting. | 8 players minimum to start, 9th spot in batting order is automatic out if less than 9 players start a game. If 9 players start and 1 or more must leave mid-game, no out will be issued for the vacated spots in the batting order. Anyone leaving midgame, must be announced during the coaches pregame meeting. | 8 players minimum to start, 9th spot in batting order is automatic out if less than 9 players start a game. If 9 players start and 1 or more must leave mid-game, no out will be issued for the vacated spots in the batting order. Anyone leaving midgame, must be announced during the coaches pregame meeting. | 8 players minimum to start, 9th spot in batting order is automatic out if less than 9 players start a game. If 9 players start and 1 or more must leave mid-game, no out will be issued for the vacated spots in the batting order. Anyone leaving midgame, must be announced during the coaches pregame meeting. |
| Slaughter Rule | 15 run lead after 5 complete innings | 15 run lead after 4 innings, 10 run lead after 5 innings | 12 run lead after 4 innings, 10 run lead after 5 innings | 12 run lead after 4 innings, 10 run lead after 5 innings |
| Baserunners can leave base | Once the ball crosses home plate. During coach pitch: on bat contact. | When the ball leave the pitcher's hand. | in any live ball situation | in any live ball situation |
| Sliding and avoiding contact | Head first slides not allowed (runner is out) except when diving back to a base (allowed). Avoiding Contact Rule applies (see below) | Head first slides not allowed (runner is out) except when diving back to a base (allowed). Avoiding Contact Rule applies (see below) | Head first slides not allowed (runner is out) except when diving back to a base (allowed). Avoiding Contact Rule applies (see below) | Head first slides not allowed (runner is out) except when diving back to a base (allowed). Avoiding Contact Rule applies (see below) |
| Balks | None | None except modified balk rules (see WPPA Baseball Rules) | In effect (no warning) | In effect (no warning) |
| Stealing home | When runners on 1st and 3rd only way runner can advance home is on a batted ball. | Allowed | Allowed | Allowed |
| Bunting | Allowed, no fake bunting followed by swing (automatic out) | Allowed, no fake bunting followed by swing (automatic out) | Allowed, no fake bunting followed by swing (automatic out) | Allowed, no fake bunting followed by swing (automatic out) |
| Maximum runs per inning | 6 runs per inning No limit last inning | 7 runs per inning No limit last inning | No limit | No limit |
| Intentional walks | Not allowed | Allowed upon request by head coach to umpire Batter immediately sent to 1st base - no pitches required | Allowed upon request by head coach to umpire Batter immediately sent to 1st base - no pitches required | Allowed upon request by head coach to umpire Batter immediately sent to 1st base - no pitches required |
| Infield fly rule | None | In effect | In effect | In effect |
| Dropped 3rd strike | None batter is out | In effect | In effect | In effect |
| Minimum defense playing time | 3 innings per player, any positions | 3 innings per player, any positions | 3 innings per player, any positions | 3 innings per player, any positions |
| Pitching limits | No pitcher may pitch more than 2 innings per game. No pitcher may pitch more than 3 innings per weekend (in the event a makeup is possible) A pitcher who pitches more than one inning may not pitch another game on the same day or a game the next day. From one pitch up to three outs constitutes an inning pitched. Players are allowed to catch after pitching. Innings of all pitchers must be consecutive. | For each game, starting pitcher on each team can pitch 3 innings in the game, for all other players, no pitcher may pitch more than 2 innings per game. Additional limits: No pitcher may pitch more than 3 innings per weekend. A pitcher who pitches more than one inning may not pitch another game on the same day or a game the next day. From one pitch up to three outs constitutes an inning pitched. Players are allowed to catch after pitching. Innings of all pitchers must be consecutive. | For each game, starting pitcher on each team can pitch 3 innings in the game, for all other players no pitcher may pitch more than 2 innings per game. Additional limits: No pitcher may pitch more than 3 innings per weekend. A pitcher who pitches more than one inning may not pitch another game on the same day or a game the next day. From one pitch up to three outs constitutes an inning pitched. Players are allowed to catch after pitching. Innings of all pitchers must be consecutive. | For each game, starting pitcher each team can pitch 3 innings in the game, for all other players no pitcher may pitch more than 2 innings per game. Additional limits: No pitcher may pitch more than 3 innings per weekend. A pitcher who pitches more than one inning may not pitch another game on the same day or a game the next day. From one pitch up to three outs constitutes an inning pitched. Players are allowed to catch after pitching. Innings of all pitchers must be consecutive. Pitchers once removed may not re-enter as a pitcher |
| Breaking balls | Not allowed (one warning per pitcher thereafter deemed an illegal pitch) | Not allowed (one warning per pitcher thereafter deemed an illegal pitch) | Not allowed (one warning per pitcher thereafter deemed an illegal pitch) | allowed |
| Cages on helmets | Required | Recommended | Recommended | Recommended |
| Metal cleats | Not allowed | Not allowed | Not allowed | Allowed |
| Call ups (all call ups must be registered A(Red) or B(Gold) in WPPA Fall Ball, call ups are only allowed if 10 or fewer players from roster are available.) | B (Gold) division 8u players | B (Gold) division: 8u players; A (Red) division: 8u players, 10U Gold players | B (Gold) division: 10u players; A (Red) division: 10u players, 12U Gold players | 12U Players |
| Batting Order | Continuous batting rule (see below for details) | Continuous batting rule (see below for details) | Continuous batting rule (see below for details) | Continuous batting rule (see below for details) |

Pitching Limits: Pitching limits above are intended to increase participation and enhance competitiveness. As innings pitched may not be a reliable measure of pitches thrown, coaches and parents should also carefully monitor pitch counts and are encouraged to follow WPPA pitching guidelines (see WPPA Baseball Rules)

Modified kid pitch:
 - All plate appearances will start with kid pitch
 - After ball four is pitched by the kid pitcher, no base on balls will be awarded, the at bat will continue.
 - The hitting team's coach will come in to pitch.
 - The hitting team's coach will "inherit" the existing strike count on the batter.
 - The hitting team's coach has a maximum of 3 pitches or until the batter puts the ball in play or strikes out, except foul balls with two strikes or on the 3rd coach pitch will continue the plate appearance.
 All other WPPA rules governing coach pitchers will continue to be observed (refer to WPPA Baseball Rules).
 Note: the batter will be awarded 1st base in the event of a hit batsman during kid pitch but not coach pitch.

Continuous Batting Rule: all teams will bat a continuous lineup. All players present must bat unless not able due to injury.

Avoiding Contact Rule: Runners must attempt to avoid contact at any base where the defensive player has or is about to receive the ball to make a play. Runners do not have to slide if no play is being made at the base.
 - If there is contact, and in the umpire's judgment, the contact interfered with the fielder making the play, the runner shall be called out. The ball is dead and no other runners may advance.
 - If there is incidental contact, which in the umpire's judgment was accidental and did not ultimately interfere with the play, no call shall be made.

Field Specific Ground Rules:

Welles Park Minor
 - A ball hit into the over hanging trees down the first or third base line in the infield is a foul ball (similar to hit the back stop cage)
 - A ball hit into the over hanging trees in left field in fair territory & on-the-fly it is a ground rule double
Welles Park Major
 - A ball hit on-the-fly to the Welles Park Junior infield is a homerun
 - A ball hit and rolls to the Welles Park Junior infield is "where the runner is on the basepath" plus 2 bases