

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

MINOR LEAGUE LEVEL

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

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 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 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. 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, 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 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. 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 Intercouncil committee representatives. This will enable scheduling of tournament game dates, times, and locations prior to the last game of the regular season.

24. 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.

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

26. **For safety purposes there is no batting practice of any kind with any type of ball before the game. There is to be no bat in the player's hands before or during the game**

except when the batter is up to bat.

27. 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)

28. 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.

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