

INTERLEAGUE FASTPITCH LOCAL RULES AND GUIDELINES 2008 PLAYING SEASON

MAJOR LEAGUE LEVEL

(North Bothell, Northshore, Woodinville, Woodinville West, Kenmore, North Kenmore, North King County, and 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 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. An 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. **There is no mandatory 10-run rule at this level for regular season play. However, the team that is behind after four innings (three and one-half innings if the home team is ahead) may concede the game if they desire. It is not the option of the leading team's manager to call the game. See *Rule 4.10(e)*. There is no six-run rule at this level. Unlimited runs may be scored in each inning.**

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 game forfeiture and possible disciplinary action.

5. 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, 10 minutes 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. Both of these rules apply even if no game is scheduled following the game in progress.

(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 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 umpire in chief. 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 warmup 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.

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

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. 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 180 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 180 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.

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 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.

13. Post-season interleague tournament seedings will be determined by a random draw, and will not be based on team record. The drawing will be done by the interleague committee representatives. This will enable scheduling of tournament game dates, times, and locations prior to the last game of the regular season.

14. 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.

15. A player who does not play in at least 50 percent of scheduled regular-season games will not be eligible for All-Star participation.

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

17. **For safety purposes, No batting practice of ANY kind with ANY kind of ball before ANY game. No bat in the player's hands before or during the game EXCEPT when up to bat. Violation of this rule will result in disciplinary action.**

18. 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)
19. 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.
- 20. No adult may warm up a player before or during the game. See rule 3:09.**