

## DISTRICT 8

### INTERLEAGUE FASTPITCH LOCAL RULES AND GUIDELINES

Ballard, Magnolia, North Bothell, North Central, North Lake, Northeast, Northshore, Northwest, Queen Anne, Shoreline, RUG and Woodinville

For all divisions:

**Playing Rules are those found in the 2016 Little League Softball Official Regulations and Playing Rules (Orange) 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. In addition to the local rules, some rules detailed in the 2016 Little League Official Regulations and Playing Rules book provided by Little League Baseball, Inc., are listed for clarification purposes. When in doubt, refer to the Official Regulations.**

There is not a mandatory 10-run rule except for the end of season playoffs. (Rule 4.10e.) The manager of the team behind by 10 runs or more after four innings of play may opt to implement a 'Mercy Rule' to end the game. (The Mercy Rule should only be considered for Juniors, Majors and Minors.)

Teams will use a continuous batting order. This is also known as the "bench-bat" rule. If a player misses a turn at bat due to leaving the game early an out will not be recorded. A player who misses a turn at bat due to injury may be allowed to return to the game without a signed medical release. If a player's injury necessitates exam by a medical professional, then a signed medical release is necessary. 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.

Cones should be used on fields with dirt and grass outfields, if available. Cones should be placed at 200 feet from home plate (as close as possible). If cones are not available, a chalk line may be substituted.

a. 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 200 feet).

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

When games are being played simultaneously at both ends of an open field (e.g., Woodinville Sports Fields) cones should 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).

All local field rules should be explained to both managers prior to the start of the game. This includes an understanding of length of play.

Ending games early due to darkness or weather: For safety reasons, coaches should agree to halt play as soon as darkness or weather conditions make further play hazardous. If this is not possible, the ultimate

decision relative to stopping a game belongs to the home plate umpire. A called game ends at the moment the home plate umpire terminates play. (Rule 4.11d and e) (To mitigate controversy with differing opinions of darkness, and to ensure the highest level of safety, it is suggested that coaches agree to a modified time limit prior to the start of the game when darkness may be an issue.)

Coaches and umpires are encouraged to keep the game moving (by starting on time, limiting time between innings, limiting the number of warm-up pitches, keeping one team's catcher out to warm up the other team's pitcher, etc.) so that as many innings as possible may be completed prior to time running out.

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.

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

The Home team must provide the official scorer for each game.

*Juniors, Majors and Minors: Scorers are required to keep track of the number of innings pitched by each pitcher during the game. Managers shall inform the umpire and both scorers of all pitching changes. Upon request, managers are required to make the team score book available to both the umpire and opposing manager for review of pitchers used and innings pitched in prior games. If the manager fails to provide the score book, or the score book does not contain the accurate player name, jersey number and innings pitched, the manager may be subject to disciplinary action.*

If a game needs to be made up, or a suspended game needs to be completed, the home team is responsible for contacting their league scheduler and attempting to reschedule the make-up game. The District 8 softball representative should also be contacted to help facilitate rescheduling of the make-up game. The league scheduler should attempt to reschedule the game so that it does not create back to back games. 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.

The Home team is responsible for field preparation unless the field is prepared by dedicated maintenance staff only. Turf fields should not be modified in any way. Both teams are responsible for clean-up at all fields, including the field area, dugout, and stands.

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

School events on fields take priority over all Little League scheduled events, including games.

Sliding is permitted and encouraged. A runner who fails to slide or attempt to avoid a defensive player waiting to make a tag shall be called out.

## **JUNIORS & MAJORS**

A time limit shall apply to all weekday games if the regulation number of innings are not completed before the field must be vacated. No new full innings may begin after 2 hours 15 minutes from the scheduled start of the game. No new batter will come up to bat after 2 hours 30 minutes from the scheduled start of the game. A time limit shall apply to all doubleheader games. The time limit for the first game is 1 hour and 50 minutes. The time limit for the second game is 2 hours and 15 minutes.

NOTE: If a player is at bat when time expires, the player shall complete the at bat before the game is called.

In order to intentionally walk a batter, the pitcher must execute 4-pitched balls.

Juniors: Win/Loss standings are not kept at the District Level. The playoff game assignments are by random draw. Random game assignments are made via a method agreed upon by D8 League Softball Representatives and are made in the presence of D8 League Softball Representatives.

Majors: A curfew shall apply to all games played Sunday through Thursday while school is in session. No new innings may begin after 8:15 PM, and no new batter may come up to bat after 8:30 PM. School is not considered "in session" during vacations and holidays.

Majors: Win/Loss standings are not kept at the District Level for North Leagues. The playoff game assignments are by random draw for North Leagues. Random game assignments are made via a method agreed upon by D8 League Softball Representatives and are made in the presence of D8 League Softball Representatives. Playoff games for City Leagues are seeded according to regular season standings.

## **MINORS**

A maximum of five runs may be scored in innings 1-5. This is regardless of whether a ground-rule double, extra bases, or home run is hit. An unlimited number of runs may be scored in an inning after inning 5, including extra innings.

A time limit shall apply to all games, even if no game is scheduled following the game in progress. No new full innings may begin after 2 hours from the scheduled start of the game. No new batter will come up to bat after 2 hours 15 minutes from the scheduled start of the game.

A curfew shall apply to all games played Sunday through Thursday while school is in session. No new innings may begin after 8:15 PM, and no new batter may come up to bat after 8:30 PM. School is not considered "in session" during vacations and holidays.

NOTE: If a player is at bat when time expires, the player shall complete the at bat before the game is called.

The Minors level of play utilizes 100% player pitch. Adults are not allowed to pitch to batters.

Bunting is allowed at this level.

The infield fly rule is in effect. 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.

Stealing is allowed at this level. This includes stealing home.

Continuation (by a runner awarded a base-on-balls) is not allowed.

Mandatory play rule (modified) applies (Regulation IV.i). The modified mandatory play rule is six defensive outs with 3 defensive outs in the infield 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.

## **89ERS**

A maximum of five runs may be scored in innings 1-5. This is regardless of whether a ground-rule double, extra bases hit, or home run is hit. An unlimited number of runs may be scored in an inning after inning 5, including extra innings.

Modified player-pitch is required at this level. The player begins the pitching, but the coach pitcher remains on the field immediately behind the player pitcher ready at all times. The player pitches to the batter until three (3) PLAYER pitched umpire called 'Balls' (not pitches, but BALLS e.g. If the count is 2 and 2, the player still pitches). Following three player-pitched balls, the coach picks up the STRIKE count as it stands. The coach pitcher must be ready so that play and flow of the game is not disrupted. Coaches may not walk batters. While the coach pitches, the umpire will call strikes. Three strikes is an out. If a coach pitched ball hits a batter, the batter is not awarded 1st base. The coach must pitch with at least 1 foot ON THE PITCHING RUBBER.

The nine (9) defensive players shall take the field for the defensive team. Outfielders must start play approximately 15 feet behind the infield base lines. This is to encourage players to learn the proper defensive positions. Outfielders are permitted to cover the bases after the ball is put into play.

Players may only advance one extra base when the ball is put into play and a ball is overthrown attempting to make an out at a base.

No additional base is allowed during an attempted stolen base.

Once the ball is put into play and prior to a play being made at a base, runners are permitted to advance bases until the pitcher has possession of the ball within the pitching circle or until the umpire calls "time". (An overthrow or errant throw to the pitcher is the same as the pitcher possessing the ball.) The umpire has discretion as to when to call time.

NOTE: It is recommended that time be called when a ball thrown toward the pitcher in an attempt to get the ball to the pitcher in the circle passes through or near the pitching circle. When time is called, all runners must stop and return to their last base, unless a runner has already advanced more than one-third of the distance to the next base when time is called. The umpire has discretion as to whether the runner shall return to the last base or may advance to the next base when time is called. Clearly the intent is to prevent extra undeserved bases caused by inexperienced or ineffective defensive play. Managers and coaches who find it necessary to aggressively send their base runners should check their own motives compared to the spirit of the developmental nature of this division.

The infield fly rule is NOT in effect.

Bunting is NOT allowed.

Modified stealing is allowed.

- a. Pitched balls must reach home plate prior to a runner attempting to steal.
- b. In order to encourage catchers to throw, a runner attempting to steal any base may not advance additional bases as a result of an errant throw by the catcher. If this occurs the umpire will call time and return the runner to their base.
- c. Stealing home is not allowed. If this occurs the umpire will call time and return the runner to their base.
- d. Stealing on return-throws to the pitcher is not allowed. If this occurs the umpire will call time and return the runner to their base.
- e. Stealing is not allowed during coach-pitch.

Continuation is NOT allowed, as base-on balls are not awarded.

A time limit shall apply to all games, even if no game is scheduled following the game in progress. No new innings may begin after 2 hours from the scheduled start of the game. No new batter will come up to bat after 2 hours 15 minutes from the scheduled start of the game.

A curfew shall apply to all games played Sunday through Thursday while school is in session. No new innings may begin after 8:15 PM, and no new batter may come up to bat after 8:30 PM. School is not considered "in session" during vacations and holidays.

NOTE: If a player is at bat when time expires, the player shall complete the at bat before the game is called.

Mandatory play rule (modified) applies (Rule IV.i). The modified mandatory play rule is six defensive outs with 3 defensive outs in the infield 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.

### **FARM / 78ers**

A maximum of five runs may be scored in innings 1-5. This is regardless of whether a ground-rule double, extra bases, or home run is hit. An unlimited number of runs may be scored in an inning after inning 5, including extra innings.

Players do not pitch at this level. The coach for each offensive team will pitch or use a pitching machine to deliver pitches to their team's batters.

The coach will deliver a maximum of seven pitches. Following pitch number six, a tee may be substituted for the coach's delivery. Coaches will keep track of the total number of pitches delivered by the coach. Pitches are continued until one of two things happen: the ball is put into play; or the coach has delivered seven pitches (third/final strike fouls excepted) – whichever occurs first. There will be no base on balls, no called strikeouts, and no player hit-by-pitch.

A player from the defensive team shall play at the pitcher's position for fielding purposes. The pitcher shall remain completely within the pitching circle during pitches, even with or behind the line of the pitching rubber until the ball is put into play. The player may choose which side to stand on.

The coach will deliver pitches with one foot within the pitcher's circle. The pitching rubber is located 35 feet from home plate. The coach may wear a glove, however, all defensive fielding is to be done by the players. If a batted ball hits a coach or pitching machine in fair territory, the ball is live and in play as if it had not hit anything.

Teams may use a spring-loaded or electric pitching machine.

Coaches may use the pitching machine selectively to encourage success for all skill and ability levels. If both teams supply a machine, the home team's machine will have priority for the game. If either team uses the pitching machine it shall remain in place for the whole game, not removed and put in place repeatedly.

The Nine (9) defensive players shall take the field for the defensive team. Outfielders must start play approximately 15 feet behind the infield base lines. This is to encourage players to learn the proper defensive positions. Outfielders are permitted to cover the bases after the ball is put into play.

On balls put into play, each base runner may only advance one base, except as noted below.

a. If a defensive player throws to a base in an effort to put out a base runner and the throw is wild, but stays in play, the base runner may NOT proceed to the next open base as a result of the defensive play.

b. If a defensive player throws to a base in an effort to put out a base runner and the throw goes out of play, the base runner may proceed to the next open base as per the "out of play" rule. (Rule 7.05g)

c. On balls put into play that travel to the outfield, runners may advance bases at their own risk.

The infield fly rule is NOT in effect.

Bunting is NOT allowed.

Stealing is NOT allowed.

Runners must remain in contact with their bases until a pitched ball crosses home plate.

Continuation is NOT allowed, as base-on balls are not awarded.

A time limit shall apply to all games, even if no game is scheduled following the game in progress. No new full innings may begin after 1 hour 45 minutes from the scheduled start of the game. No new batter will come up to bat after 2 hours from the scheduled start of the game.

A curfew shall apply to all games played Sunday through Thursday while school is in session. No new innings may begin after 8:15 PM, and no new batter may come up to bat after 8:30 PM. School is not considered "in session" during vacations and holidays.

NOTE: If a player is at bat when time expires, the player shall complete the at bat before the game is called.

Mandatory play rule (modified) applies (Rule IVi). The modified mandatory play rule is six defensive outs with 3 defensive outs in the infield 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.

An eleven-inch (11") Little League approved SAFETY-ball will be used as a game ball. See Rule 1.09.

Base coaches shall be two adults. No players are allowed to be a base coach.