

Revised and Approved – February 11, 2020

Grade School Baseball Rules – “WIAA Rules should be enforced”

- 1) Bat Specifications –
 - All bats must be in compliance with the WIAA and HFHS standards and have a BBCOR stamp to be legal.
 - One piece wood bats are acceptable – NO Composite Wood Bats will be allowed.
 - Acceptable will be 2 5/8” Bat USA certified bats
- 2) League Ages that may play
 - 7th, 8th & 9th Grades
 - You may bring up younger players if needed
 - 9th graders can play, only if they do not make or play High School Baseball
- 3) Umpires –
 - Home Team responsible for (2) Umpires
 - League “Recommends” having (1) Certified WIAA Umpire and the second to be at least 18 years of age if not certified.
 - Semifinal and Final game Home team League requires minimum of (1) WIAA Certified Umpire and “Recommends” (2).
 - League will pay home semifinal and final team \$50 each for umpires (\$100 total per game)
- 4) Pitching Rule
 - Pitchers may only pitch a maximum of (4) total innings in a game
 - A pitcher pitching (4) innings, must have a 2 days layoff before he or she can pitch again.
 - (1) Extra inning may be pitched if the game goes into extra innings
 - This applies for all pitchers not only the pitcher of the 7th inning.
 - In any given inning (1) pitch is considered an inning pitched
 - (1) Time re-entry rule for pitchers will be enforced
 - The 2 day layoff will stand for any rain out or continuation games
 - WIAA High School balk rules will be fully enforced on and after June 1st. 1 warning per pitcher will be allowed prior to June 1st.
- 5) League Baseballs to be
 - D1 or D1 Pro
 - NEW Approved & Licensed (NFHS)
 - Diamond MVP Elite Baseball – Model# DOL-MVP
- 6) Line-Up Batting Rule – (A team can use one of the three below line-up formats)
 - A team can bat all 9 defensive players
 - A team can bat all 9 defensive players and use a DH for one of your defensive players
 - A team can bat their entire line-up (This would allow free substitution on defense)
 - If you decide to bat entire line-up, you must bat everyone, in the event of a departing player from the order the team will not take an out unless lineup is less than 9 players.
 - This does not mean that the opposing team needs to bat the entire line-up (The opposing team is still able to choose any of the three formats)
- 7) Game Length / Time Limits
 - Each game to be a normal 7 Innings game or 2 hour time limit game
 - Home team to determine if a 2 hour time limit is in affect at the start of the game
 - If the 2 hour time limit is in effect, a new inning shall not start after 1 hour and 50 minutes

- Games ending for any reason in a tie, will need to be rescheduled and completed if not considered a complete game

8) Playoffs / Tie Breakers

A. Assuming 8 teams in the league:

- Top 4 teams in the league will make the playoffs
 - Game 1 – Will be the First place team hosting the 4th place team
 - Game 2 – Will be the Second place team hosting the 3rd place team
 - Game 3 “Championship Game – The highest position team will host the game
- In the event that there is a tie in any position the following tie breaker rules will apply
 - Two teams
 - Head to Head
 - Fewest runs allowed in head to head
 - Fewest runs allowed in league games
 - Three or more teams
 - Head to Head
 - Fewest runs allowed common games
 - Fewest runs allowed in league games

B. Assuming more than 8 teams in the league:

- Minimum of 50% of the teams will make the playoffs.

Teams can have “byes” in first round of playoffs if format dictates this to occur due to minimum of 50% of teams making playoffs

(AMMENDED/UPDATED Tie Breaker Rules were added in 2019 due to 11 teams and not everyone able to be scheduled against each team for the same amount of games)

- In the event that there is a tie in any position the following tie breaker rules will apply
 - Two teams
 - Head to Head
 - Fewest runs allowed in head to head
 - Fewest runs allowed in league games
 - Three or more teams *(if all tied teams played the same amount of games against each of the other tied teams)*
 - Head to Head
 - Fewest runs allowed common games
 - *(for additional clarity purposes: “common games” implies just the games against all of the “tied” teams as was the intent in original rules)*
 - Fewest runs allowed in league games
 - *Three or more teams (if the tied teams did not all play the same amount of games against each of the other tied teams.) (This needed to be added in 2019 due to 11 teams in the league and not all teams are able to be scheduled the same amount of games against each other).*
 - Winning Percentage vs all of the tied teams
 - **Teams are ranked/seeded by their overall winning percentage JUST in the games in which they played the other tied teams**
 - *This “winning percentage” method is as close to “head to head” as is possible in this specific*

scenario of tied teams and keeps the intended spirit of the “head to head” concept to value “winning” as the initial tie breaking method.

- Fewest runs allowed in league games
 - *Note: It is not feasible to keep the “fewest runs allowed in common games” for this specific tie breaker since teams have not played the same amount of games against each of the other tied teams.*

9) Scheduling

A. Assuming 8 Teams in the league:

- Each team will play each other twice (home and away) . Floater games will be scheduled by the home team. An emphasis is placed on getting these games scheduled ASAP.
- Last regular league scheduled game needs to be played before the Tuesday before the semifinal game.
- Semifinal games will be set to be played the second from last Sunday of July.
- Final game will be set to be played the last Sunday in July .

B. Assuming More than 8 teams in the league:

- i. League Management shall propose a final schedule format to the league after league meeting and after final commitment of teams is known. Teams must commit by April 1st to guarantee a spot in the league.
- ii. All teams must play each other at least once. It is not mandatory that each team play each other more than once.
- iii. A minimum of 12 regular season league games must be scheduled for each team.
- iv. Playoff format should be confirmed prior to the start of the regular season.
 1. League Management creates playoff format and needs to receive approval from league teams.
 2. Proper seeding should reflect league record and any tie breakers.
- v. Playoffs can't be scheduled earlier than 3 days after the last regular season scheduled game. Subsequent rounds of playoffs can't be scheduled less than 3 days apart. This allows for proper pitching rest
- vi. Playoff games do not need to be played on weekends.
- vii. Better seeded team is the host team throughout the playoffs

10) Rosters

- Rosters need to be in to league president by June 1st.
- Additions to the roster from a family moving in need to be approved by League Committee
- Players must play at least 3 games to be eligible to play in the semifinal or final game. Little league players that are playing for that community are automatically eligible (and do not need to be added to the Grader roster) provided they have played in 3 LL games and have not played for a different team or community.

11) League Committee

- The league will appoint/elect a board of three to handle appeals.

12) Transition of President

The winner of the final Championship game will be the club that assumes President leadership for the following year. VP will be selected at Fall or Spring meeting.