

DUAL COUNTY A BALL LEAGUE RULES 2026

Current WIAA baseball rules will govern the Dual County baseball league, with the following exceptions of the rules listed herein.

LEAGUE FORMATS:

- League format will be determined by consensus at the preseason meetings.
- Goal is to provide a 14 game regular season schedule, or as close to as possible.
- Following the regular season, league tournaments/play-offs will be held involving the top teams to determine the league championship. **Same season rules will be followed for tournament/play-offs.**
- League Board:
 - 2026 League Board:
 - Board Member: Bryan Jenders: 262-853-7307 or bryanjenders@gmail.com
 - Board Member: Justin Rhode: 920-948-5040 or rhod0102@gmail.com
 - Board Member: Tanya Burg: 262-894-2742 or rubiconburgs@gmail.com

INSURANCE:

- Each community will handle the insurance needs of their teams.

LEAGUE FEES:

- **\$100.00 per team** payable to **Dual County Little League** (League 1st place, All-Star & Home Run Hitting Trophies, Championship Game umpires)
- **Fees are due at the Second League Meeting in March.**
FEES ARE NON-REFUNDABLE

LEAGUE ROSTERS:

- Each team must submit a league **roster no later than April 1, via Google doc sent by the league**
 - Additions to the roster after the first game must be approved.
- The following player information will be included: first & last name, jersey number, birth date.

UMPIRES:

- The home team is responsible for providing 2 umpires/game. An adult volunteer may be used as the second umpire.
 - Umpires must be *at least 14 years of age.*
 - **No drinking of alcohol/chew/or other drugs before or during the game duration**

MINIMUM TO START A GAME:

- Teams must field 9 players to start and 8 players to continue a game.

GAME TIME LIMIT:

- No game will start after 6:00pm on fields without lights. There is a 2-hour time limit on all games.
 - **Rain delay/lighting pause does not count toward this time limit**
- **No new inning will begin after the 2-hour limit has been reached unless the game is tied**, in which the game will continue until a winner is determined unless ruled unsafe due to darkness or weather.
 - If not finished, it needs to continue at the point of discontinuation.
- 4 complete innings will be considered a complete game if shortened due to darkness or weather.
- **If 4 innings are not completed, the game must be rescheduled and restarted from the beginning.**

RAIN CANCELLATION POLICY:

- The home team should contact the opposing team coach **2 hours prior** to the scheduled game time.

MAKE UPS & RESCHEDULING:

If a game cancellation occurs, arrangements for rescheduling the game should be *completed within 2 days of the cancellation*. Coaches rescheduling a game will only do so at the agreement of the opposing coach (field availability and umpires) with a date that is agreeable to all involved & cc'd to league board. Coaches canceling for any reason other than a rain out will forfeit the game.

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FIELD SIZE:

- The A Ball league will use a downsized field. The distance between bases is 60 ft.
- Pitching distance is 50 ft. **with no rise. Removable mounds are not allowed.**

BAT SPECIFICATIONS:

- Bats stamped "USA" only (NO USSSA bats allowed) . No wood bats allowed. BBCORE allowed.
 - Possession of an illegal bat will, on first notice, be given an out to the player/team in possession
 - Possession of an illegal bat, upon second notice, will result in a forfeit of the team in possession

EQUIPMENT:

- Rawlings RLLB1 or Diamond DLL-1 baseballs, two provided by the home team.
- NO METAL SPIKES!
- All catchers **must** wear a protective cup when catching.
 - If not in place when asked by a coach or umpire there will be a 15 MINUTE OR LESS DELAY.
 - If not in place within 15 min of being asked to wear a protective cup, the team will FORFEIT the game.

PLAYERS

- Players cannot be 13 years of age before May 1st of the current year, **unless approved by the board.**

FORFEIT RULE:

- A 20-minute grace period will be given before the game is forfeited. If a team gets a late travel start, a call should be made to inform the home team of a possible delay in starting the game.

RUN RULE:

- Games consist of 6 full innings.
 - If, however, a team is leading by 12 runs or more *after* 4 completed innings, the game will be discontinued and considered complete.

SCORE REPORTING

- Within 24 hours of the game reporting to be done by BOTH TEAMS on the league spreadsheet
 - Pitcher LAST name, jersey # and number of innings pitched
 - Any rain outs of the week updated by home team via emailing **dualcountybaseballleague@gmail.com**
 - **Opposing team has 24 hours to object/contend reported pitching**

PITCHING:

- League Play – No player can pitch more than a total of 8 innings within a period of 4 consecutive days.
 - Pitchers will be capped at 4 innings per game to reach the 8 innings per 4 consecutive days. Players may *make only one appearance per game as a pitcher.*
 - This includes all rain make-up games and play off games.
 - If a pitcher pitches more than 8 innings in 4 consecutive days, the last game will be FORFEITED.
 - NOTE: one pitch in an inning = 1 inning
- No balk rule is in effect

BUNTING:

- Once a batter squares to bunt he must bunt to take the pitch. If the batter swings away he is out and a bench warning will be given to BOTH teams.
- Any player after the bench warning is given who squares and swings away is out and ejected.

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BATTING ORDER:

- A Ball league will include 9 or 10 players. The opposing team may set its batting order at the same amount or greater (full roster). After the game begins the batting order numbers must remain the same with the following exceptions:
 - If a batter is injured and there is no substitution available to fill his spot in the batting order, that spot may be dropped from the order.
 - If a player is ejected from the game, his spot in the batting order will result in an automatic out unless there is a substitute available.
- Coaches may bat the entire roster with free substitution with the exception of the pitcher rule. Declaration of full batting roster must be made prior to game time and continue until the game is complete.
- EH allowed: <https://www.umpirebible.com/index.php/rules-batting/designated-hitter-extra-hitter>

RE-ENTRY RULE/SUBSTITUTIONS:

- Only the starting 9 players may come back in the game to play again.
- They must return in the same batting order that the player that replaced them the first time was batting in.
- If a starting player comes back in the game, the substitute that went in for him comes out and is ineligible for the remainder of the game.
- Removal of a starting player for a second time makes him ineligible to return.
- If there is a problem of not having any eligible players left to come in for an injured player or for another reason, the *opposing coach* will decide which player will come in to play.

COURTESY RUNNERS:

- A courtesy runner may be used for the catcher, only when there are 2 outs..
 - Only the player that made the last out can be the substitute runner.

COLLISION AVOIDANCE:

- A runner is out when he does not slide or attempt to avoid a collision with a fielder who is waiting to make a play.
 - This applies to ANY base. If no attempt is made, the runner will be called out.
 - This is a discretionary call by the umpire trying to enforce the rule.
 - The umpire has the right to eject any player or coach for unsportsmanlike conduct.

INDUCING A RUNNER:

- A hard throw back to the pitcher from the catcher to induce the runner on third base will be considered a live ball and the runner may advance. This will be up to the discretion of the umpire.

INFIELD FLY RULE:

- The ball has to be catchable. The batter is out and the ball is live.

SLIDING:

- Head first sliding is NOT allowed. If any player slides head first into a base or home plate, he will be out.
- A runner may dive back head first to a base that he has already reached to prevent being tagged out.

STEALING:

- Any runners leading off before the ball crosses the plate is out. One warning/team & then it's an out.
 - The ball and strike count on the batter remains the same as before the pitch & dead ball.
- Runners must be sent back to third base if no play has been made on that runner or any other runner on base. If the runner touches home plate the runner is out.
- **Dropped 3rd Strike.** If the catcher drops the ball on a third strike the batter is out and the ball is live.
- 1 base on a walk.