

Section 5 - Guidelines for Interleague Intermediate & Senior Baseball

Organization – The Intermediate and Senior Baseball programs operate under the guidance of the District Administrator (DA) and the Assistant District Administrator (ADA). The DA may appoint one or more Deputy Directors (DD) to assist in the operation of the program. In the event that a Deputy Director is not named, then all correspondence noted below shall be directed to the ADA.

Leagues which participate in this district-wide interleague program are responsible to field their own teams. Some leagues may form combined league teams if their player numbers are not sufficient to form teams of their own. All leagues participating must charter the appropriate number of teams and ensure that they have obtained proper insurance coverage.

Contacts – The team and league contacts are listed later in this document. Other contacts are:

- District Administrator (DA)
Pat Ryan, Pat.Ryan@WAD2LLB.org, H (360) 779-1824, C (360) 271-5193
- Assistant District Administrator (ADA)
Brittany Anderson, Brittany.Anderson@WAD2LLB.org, C (360) 731-4603

Protest Committee – The president of each league, or his/her appointed representative, shall serve on the Protest Committee. The ADA or DD shall oversee the committee as appropriate and enlist the advice of the DA if necessary. Note that the interjection by the ADA/DD and/or DA into the discussions and decisions of the Protest Committee is limited to advice regarding the interpretation of rules and regulations. If there is a disagreement within the committee that cannot be resolved, regarding the resolution of any action brought before them, then the DA shall have final authority to make rulings regarding any such actions. Leagues involved in the protest incident shall be able to present their related evidence or information, but will not participate in the committee action.

Divisions – Interleague play may take place between Intermediate or Senior baseball teams from leagues in District 2. Interleague and combined team forms are to be submitted to the DA for approval prior to the commencement of games. Leagues wishing to combine teams for tournament play must indicate such on the interleague/combined form and approval must be obtained from the Regional Headquarters.

Rules and Regulations – This division will be conducted in accordance with the Official Regulations and Playing Rules for All Divisions of Little League Baseball, 2021 Edition and as amended herein.

1. **Accidents** - Managers and coaches will ensure that accident reports are properly filled out and the Safety Officer of the Local League is notified immediately in the case of any injury whether during practice or game.
2. **Official Scorekeeper / Official Scorebook** - The home team is responsible for the official book and scorekeeper. The Official Scorekeeper is responsible for the pitch count. Managers must inform the Official Scorekeeper and the opposing team manager of disciplinary

action (benching) prior to game time. Both must be informed of an illness or injury which incapacitates a player.

- a. Actions such as disqualification, benching, injuries, and absences are to be recorded in the official scorebook.

3. Discipline - Discipline of a Team Player, Manager, or Coach - Each umpire has the authority to disqualify any player, manager, or coach for un-sportsman like conduct or language. Such disqualified people shall take no further part in the game and leave the game site. Our ejection penalties are severe for un-sportsmanship and can result in being ineligible for tournament play because the players cannot get in the required playing time during the regular season. Penalties for ejection are as follows:

- a. First Offense – Rule 4.07 except that if a player, the player will sit in dugout in uniform to complete his/her suspended schedule game. A manager or coach may not be at the game site for the next physically played game.
- b. Second Offense – Player, manager, or coach will be removed for the completion of the game, plus suspended for the next two (2) physically played games. The player must sit on the bench in uniform for the remainder of his/her game plus serve all suspensions on the bench. A manager or coach must leave the site and may not be at the game site for the next two (2) physically played games.
- c. Third Offense – The player, manager, or coach will be removed from the program for the remainder of the current season, including all-star participation.
- d. NOTE: If any manager, coach, player, or spectator is ejected and the incident requires a 911 (police) call for enforcement, that person will be barred from further participation until he/she files an appeal and presents it to the Protest Committee in person. The Protest Committee may elect to reinstate participation privileges or not. The Protest Committee's decision will be final on the issue.
- e. Ejection Appeal - An appeal must be submitted by the manager in writing to the Local League President within 24 hours. The Protest Committee, as noted above, will hear and resolve any such appeals. The decision of the Protest Committee is final.

Note: The minimum suspension for any ejection will be for the remainder of the game in which the ejection occurred and for the next physically played game as outlined in Rule 4.07. The Protest Committee may not reduce this suspension further but may increase it.

The ADA, Deputy Director and Local League President must be notified within 24 hours if a player, manager, or coach is disqualified from a game (Rule 9.05c will be enforced).

4. Cancelling of Games - The team manager or coach must notify the Local League President or Vice President at least 72 hours prior to the scheduled start of a game if the team cannot be fielded because of school functions or other justifiable reasons. The reason must be adjudged justifiable by the League President or Vice President. At that time the League President or Vice President shall notify the ADA.

Games that are necessary to be replayed, in part (suspended) or whole, shall be rescheduled within seven (7) days. If both managers fail to reschedule within the seven (7) days, two (2) losses (one for each team) will be recorded in the official league standings. Should one (1) of the

managers fail to reschedule then a forfeit will be recorded. It is the responsibility of each manager to call the Deputy Director within the seven (7) days on the status of the reschedule.

If managers cannot agree to a date, they shall inform the ADA before the seven (7) days expire. The ADA shall then resolve the matter. His/her decision shall be final. The manager who was the home team of the originally scheduled game must cancel and reschedule the umpires.

NOTE: The game must be rescheduled with seven (7) days, not necessarily played within the seven (7) days.

5. **Rescheduling** - After the League schedule is published both managers must agree to any rescheduling. If one manager is unable or unwilling to reschedule, the game must be played. A no-show will constitute a forfeit. A no-show is deemed when one manager states he will not be at the game with his/her team. In the event a no-show is indicated managers are to notify their League President. He/she will then confirm the no-show and notify the Deputy Director.
6. **Roster Size** - Team roster sizes will be in accordance with the rulebook and will be set at the discretion of each League.

7. **Time Limit** – Rule 4.10. All games will be played with a time limit. If the game has not otherwise concluded due to it being a regulation game or due to the mercy rule (see item 16 below), then no new inning will start after 2-1/2 hours have elapsed from the time that the umpire puts the ball in play to start the game.

At the Gig Harbor fields a hard time limit of 2-1/2 hours will be used which starts at the scheduled start time for the game or when the umpire puts the ball in play, whichever comes first. If the game is not concluded after 2-1/2 hours have elapsed then the game is called.

8. **Players Participating on Other Teams** - For players who also play in the Junior and Senior High School programs or other non-Little League programs, the following Guidelines will be used:
 - a. The manager is responsible for coordinating with the players and the players' parents to ensure that players who also pitch or catch for another program maintain the rest periods and limits in the Little League Regulations for all games played. Do the right thing for the player. If a player already pitched this week in a school game, give him enough rest before pitching in an Intermediate or Senior game.
 - b. School pitchers/catchers may have their participation restricted by their school. Respect those restrictions.
 - c. Awareness of possible burnout and fatigue by those school players participating in both programs is a primary concern. It is emphasized that school managers and Intermediate / Senior League managers maintain open communication to discuss any of these players.

9. **Player Pool** - A pool of players from a league's existing regular season teams may be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game within their respective division.

NOTE: Players may not be "borrowed" from an opponent. They must be assigned by the player agent.

Guidelines:

- a. The league's player agent will create and run the pool. The league's player agent will use the pool to assign players to teams that are short of players on a rotating basis.
 - b. Managers and/or coaches will not have the right to randomly pick and choose players from the pool.
 - c. Under this option, when a player participates in a game on a team other than his/ her own team, such player will **not** be permitted to pitch in that game.
 - d. Pool players that are called and show up at the game site must play at least nine consecutive defensive outs and bat once.
 - e. Players shall wear their regular team uniform to clearly indicate which players are pool players for the game.
10. **Pitching Regulations** –Regulation VI of the rulebook will be used throughout the season for all games.

11. **Dress Code** –

- a. Managers and coaches will be neatly attired. They may not wear tank tops/sleeveless shirts or cutoff shorts. They may wear, and are encouraged to wear, a uniform that matches the team.
- b. Players will wear their uniform jerseys tucked into their pants and pants shall be pulled up.
- c. Caps will be worn properly at all times by players and coaches on the field.

12. **Umpires** - Umpires are to be provided by the host team. District 2 may be able to assist the host league develop umpires for their program. Leagues are encouraged to contact the District for such opportunities. The visiting team may assist in umpiring the game if necessary. Any umpire, whether from the home or visiting team or from District 2 shall have complete authority to officiate the game according to the rules. Respect for the officials and good sportsmanship shall be followed at all times.

13. **Baseballs** - Baseballs will be supplied by the host team.

14. **Field Preparation / Cleanup** - The host team will prepare the field before each game and rake the field following. Both team's players and parents will help clean up after the game including stands and dugouts. No glass containers are allowed in any team field dugouts. No food or drinks, with the exception of water or sports drinks, will be allowed in the dugouts or on the field.

15. **Pitching Affidavit** - A pitching affidavit will be given to each team. It is to be filled out by the official scorekeeper of each game, signed in ink by the official scorekeeper and the manager, and

given back to each manager. This form will be presented to the official scorekeeper prior to each game. The consequence for not presenting the pitching affidavit to the official scorekeeper prior to the start of the game will be the suspension of the manager for the next two games.

The game will be played but will be under protest. The offending manager must submit the missing pitching affidavit to the protest committee within 48 hours. If the affidavit is proven to show that all pitchers used in the game were eligible then the result of the game stands. If the affidavit shows a violation then the game result will be entered as a loss to the opposing team.

16. Mercy Rule 4.10 (e) – The 15 run rule will not be utilized but the 10 run rule will be.

17. Courtesy Runner Rules 3.04 & 7.14 (b) – As outlined in Rule 3.04 and Rule 7.14 (b), a courtesy runner is allowed for the catcher or pitcher of record when there are 2 outs in the half inning.

18. Game Reporting –

The ADA/DD and Local League President must be notified within 24 hours of any altercations or ejections.

Each team will notify the Deputy Director after each game, and provide the game results and notification of any ejections of player, manager, or coach. Send an email to IntBB@WAD2LLB.org for Intermediate results and to SrBB@WAD2LLB.org for Senior results.

Rules to Remember:

Several rule changes were put in place by Little League International in the last few years and they are applicable for the 2021 season.

1. Rule 6.02 (c) – Batter Must Remain in Batter's Box: This is a regular season option that has been selected for use during all interleague play.

After entering the batter's box, the batter must remain in the box with at least one foot throughout the at-bat.

See the full description on page 92 of the Rulebook.

2. Regulation VI (c) – Pitcher's Rest: The rest period is determined differently than in past years. Instead of a hard pitch count, the rest is determined by a threshold reached during an At-Bat.

Examples – This is an excerpt from an email from the Western Region Chief Umpire.

Question:

If a pitcher starts a batter at or before the pitch count threshold and the batter is injured and replaced or substituted prior to the completion of the at bat, can the pitcher continue to pitch to the following batter?

Answer:

Yes, the pitcher has not finished the **at bat** until one of the three things occur 1. That batter reaches base; 2. That batter is retired; 3. The third out is made to complete the half inning. The key is the pitcher has not finished the at bat until one of those three things has occurred.

Question:

If a pitcher starts a batter at or before the pitch count threshold and he/she does not complete the batter until passing through the next threshold, can does the pitcher have to observe the higher threshold attained?

Answer:

No, the rule will literally interpreted as written. If the pitcher starts the batter on or prior to the threshold, the pitcher will observe the threshold they started with even if/when passing through another threshold.

3. Regulation VI (k)

(k) Pitching in more than one game in a day:

Minor League, Little League and Intermediate League – A player may not pitch in more than one game in a day;

Junior League and Senior League – A player may be used as a pitcher in up to two games in a day. (Exception: If the player pitched 31 or more pitches in the first game, that player may not pitch in the second game on that day);

Examples — This is an excerpt from an email discussion with the Western Region Chief Umpire. The answers are in red.

- A player who catches for more than 3 innings in a **game** is not eligible to pitch the rest of the day.
- A player who pitches is not eligible to catch the remainder of the day if he pitches 41 or more pitches in a **game**.
- A player who pitches 31 or more pitches in a **game** is not eligible to pitch in the second game on that day.

Can a player catch 3 innings in the first game, catch another 3 innings in the second game and still pitch in the second game? He never caught for more than 3 innings in a game.

The answer is yes, because it is a different game.

Can a player pitch 30 pitches in the first game, pitch another 40 pitches in the second game and then catch in the second game? He pitched less than 31 pitches in the first game so he can pitch in the second game. He didn't pitch more than 40 pitches in a game so he should be able to catch.

This is true for Junior, and Senior League and yes the player can catch in the second game.

Throw the two together and the starting pitcher of game one pitches 30 pitches. He then moves to catcher where he catches for 3 innings. He starts the second game as pitcher where he pitches 40 pitches and then moves to catcher for the rest of the game.

This player has stayed within the parameters of the rules and can catch for the rest of the game.