

INTERLEAGUE FASTPITCH LOCAL RULES AND GUIDELINES 2010 PLAYING SEASON

MINOR LEAGUE LEVEL

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

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 the Minor 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. An eleven inch (11") 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 visibility/optic yellow) 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 before the games starts at the plate meeting.

3. **A maximum of five runs may be scored in any inning, regardless of whether a ground-rule double or home run is hit. The 6th inning is open.**

4. (a) The entire roster will make up the batting order (i.e., the "bench-bat rule," or continuous batting order, applies). (*Regulation VIII - Minor League Section 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.)

(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.)

5. Minimum play rule is six defensive outs, **with a recommended 3 defensive outs in the infield**, 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. A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game but only once in the same inning as he/she was removed (see Rule VI-Pitchers(c)). 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 game forfeiture and possible disciplinary action.

6. 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.

7. 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*)

8. Cones should be used on fields with dirt outfields, if available. Cones may be used on fields with grass outfields. Cones should be placed at 165 feet from home plate. If cones are not placed, play proceeds as an open field (i.e., a ball rolling into the outfield is live and not subject to ground rule for passing beyond 165 feet). If cones are not available, a chalk line may be substituted. When games are being played simultaneously at both ends of an open field (e.g., Westhill Elementary), cones must 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).

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.

9. Pitching is from 35 feet. The distance should be measured prior to the start of the game. (See *Rule 1.07.*) An 8-foot radius (16-foot diameter) circle must be drawn.

10. Players pitch the entire game. **There is no coach pitching at this level.**

11. Pitchers are limited in the number of innings they can pitch in a week, in a single game, and from game to game. See *Minor 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.

12. A batter hit by a pitched ball will be awarded first base, unless the batter made no attempt to avoid the ball. A pitched ball that hits the ground before hitting a batter entitles the batter to first base if the batter made an attempt to avoid the ball. The umpire shall be the sole judge of whether the batter made an attempt to avoid the ball. (Reminder: No courtesy runner allowed. If a batter awarded first base leaves the game due to injury, the last player declared out shall be substituted. A player who leaves the game due to injury after being hit by a pitch or for any reason may not return without a signed medical release. Umpires should allow a reasonable time for the player to be treated for and recover from the injury so the player may stay in the game.)

13. Base coaches shall be two players, or one player and one adult, or two adults. (See *Rule 4.05*.) Only one base coach is permitted in each coaching box. Managers and coaches who are not acting as base coaches must remain in the dugout, and may not coach runners from the dugout. Player coaches must wear helmets, and must pay attention to the game. Player coaches who do not pay attention to the game should be replaced.

14. Managers and coaches are allowed beyond the foul line when visiting the pitcher. A manager or coach may confer with any other player(s) on the field, including the catcher, during the visit with the pitcher. A manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher. (see Rule 8.06-d)

15. Bunting is allowed at this level.

16. Stealing is allowed at this level.

(a) Runners must remain in contact with their bases until a pitched ball reaches the batter. A runner who leaves base early shall be called out. The pitch is declared “no pitch” and any action resulting from the pitch is nullified.

(b) A pitch that hits the ground is a live ball, but runners are not free to advance on a pitched ball until the ball reaches the batter. A pitched ball is a ball that is delivered by the pitcher to or toward the batter. Runners may advance on a dropped ball. A dropped ball is a ball that is released by the pitcher and falls to the ground and is not delivered to the batter. Runners may not leave base until the dropped ball hits the ground. If a runner leaves base early, a “no pitch” is declared and any action resulting from the pitch is nullified.

17. Continuation is not allowed at this level. A batter awarded base on balls shall not advance beyond first base until the following pitch.

18. In order to encourage catchers to throw to 3rd base on an attempted steal, a runner attempting to steal 3rd base may not advance to home as a result of an errant throw by the catcher. Additionally, to encourage catchers to throw to 2nd base on an attempted steal, the runner stealing 2nd and any runner on 3rd base at the time may not steal home due to an attempt to throw out the runner stealing 2nd base. A runner on 3rd base may attempt to score from 3rd base at their own risk on a wild pitch or passed ball. There will be no stealing of home on return throws back to the pitcher.

19. The infield fly rule is in effect at this level. However, since many players at this level have difficulty catching fly balls, and very few know the rules well enough to take advantage of a dropped infield fly, umpires should declare an infield fly only when it appears that the fly ball will more likely than not be caught in the infield with little effort. This is a judgment call.

20. 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:

21. 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.

22. 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 game so as not to 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.

23. 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.

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

25. 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**

26. 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)

27. 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 play.

28. There are to be no adults warming up pitchers before or during the game. See rule 3:09.