

**INTERLEAGUE FASTPITCH LOCAL RULES AND GUIDELINES
2010 PLAYING SEASON**

MAJOR LEAGUE LEVEL

(North Bothell, Northshore, Woodinville, Woodinville West, North Lake, North King County, and Richmond)

Playing Rules:

Playing Rules are those found in the *2010 Little League Official Regulations and Playing Rules* book provided by Little League Baseball, Inc. The following is a list of local rule variations and options that will be used during the regular season at this level. Some of the following items are identical to those found in the *Official Regulations* and are listed for clarification purposes. When in doubt, refer to the *Official Regulations*.

1. A twelve inch (12") Little League approved ball will be used as a game ball. Incrediballs and other training-type balls will not be used for games. The game ball may be white or fluorescent yellow/green (high vis) in color. The white game ball will have white stitching. Red, green and other colored stitching may be used for practice, but not in games. See *Rule 1.09* for specifications.

2. Rule 4.10(e), the 10-run rule shall be in effect for inter-league play. This rule may be suspended or modified to state that the manager of a team who is ten or more runs behind may concede at any time after his/her team has completed batting in their half of the 4th inning *if* agreed to by both managers and before the games starts at the plate meeting

3. (a) The entire roster will make up the batting order (i.e., the "bench-bat rule" applies). See *Rule 4.04*.

(b) If a player misses a turn at bat due to leaving a game early, an out will *NOT* be recorded. (Reminder: A player who misses a turn at bat due to injury is not allowed to return to the game without a signed medical release. Umpires should allow a reasonable time for an injured player to be treated for and recover from the injury so the player may stay in the game.)

(c) A player who arrives late may enter the game upon arrival at the bottom of the batting order. (Note: A late-arriving player must still get minimum playing time if possible.)

4. Minimum play rule is six defensive outs and one at-bat per game required for each player on the roster. A player may be entered and/or re-entered defensively in the game anytime provided the requirements of mandatory play are met. Managers are encouraged to give all players their minimum playing time before the end of the fourth inning to ensure compliance in the event the game cannot be completed due to darkness, weather or time limit. Violation of this rule will result in possible disciplinary action.

5. There shall be a 2-1/2 hour time limit for all inter-league games. When there are multiple games scheduled on the same field on the same day, for all but the last scheduled game, there will be no pitch after 2 hours and 25 minutes after the scheduled game start time and both dugouts shall be vacated by 2 hours and 30 minutes after the scheduled game start time. For all other games there shall be no pitch after 2 hours and 30 minutes after the start of the game.

This rule may be suspended or modified if (1) there are no game time restrictions on the scheduled field **and** (2) there is no later game schedule on the same field on the same day **and** (3) both managers and the game umpire-in-chief agree to the suspension or modification before the game at the plate meeting.

The game umpire-in-chief will be responsible for the ‘official’ game clock.

For any game, there shall be no pitch after 5 minutes after sunset on unlighted fields.

6. A full game is six innings, five and one-half if the home team is ahead. If a game is called (due to time limit, weather, etc.), a “regulation game” is four innings, three and one-half if the home team is ahead. A regulation game is a complete game, and the score should be called in. If a game is called before completion of a regulation game, but after one or more innings have been played, it will be considered suspended and will resume from the exact point where it left off. If a game is called before one full inning has been played, it will be replayed from the beginning. See *Rule 4.10*.

7. When games are being played simultaneously at both ends of an open field (e.g., Westhill Elementary), cones may be used for safety reasons (e.g., so that outfielders on one team do not run onto the other field chasing a ball and collide with other players or get hit by batted or thrown balls). Any other field not covered by this is an open field.

Note: Any live ball that continues beyond the cones is out of play (dead ball), even if it has been touched by a defensive player.

8. Pitching is from 40 feet. See *Rule 1.07*. The distance should be measured prior to the start of the game. An 8-foot radius (16-foot diameter) circle *must* be drawn.

9. Pitchers are limited in the number of innings they can pitch in a week, in a single game, and from game to game. See *Major League Regulations Section VI - Pitchers* for rules regarding limitations on pitching eligibility.

Scorers are required to keep track of innings pitched by each pitcher during each game. Managers shall inform the umpire and scorer of all pitching changes. Managers are required to keep a separate tally of innings pitched by each pitcher during each of the preceding seven days, and to make the same available to the umpire and opposing manager prior to each game, if requested. Each team’s scorebook shall be open to the other team, upon request.

10. Managers and players may not employ tactics designed to delay a game, especially the leading team when time is running out. If in the umpire’s judgment a team employs tactics to delay a game beyond the time limit, the umpire shall warn the offending team. If the delay tactics continue, the manager may be subject to disciplinary action.

Other Rules:

11. The home team is responsible for providing two game balls (one of which is new) and providing the home-plate umpire. The visiting team may provide a field umpire. Managers are encouraged to umpire games for other teams on a reciprocal basis when possible.

12. If a game needs to be made up, or a suspended game needs to be completed, **the home team is responsible for attempting to reschedule the make up game so that it does not create back to back games**. The home team manager should contact their league’s field representative to determine field availability. Since many leagues have fields available on Sundays, it is suggested that this be considered

as a viable option for make-up games. Teams should also consider playing make-up games during their practice times when other fields are not available.

13. The home team is responsible for field preparation at elementary school, junior high and Woodinville Complex fields. Both teams are responsible for cleanup at all fields. It is understood that all coaches will help wherever they can.

Important! At school fields, both teams are responsible for cleaning up the field and emptying garbage cans if necessary. Failure to do so may result in loss of use of field. **DO NOT** go on Jr. High fields before the scheduled time or before a school event is over. Violation of this rule may result in loss of field use.

14. A player who does not play in at least 60 percent of scheduled regular-season games will not be eligible for All-Star participation.

15. Conferences: A manager or coach can go past the foul line to speak to any player on the field provided time out is granted.

16. **A team may take batting practice prior to the game by the following means:**

(a) Any player involved will wear a helmet and be responsible for their bat

(b) Will only be with hitting sticks and/or coach soft toss on one half of the outfield using (1) soft touch or Incrediballs© into a hitting net or (2) whiffle balls. No regulation balls (any level/type) will be used.

(c) Does not interfere with field preparations and any team leaving the field prior

(d) Will be completed and cleaned up at least 5 minutes before the start of the game

*** Note this does not cover any practice activities away from the game field**

17. Recognizing at this level, that most umpires may be parent volunteers, any umpire's decisions which involves judgment, such as but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions. (See Rule 9.02-a)

18. If medical assistance (sideline medical professional, emergency medical services, etc.) is required on a player due to a field injury, medical release from a physician is required and an incident report must be filed with the league safety officer before the player is allowed to continue to play.

19. No adult may warm up a pitcher before or during the game. See rule 3:09.

20. In the case of possible rule violations the violation will be referred to a disciplinary committee made up of at least 3 people including D* Softball Umpire Softball Umpire representative, D8 softball rep, as well as softball representative of the league in violation. The action of this committee is FINAL and not to be overruled by any little league.