

**INTERLEAGUE FASTPITCH LOCAL RULES AND GUIDELINES
2008 PLAYING SEASON**

89er LEVEL

(North Bothell, Northshore, Woodinville, Woodinville West, Kenmore, North Kenmore, North King County, Richmond)

Playing Rules:

Playing Rules are those found in the *2008 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. There is no mandatory 10-run rule at this level for regular season play. After 4 innings (3 ½ if the home team is ahead) the LOSING coach has the OPTION of conceding the game.

3. A maximum of five runs may be scored in any inning, regardless of whether a home run or ground rule double 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 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 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. A time limit shall apply to all games, even if no game is scheduled following the game in progress.

(a) 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.

(b) Games played Sunday through Thursday while school is in session are subject to curfew. 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: In early season games, darkness may precede the time limits. For safety reasons, coaches should agree to halt play as soon as darkness makes further play hazardous. 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. (See *Rule 4.11 (d) 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.

(c) If a player is at bat when time expires, the player shall complete the at bat before the game is called.

(d) The ultimate decision relative to stopping a game belongs to the home plate umpire. Note: Because time limited games sometimes end in controversy (e.g., when the team behind is rallying or team ahead is stalling), 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, having players hustle to their positions, 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.

(e) For games played at the Woodinville Complex, the Complex rules regarding time limit shall be followed.

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. 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. 4 kid pitched BALLS (not pitches, BALLS) (for example, if the count is 2 and 2, the kid still pitches) then the coach comes in and picks up the count, the umpire will call strikes, after 3 strikes (called and swinging combined) the batter is out. If the batter is hit by a pitch that is pitched by a kid, the batter gets her base. If a batter is hit by a coach pitched ball, the batter will continue to hit. Coach must pitch with at least 1 foot in the 8' circle.

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. 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.

13. 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)

14. Bunting is NOT allowed at this level.

15. Modified stealing is allowed at this level. **One base per pitch, no stealing home.** (See #16)

(a) Runners must remain in contact with their bases until a pitched ball passes the catcher. A runner who leaves base early shall be called back. 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 passes the catcher (this helps build the catchers). A pitched ball is a ball that is delivered by the pitcher to or toward the batter. If a runner leaves base early, a "no pitch" is declared and any action resulting from the pitch is nullified.

(c) When the coach is in to pitch, there is no advancing or stealing until the ball is hit.

16. For the safety of the batter in the batters box, there will be no stealing of home. This will avoid any potential collisions between batter, third base runner and the catcher. In order to encourage catchers to throw on an attempted steal, a runner attempting to steal any base may not advance as a result of an errant throw by the catcher, unless they are fielding a batted ball and making a play. For each pitch, each base runner may only advance one base, unless a defensive play is being made directly on that base runner. For example, if a defensive player (other than the catcher) throws to a base in an effort to put out a base runner and the throw is wild, the base runner may proceed at their risk to any open base, except home plate, as a result of the defensive play. This includes any attempt by a pitcher to "pick-off" a base runner. In the instance of base runners advancing as a result of a wild throw going out of the field of play, the "out of bounds" rule will apply. (See Rule 7.05-g)

17. Players can only advance one extra base when a ball is overthrown (not stealing). Ex: batter-runner is going to 1st and the ball is overthrown. The runner continues to 2nd while the 1st baseman overthrows 2nd. 2nd is as far as she can go on that play.

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

19. The infield fly rule is not in effect at this level.

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 rescheduling the game. 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. 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)

25. 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.

26. **No team shall take batting practice of any kind with any type of ball (i.e. regulation ball, whiffle ball, soft-touch or Incrediball®, etc.) before any game. Any team that violates this rule will be subject to disciplinary action. For safety purposes there will be no bat in a player's hand before or during the game except when up to bat.**

27. **There will be no adults warming up players before or during the game as per rule 3:09.**