



THE HANDBOOK

WEST SUGAR LAND LITTLE LEAGUE

THE HANDBOOK

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TARGET AGE AND EVALUATIONS

- A. Target Age Group: West Sugar Land Little League offers the opportunity for players to be considered for a division that fits their age AND ability. Each Division will have an expanded age bracket that will overlap the adjacent Divisions. All players will, by default, be assigned to their Target Age division.
- B. Playing Up: Parents whose player might be ready for some higher skilled competition may choose to allow their child to participate in an evaluation for a higher Division. In this situation, the player must participate in the tryout for both divisions. Participating in an evaluation of a higher division does not guarantee the player will be drafted in the division. The player must be drafted within the top 50% of players in the higher division to be eligible. The final decision will be up to the Team Managers, Division Commissioner, and League President.
- C. Playing Down: Parents who feel their player could benefit from another year of development in a lower division may have their child participate in a player evaluation of a lower division with approval of the League President and the Board of Directors. The final decision will be up to the Team Managers, Division Commissioner, and League President.
- D. Missed Evaluation: A player that misses their evaluation must receive approval to participate in the upcoming season by the League President and is only eligible to participate in their Target Age Division.
- E. Team Count: The number of teams per division shall be determined by number of players registered before the draft who participate in tryouts based on an 11-player team. Once the number of teams has been created for a division and the maximum number of players are assigned per team, registration for that division shall be closed and all additional registrants shall be placed on a wait list. The final decision will be up to the Team Managers, Division Commissioner, and League President to open registration.
- F. Late Registration: Late registration is any player who registers after the Draft. Late registrants shall try out before the board members. The Board, including the League President, Player Agent, and League Commissioner shall place the late registrant on a team based on the Late Registrant's Skill Level and roster availability of eligible teams.
- G. Our Commitment: West Sugar Land Little League will make all efforts to anticipate what divisions will be available for the season by the time of evaluations. However, adjustments may be made to divisions after the evaluations to ensure a quality experience for all participants. The following table highlights the Division, the Target Age (#), and the Eligible Age (*).

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LEAGUE AGE	INTERMEDIATE	MAJORS	MINORS	VARSITY	COACH PITCH AA/AAA	COACH PITCH A	T-BALL
13	#						
12	**	**					
11		#					
10		*	#	#			
9		*	#	*			
8			*	*	#		
7				*	#	*	
6					*	#	*
5						*	#
4							#

- Target Division: the default division a player of that age will participate

* - Eligible Division: the division a parent may request their player participate, the player must be drafted in the top 50% of the division to play up a division. Players playing down must have Board approval

** - League Age 12 players can participate in both Intermediate and Majors in Spring

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GENERAL RULES

- A. Manager Suspension: A Manager may be suspended if the Ground Rules are not adhered to. If this happens, the Manager is responsible for assigning one of the assistants the role of manager for any suspended game. The Team Manager will incur a one game suspension on the first infraction and possibly a season suspension on further infractions. All suspensions are subject to review by the West Sugar Land Little League Board of Directors.
- B. Due Care of Equipment: Care of the equipment is mandatory. Managers who do not ensure proper treatment of the league facilities and equipment (including pitching machines) will be suspended for one game for the first offense, and for the rest of the season on the second offense.
- C. Run Limits (except Majors, Intermediate and Juniors Division): Each team will be limited to 5 runs per inning in each of the first three (3) innings. Beginning in the top of the 4th inning, unlimited runs are allowed.
- D. Mercy Rule: The following is in accordance with Little League Rule 4.10(e).
- If after three (3) innings one team has a lead of fifteen (15) runs or more, the Team Manager with the least runs shall concede the victory to the opponent. For the Intermediate/Junior Division, this rule is applicable after four (4) innings.
 - If after four (4) innings, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. For the Intermediate/Junior Division, this rule is applicable after five (5) innings.
 - If both coaches agree to continue, the umpire can allow play to continue, however, the score and statistics will end as per the above points.
- E. Last Inning: No new inning shall start after 9:50 PM Sunday through Thursday and 10:50 PM Friday and Saturday per WSLLL Contractual Obligations with New Territory RCA.
- F. General Behavior: At the discretion of the Board Member on Duty (aka BOD), if a parent, coach, manager or player acts in a way which is deemed inappropriate and contrary to the level of decorum expected under Little League Rules, that Board Member may remove that parent, coach, manager or player from a game.
- Cursing at an umpire, player or coach shall result in an automatic ejection from the game after an initial warning. If the actions occur after a game has concluded, then that parent, coach, manager or player shall be ejected from the next game scheduled.
 - If that same parent, coach, manager or player is removed from the game a second time, they shall not be allowed to attend any additional games that season.
 - That person may appeal to the West Sugar Land Little League Board of Directors for reinstatement. Reinstatement will take place at the next board meeting and by majority vote.
- G. Player Equipment:
- Per Little League Regulations, USA Stamped Baseball Bats and BBCOR stamped bats are allowed in Intermediate and Juniors games. All other divisions are required to use USA Stamped Baseball Bats only.
 - No metal spikes are allowed.
 - Cups are required for Male players for ages 7 and up playing Catcher and recommended for all Male players.
- H. Inter-League Play: WSLLL may elect to play inter-league play with other Little Leagues and thus develop ground rules outside this Handbook. If there is a conflict between this Handbook and inter-league play

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rules, this Handbook will supersede and rules regarding policy or procedures and the inter-league play rules will supersede rules regarding play as determined by the WSLLL Board of Directors.

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JUNIOR LEAGUE DIVISION

- A. The WSLLL Board of Directors will decide if there are enough players at this age to form a viable division. If there are not enough players to form a Junior division, registered Junior players will be permitted to play down into the Intermediate division in the fall season only.

- B. Age Eligibility: The Junior League Division is open to League children of age 13 and 14. This also includes children who are 12 and are currently enrolled in the seventh grade.
 - Any seventh grade 12 year old Player who wishes to play in the Junior Division must request a waiver from the WSLLL Board of Directors.
 - Per Little League's rules, a 12 year old Player who participates in the Junior League Division will automatically forfeit all eligibility to play in the Major Division including Major's All-Star team.

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INTERMEDIATE (50/70) DIVISION

- A. The WSLLL Board of Directors will decide if there are enough players at this age to form a viable division.
- B. Age Eligibility: The Intermediate League Division is open to League children age 11, 12 and 13.
 - League children age 11 “Playing Up” must participate in both Majors and Intermediate Division evaluations.
- C. Game Time: The following is in accordance with Little League Rule VII (h).
 - Games are scheduled for seven (7) innings.
 - Games are limited to two (2) hours.
 - Game Time may be shortened if other games are scheduled on the same field immediately following.
 - No new inning shall start 1 hour and 50 minutes after the start of the game
 - Game time for double headers will be 1 hour 50 minutes
- D. Safety: The following safety guidelines are specifically applicable to the Intermediate Division.
 - Metal spikes are NOT allowed.
 - The On Deck batter may cross behind the plate to opposing on deck circle to batting side prior to attempt at bat. This must be accomplished before or between pitches.
- E. Equipment: Per Little League Regulations, USA Stamped Baseball Bats and BBCOR stamped bats are allowed in Intermediate Games.
- F. Inter-League Play: WSLLL may elect to play inter-league play with other Little Leagues and thus develop ground rules outside this Handbook. If there is a conflict between this Handbook and inter-league play rules, this Handbook will supersede and rules regarding policy or procedures and the inter-league play rules will supersede rules regarding play as determined by the WSLLL Board of Directors.

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MAJORS LEAGUE DIVISION

- A. The WSLLL Board of Directors will decide if there are enough players at this age to form a viable division. The Majors Division may be separated or combined from/with the Varsity division.

- B. Age Eligibility: The Major League Division is open to League children age 10, 11, and 12.
 - League children age 10 wishing to play in the Majors Division must participate in both Majors and Varsity/Minors Division evaluations and drafted in the top 50% of the Majors Division Draft.

- C. Game Time: The following is in accordance with Little League Rule VII (h).
 - Games are scheduled for six (6) innings.
 - Game Time may be shortened if other games are scheduled on the same field immediately following.
 - Game time for double headers will be 1 hour 40 minutes
 - No new inning shall start one 1 hour and 50 minutes after the start of the game.

- D. Safety: The following safety guidelines are specifically applicable to the Majors Division.
 - Metal spikes are NOT allowed.

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VARSIITY LEAGUE DIVISION

- A. The WSLLL Board of Directors will decide if there are enough players at this age to form a viable division. The Varsity/Minors Divisions will be formed if there are enough players in the group to form three (3) teams in each division.
1. If those numbers cannot be reached, this division will be combined with the Minors Division.
 2. If adequate numbers can be reached in both Minors AND Varsity,
 - a. Varsity will be open to League children age 10 and pursuant to the “Playing Up” rules under the Varsity League Division.
 - b. Minors will be open to League children age 9 and pursuant to the “Playing Up” rules under the Minors League Division.
- B. Age Eligibility: The Varsity League Division is open to League children age 10 and 9.
1. League children age 9 “Playing Up” must participate in both Varsity and Minors Division evaluations and drafted in the top 50% of the Varsity Division Draft.
- C. Game Time: The following is in accordance with Little League Rule VII (h).
1. Games are scheduled for six (6) innings.
 2. Game Time may be shortened if other games are scheduled on the same field immediately following.
 3. No new inning shall start 1 hour and 40 minutes after the start of the game.
- D. Safety: The following safety guidelines are specifically applicable to the Varsity Division.
1. Metal spikes are NOT allowed.
- E. Division Specific Rules:
1. Pitching
 - a. Coaches are permitted to warm up Pitchers.
 - b. All other pitching and pitching rest requirements shall be as stipulated in the Regulation VI of the Little League Rule Book.
 2. Catchers
 - a. Courtesy Runners are allowed for catchers provided there are two outs in the inning. The courtesy runner will be the player with the last recorded out.
 3. General Rules In Effect
 - a. The Infield Fly Rule
 - b. Drop Third Strikes Rule

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MINOR LEAGUE DIVISION

- A. The WSLLL Board of Directors will decide if there are enough players at this age to form a viable division. The Varsity/Minors Divisions will be formed if there are enough players in the group to form three (3) teams in each division.
1. If those numbers cannot be reached, this division will be combined with the Varsity Division.
 2. If adequate numbers can be reached in both Minors AND Varsity,
 - a. Varsity will be open to League children age 10 and pursuant to the "Playing Up" rules under the Varsity League Division.
 - b. Minors will be open to League children age 9 and pursuant to the "Playing Up" rules under the Minors League Division.
- B. Age Eligibility: The Minor League Division is open to League children age 10, 9 and 8.
1. League children age 8 "Playing Up" must participate in both Minors and Coach Pitch Division evaluations and drafted in the top 50% of the Minors Division Draft.
- C. Game Time: The following is in accordance with Little League Rule VII (h).
1. Games are scheduled for six (6) innings.
 2. Game Time may be shortened if other games are scheduled on the same field immediately following.
 3. No new inning shall start 1 hour and 30 minutes after the start of the game.
- F. Safety: The following safety guidelines are specifically applicable to the Minors Division.
1. Metal spikes are NOT allowed.
- D. Division Specific Rules:
1. Infield Participation
 - a) Team Rostered with Less than 12 Players: All players are required to play 1 inning infield for a game completing the 3rd inning.
 - b) Team Rostered with 12 or More Players: All players are required to play 1 inning infield for a game completing the 4th inning.
 2. Pitching
 - a) Coaches are permitted to warm up Pitchers.
 - b) All other pitching and pitching rest requirements shall be as stipulated in the Regulation VI of the Little League Rule Book.
 3. Catchers
 - a) Courtesy Runners are allowed for catchers provided there are two outs in the inning. The courtesy runner will be the player with the last recorded out.
 4. General Rules NOT In Effect
 - a) The Infield Fly Rule
 - b) Drop Third Strikes Rule

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COACH PITCH AAA & AA (CPAAA/CPAA) DIVISION

- A. The WSLLL Board of Directors will decide if there are enough players at this age to form a viable instructional division. The Coach Pitch AAA and AA Divisions will be formed if there are enough players in the group to form three (3) teams in each division.
1. If those numbers cannot be reached, this division will be combined with the CPAA Division.
 2. If adequate numbers can be reached in both CPAAA AND CPAA,
 - a) CPAAA will be open to League children age 8 and pursuant to the “Playing Up” rules under the CPAAA League Division.
 - b) CPAA will be open to League children age 7 and pursuant to the “Playing Up” rules under the CPAA League Division.
- B. Age Eligibility: The CPAAA League Division is open to League children age 8, 7, and 6.
1. League children age 6 “Playing Up” must participate in Coach Pitch Division evaluations.
- C. Game Time: The following is in accordance with Little League Rule VII (h).
1. Games are scheduled for six (6) innings.
 2. No new inning shall start 1 hour and 30 minutes after the start of the game.
 3. Before each game, each Team Manager must provide the opposing team and the Scorebook Keeper with the lineup & the positions each player will play for 6 innings. If changes to the positions on the field are made, the opposing Team Manager must be notified.
 4. No On-Field batting practice will be allowed prior to the game.
- D. Safety: The following safety guidelines are specifically applicable to the Minors Division.
2. Metal spikes are NOT allowed.
- E. Division Specific Rules:
1. Coach Pitching
 - a) The Coach pitching must make a good faith effort to get out of the way of a batted ball. If the Coach pitching does not make such effort, they can be called for offensive interference. This is based on the Umpire’s judgment. The Batter will be called out and all Runners will return to their original base.
 - b) Any batted ball that strikes the Coach pitching prior to being controlled by the defensive team is immediately called a “Foul Ball”.
 - c) The Coach pitching must start from behind the painted pitching mark on the field.
 - d) The coach pitching may coach the batter only prior to the delivery of the pitch when the ball is dead and not in play.
 - e) The Coach pitching may NOT coach a runner or the batter-runner. The Umpire will give a warning for the first violation and may remove the Coach upon the second offense.
 2. Umpires
 - a) WSLLL shall provide Umpires for regular season games, playoffs, and tournaments.
 - b) The home plate umpire will stop play when the momentum of the play has been stopped. The umpire will raise his hands, indicating that time is called.
 - i. Base runners may not advance once time has been called.
 3. Momentum of the play shall be stopped when:
 - a) The momentum of the lead runner is stopped,
 - b) The lead runner has abandoned the intent to advance to the next base or
 - c) The pitcher has control of the baseball and is behind the pitching mark painted on field.

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4. Advancing Runner Determination. When the pitcher has control of the ball and is behind the painted pitching mark on the field:
 - a) If The runner has reached the halfway point between the bases as indicated by a line placed in the infield or (absent a line) at the discretion of the umpire the runner may advance to the next base.
 - b) If The runner has not reached the halfway point between the bases as indicated by a line placed in the infield or (absent a line) at the discretion of the umpire the runner shall return to the previous base.

5. Offense:
 - a) Bunting is not allowed.
 - b) There are no walks in this division.
 - c) The Batter will hit until:
 - i. They hit the ball into play or strikes out, not to exceed six (6) total pitches.
 - ii. Foul balls other than on the final pitch and balls not swung at count towards the total.
 - iii. Final Pitch
 - If the final pitch is hit foul, the batter is entitled to another pitch.
 - If the batter fails to swing after the sixth pitch, that batter shall be called out.
 - d) There is no stealing in the coach pitch divisions. This includes that there is no stealing of home plate allowed on a throw from the catcher to the pitcher.
 - e) Overthrows (note: only one overthrow can be made per at bat)
 - i. A runner can only advance one base on an overthrow to a base and will not advance any subsequent bases on any additional overthrows. Time will be called after the first overthrow.
 - ii. On balls hit to the outfield, the pitcher must have control of the ball and be behind the painted pitching mark on the field for the play to end / time to be called
 - iii. A runner may advance to home on an overthrow.
 - f) If there are two outs, the offense may provide a courtesy runner for the incoming catcher of the next inning. The courtesy runner shall be the player recording the 2nd out of the inning.

6. Defense:
 - a) No player may sit out more than two defensive innings in a single game.
 - b) Infield Participation
 - i. Team Rostered with Less than 13 Players: All players are required to play 2 defensive innings infield for a game completing the 4th inning. The Team Manager could be suspended if this rule is not followed.
 - ii. Team Rostered with 13 or More Players: All players are required to play 1 defensive inning infield for a game completing the 3rd inning for a game completing the 5th inning. The Team Manager could be suspended if this rule is not followed.
 - c) If Coach Pitch positional minimum play is not adhered to, the penalty could result in a one game suspension. If this happens, the manager is responsible for assigning one of his/her parents the role of manager for that suspended game.
 - d) Outfielders
 - i. A minimum of three (3) outfielders are acceptable.
 - ii. Outfielders must be positioned at least 15 feet behind the infield dirt. At the Cunningham Creek Field, the outfielders may be positioned right outside of the infield dirt but must not be positioned in the infield dirt.
 - iii. An outfield player cannot make an unassisted force out in the infield. If an outfield player makes an unassisted force out in the infield, that runner shall be deemed safe.
 - e) Infielders
 - i. Players must be on the infield dirt until the ball reaches the plate.

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- ii. The infield fly rule is NOT in effect.
- f) Player Pitcher
 - i. The player assigned to the pitcher position must remain behind the pitching rubber with one foot on the pitching mound dirt.
 - ii. The player may not advance towards the batter until the ball reaches the plate.
 - iii. If it is determined that the pitcher advanced towards the batter before the ball crosses the plate, the play shall be deemed dead.
 - iv. If the pitcher touches the ball, the batter shall advance to first base and each baserunner shall advance one base.

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COACH PITCH A DIVISION

- A. The WSLLL Board of Directors will decide if there are enough players at this age to form a viable instructional division. This Division will not participate in a Draft or evaluations. The Coach Pitch A and T-Ball Divisions will be formed if there are enough players in the group to form three (3) teams in each division.
1. If those numbers cannot be reached, this division will be combined with the T-Ball Division.
 2. If adequate numbers can be reached in both CPA and T-Ball,
 - a) CPA will be open to League children age 6 and pursuant to the “Playing Up” rules under the CPA League Division.
 - b) T-Ball will be open to League children age 5 and pursuant to the “Playing Up” rules under the T-Ball League Division.
- B. Age Eligibility: The CPA League Division is open to League children age 7, 6, and 5.
1. League children age 5 “Playing Up” must be approved by the Team Manager, Division Commissioner and League President.
- C. Game Time: The following is in accordance with Little League Rule VII (h).
1. Games are scheduled for four (4) innings.
 2. No new inning shall start 1 hour and 15 minutes after the start of the game.
 3. Any inning started will be completed unless the Team Managers determine it is too dark to play.
 4. No League standings will be kept.
- F. Safety: The following safety guidelines are specifically applicable to the CPA Division.
3. Metal spikes are NOT allowed.
- D. Division Specific Rules:
1. Scoring:
 - a) The score will be kept each inning to keep track of when a team reaches 5 runs in an inning.
 - b) The Visiting Team will assign an “official” Score Keeper for each game who will notify the Team Managers when either team has reached 5 runs in an inning.
 2. Batting:
 - a) Each Team will bat until
 - i. 3 outs are made,
 - ii. 5 runs are scored, or
 - iii. All Players in the lineup have batted an inning subject to agreement by the Managers.

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- A) The Coach Pitch A Division is purely an instructional league open players of league age 6. League age 5 and League age 7 year olds are eligible on a case-by-case basis.
- B) There will be no draft or evaluations for the CPA division.
- C) The Home Team will provide an umpire to call outs on the bases and keep track of the number of pitches thrown for each batter. The team managers will enforce the rules. It is the responsibility of the team managers to know the rules and manage the game with good sportsmanship.
- D) The score will be kept each inning just to keep track of when a team reaches 5 runs in an inning, as 5 runs will be the maximum allowed in any inning. The Visiting Team will assign an “official” score keeper for each game. The score keeper should notify the team managers when either team has reached 5 runs in any

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inning

- E) Each team will bat until 3 outs are made or 5 runs are scored or everyone in the lineup has batted an inning depending on the agreement of the coaches.
 - F) No league standings will be kept
 - G) No inning shall start after 1 hour 15 minutes. Any inning started will be completed unless it becomes too dark to play (as decided by team managers). A game will end when 4 innings are complete or time has run out
 - H) Any batted ball that hits the coach pitching will result in a dead ball. The hitter will be awarded first base and each base runner may move up one base. The coach must make an effort to get out of the way.
- A play is considered "dead" when A ball hit beyond the 15-foot outfield arc is returned to the infield. Once the ball breaks the plane of the base path, it is considered in the infield. The ball does not have to be in the control of an infielder.
- i) A ball fielded in the infield is considered "dead" once the pitcher has control of the ball, either with one foot in the pitcher's circle or the pitcher has control of the ball and is behind the painted pitchers mark on the field
 - l) There will be no Infield Fly Rule.

J) Offense

- i) There will be no walks in Coach Pitch A. The batter will hit until he/she puts the ball into play, strikes out, fouls out (a foul ball caught in the air) or has reached the maximum of 5 pitches or three swings.
- (1) If a foul is hit (and not caught) on the 5th pitch or third swing, the hitter will continue to bat until he/she strikes out, fouls out, puts the ball in play, or lets a pitch go by. If a hitter strikes out or lets the 5th pitch go by, the hitter will get two swings off a tee. The player may elect to attempt to hit two additional pitches from the coach in lieu of the tee.
 - After two unsuccessful swings, the hitter will be out. The hitter will be out even if the 2nd swing results in a foul ball.
- ii) Bunting or fake bunting is not permitted in Coach Pitch A.
- iii) Base stealing is not permitted in Coach Pitch A
- iv) Base runners may not advance a base on an overthrown ball
- v) Each team will pitch to their team. Only approved managers and/or coaches may pitch. The coach pitching may coach the hitter.
- vi) Coaches cannot provide any physical help to any base runner.

K) DEFENSE

- i) All players will play a defensive position each inning. Six (6) players will play in the infield each inning: pitcher position, catcher, 1st base, 2nd base, SS, and 3rd base. All others will play in the outfield.
- ii) Each player will play at least one inning at an infield position, and at least one inning at an outfield position in each game. No player will play pitcher or first base more than one inning a game. Violation of this rule will result in a one game suspension of the manager.
- iii) Outfielders must be positioned behind the outfield arc, approximately 15 ft. behind the base line and must remain behind this arc during play. Outfielders may not come into the infield to make a play.
- iv) Infielders except the pitcher and catcher must be behind the baseline and may come in to field a batted

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ball.

- v) The player assigned to the pitcher position must stay behind the pitching rubber, and have at least one foot in the dirt pitching circle. The pitcher cannot make an unassisted force out at first base. The pitcher may be allowed to make an unassisted force out at any other base.
- vi) Defensive coaches will be positioned as follows: two (2) coaches behind the outfield arc. All other Coaches must remain in the dugout.
- vii) Coaches cannot provide any physical help to any defensive player.
- viii) Infield fly rule is not in effect for Coach Pitch A.

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T-BALL DIVISION

- A. The WSLLL Board of Directors will decide if there are enough players at this age to form a viable instructional division. This Division will not participate in a Draft or evaluations. The Coach Pitch A and T-Ball Divisions will be formed if there are enough players in the group to form three (3) teams in each division.
1. If those numbers cannot be reached, this division will be combined with the T-Ball Division.
 2. If adequate numbers can be reached in both CPA and T-Ball,
 - a) CPA will be open to League children age 6 and pursuant to the "Playing Up" rules under the CPA League Division.
 - b) T-Ball will be open to League children age 5 and pursuant to the "Playing Up" rules under the T-Ball League Division.
- B. Age Eligibility: The T-Ball League Division is open to League children age 5, and 4.
- C. Game Time: The following is in accordance with Little League Rule VII (h).
1. Games are scheduled for three (3) innings.
 2. No new inning shall start 1 hour after the start of the game.
 3. Any inning started will be completed unless the Team Managers determine otherwise.
 4. No League standings will be kept.
- D. Division Specific Rules:
1. Scoring:
 - a) There will be no official score kept during T-Ball games.
 - b) No league standings (wins- losses) will be kept in the T-Ball Division.
 - c) A scorebook may be kept tracking positions in the batting order each inning.
 2. Batting:
 - a) Each Team will bat until
 3. Momentum of the play shall be stopped when:
 - a) A ball hit beyond the outfield arc is returned to the infield. Once the ball breaks the plane of the base path, it is considered in the infield. The ball does not have to be in the control of an infielder
 - b) A ball fielded in the infield is considered "dead" once the pitcher has control of the ball within the pitcher's circle
 4. Offense
 - a) Each team will bat its entire line-up each inning regardless of the number of outs made
 - b) Each batter will get five (5) swings to hit off the tee.
 - i. If the Batter does not put the ball in play or foul-off on the fifth swing, they will be declared out and must return to the dugout.
 - ii. If the Batter fouls-off the fifth swing, then the Batter will be awarded an additional swing
 - c) A foul ball
 - i. Any ball hit outside the foul lines between home plate and first or third base, or
 - ii. Any ball that does not go beyond the dirt of the batting area
 - d) Bunting is not permitted in T-Ball.
 - e) Base runners may advance no more than one base on all overthrown balls.
 - f) 3 Offensive Coaches will be allowed on the field:
 - i. One Coach at 1st and 3rd
 - ii. One Hitting Coach at home plate or at pitcher's mound to assist the batter.

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- iii. Coaches may not physically assist any base runner. Coaches are allowed only to provide verbal instruction
5. Defense
- a) All players will play a defensive position each inning. A maximum of seven players, including the catcher, may play in the infield, at one time.
 - b) Each player will play at least 1 inning at an infield position each game.
 - c) Outfielders must be positioned behind the outfield arc, approximately 15 ft behind the base line and must remain behind this arc during play. Outfielders may not come into the infield to make a play.
 - d) Infielders (except the Pitcher and Catcher) must be behind the baseline and may come in to field a batted ball.
 - e) No player may play the positions of pitcher or first base for more than one inning per game.
 - f) Two (2) Defense Coaches will be allowed on the field and will be positioned behind the outfield arc.
 - g) Coaches may not physically assist any defensive player. Coaches are allowed only to provide verbal instruction.

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FREQUENTLY ASKED QUESTIONS

1. How many warmup pitches are allowed?

Per Little League Rule 8.03, a maximum of eight (8) pitches, at the beginning of any inning, are allowed if the pitches shall not consume more than one minute of time. If a sudden emergency causes a pitcher change without any opportunity to warm up, the umpire-in-chief shall allow the pitcher as many pitches as the umpire deems necessary.

1. Should my Male Player wear a cup?

Yes.

2. Who can warm up a Pitcher?

Once the game begins, a Team Manager or Coach may not warm-up the pitcher per LL rule 3.09. LL rule 1.17 states warm-up catcher must wear the required protective cup (male only) and catcher’s mask with the dangling type throat protector and catcher’s helmet. This applies to both infield and outfield (bullpen) warm-ups.

3. What is the maximum pitch count per Pitcher?

Per Little League VI, the Team Manager must remove a pitcher when said pitcher reaches the limit for their age group. If the pitcher reaches the limit while facing a batter they may finish the at bat. They may also remain in the game. Furthermore, any Pitcher that throws 41 or more pitches cannot play Catcher.

LEAGUE AGE	TOTAL PITCHES PER DAY
16 - 13	95 Pitches Per Day
12-11	85 Pitches Per Day
10-9	75 Pitches Per Day
8-7	50 Pitches Per Day

4. How does the Pitch Count / Rest Day work?

Example 1: Player “A” pitches “X” pitches on Saturday. Player “A” is eligible to pitch again on:

X PITCHES	DAYS REST	REST DAYS	ELIGIBLE TO PITCH ON:
66 – More	4	Sun, Mon, Tues, Wed	Thursday
65 – 51	3	Sun, Mon, Tues	Wednesday
50 – 36	2	Sun, Mon	Tuesday
35 – 21	1	Sun	Monday
20 - 1	0	-	Sunday

14U – 9U: Pitch Counts and Catchers for 9u-14u:

- A pitcher who pitches more than 40 pitches in a game is not eligible to catch for the remainder of the day. If the pitcher reaches the 40 pitch limit while facing a batter, the pitcher may continue to pitch

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and maintain their eligibility to return to catcher until any of the following conditions occur: (1) the batter reaches the base), (2) the batter is retired, or (3) the third out is made to complete the inning.

- Any catcher who catches for four (4) or more innings is ineligible to pitch that same calendar day.
- Any catcher who has caught for three (3) innings or less, moves to pitcher and delivers 21 pitches or more in the same day is ineligible to return to catcher for that calendar day. If the pitcher reaches the 20 pitch limit while facing a batter, the pitcher may continue to pitch and maintain their eligibility to return to catcher until any of the following conditions occur: (1) the batter reaches the base), (2) the