

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

FARM LEAGUE LEVEL WEST DIVISION

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

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 by all leagues during the regular season at the Minor Modified Coach Pitch ("Farm") 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") Incrediball or Safety ball will be used as a game ball. 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. There is no mandatory 10-run rule at this level for regular season or tournament 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 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" 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.) Be sure to fill out an injury report and turn it into your league if the player seeks medical attention.

(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 minimum 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 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 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. Both of these rules apply even if no game is scheduled following the game in progress.

(b) Time limit for 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: In early season games, darkness will often 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. 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 going so that as many innings as possible may be completed prior to time running out.

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 live 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 a defensive player has touched it.

9. (a) Manager/Coach (M/C) of the offensive team will pitch the entire game.

(b) A player from the defensive team shall play at the pitcher’s position for fielding purposes. Player shall remain completely within the pitching circle during pitches, and be 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.

(c) M/C will pitch with one foot within the eight (8) foot radius pitcher’s circle, which is centered about the pitcher’s plate, which is located 35 feet from home plate for Farm Division play. The Manager/Coach while pitching may wear gloves, however, all defensive fielding is to be done by the players only. If a batted ball hits a M/C pitcher in fair territory, the ball is live and in play as if it had not hit the coach.

(d) If a team has the authorized spring loaded pitching machine they may use that instead of the coach pitching. If both teams want to use the pitching machine the home team will provide the machine if they have one. If one team does not have a pitching machine, an agreement must be made between the two teams to use the machine or not. If one team does not want to use the machine the other team will not use the machine.

(e) if the machine is used and the ball hits the machine it will be played as a live ball.

(e) M/C will throw a maximum of seven (7) pitches (except as noted below for fouls). Umpires will keep track of the total number of pitches thrown by the M/C. Pitches are continued until one of two things happens: (1) the ball is put into play; or (2) the coach has

thrown seven pitches - an out is recorded (unless the seventh pitch and any subsequent pitches are fouled off) - whichever occurs first. There will be no base on balls; nor shall batters hit by a coach-pitched ball be awarded 1st bas; nor shall a player strike out on 3 swings.

10. Base coaches shall be two players accompanied by two adults (i.e., one adult and one player-coach in each coaching box). This is an instructional division, so there must be a player in the coaching box for an adult to be present. Player coaches must wear helmets and *must pay attention to the game*. For safety reasons, player coaches who are not paying attention to the game should be replaced.

11. Managers and coaches are allowed beyond the foul line when visiting the pitcher. A manager may speak with any player on the field AFTER time is granted.

12. No bunting or stealing permitted at this level. Sliding is permitted and encouraged. A runner who fails to slide or avoid a defensive player waiting to make a tag shall be called out. No headfirst slides permitted. A player who slides headfirst shall be called out.

13. Runners must remain in contact with their bases until a pitched ball crosses home plate. A runner who leaves base early should be called out. The pitch is declared “no pitch” and any action resulting from the ball being put into play is nullified.

14. Nine 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.

15. Once the ball is put into play, runners are permitted to advance bases until the pitcher has possession of the ball within the pitching circle, or until the umpire calls “time.” The umpire has discretion as to when to call time. **It is recommended that time be called when a defensive player has control of the ball in the infield in such a way that stops any runner from advancing, and 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.

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

17. No protests are permitted at this level.

18. 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:

19. 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.

20. 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.

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.

21. Recognizing at this level, that most umpires may be parent volunteers, any umpire's decisions which involve judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike of 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)

22. 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 play.

23. **No team shall take batting practice of any kind with any type of ball (i.e. regulation ball, whiffle, 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 any player's hand before or during a game EXCEPT when up to bat in the batter's box.**

24. **There will be no adults warming up a player before or during the game. See rule 3:09.**