

Section 6 - Guidelines for Interleague Softball

Organization – The Interleague Softball programs operate under the guidance of the District Administrator (DA) and the Assistant District Administrator (ADA). The ADA may appoint one or more Deputy Directors to assist in the operation of the program.

Leagues which participate in this 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 in a separate 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)
Marian Phillips, Marian.Phillips@WAD2LLB.org, H (360) 697-3847

Protest Committee – The president of each league, or his/her appointed representative, shall serve on the Protest Committee. The ADA shall oversee the committee as appropriate and enlist the advice of the DA if necessary. Note that the interjection by the ADA 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 Minor, Major, Junior, or Senior softball teams from leagues in District 2. These rules are intended for the older Minor divisions only and do not apply to coach or machine pitch divisions. 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 – Interleague play will be conducted in accordance with the Official Regulations and Playing Rules for All Divisions of Little League Softball, 2019 Edition and as amended herein.

Rules for All Divisions:

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 will record the innings pitched. 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 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 ADA 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 ADA.
6. **Roster Size** - Team roster sizes will be in accordance with the rulebook and will be set at the discretion of each League.
7. **Player Pool** - A pool of players from a league's existing regular season teams can 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 within their respective division 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 within their respective division.
 - 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.
8. **Dress Code** –
 - a. Managers and coaches will be neatly attired. They may not wear tank tops/sleeveless shirts or cutoff shorts.
 - b. Players will wear their uniform jerseys tucked into their pants and pants shall be pulled up.
 - c. Caps or visors, if worn, will be worn properly at all times by players and coaches on the field.
 9. **Umpires** - Umpires will be provided by the home team. 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.
 10. **Softballs** - Softballs will be supplied by the host team. Minor league games will use the 11 inch softball. The Major division and up will use the 12" softball. Softballs may be white or optic yellow.

- 11. 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.
- 12. Game Reporting** - Each team will notify their league after each game providing the game results and notification of any ejections of player, manager, or coach. The ADA and Local League President must be notified within 24 hours of any altercations or ejections.
- 13. Time Limit** – No new inning will start after 2-hours have elapsed. Time will start when the Umpire-In-Chief calls "play" to start the game. A new inning starts the moment the third out is made in the previous inning.

Notes:

(1) If a game is scheduled on the same field following the game in progress, Minor League games shall abide by the time limit no matter what the score or the number of innings completed. Major, Junior, and Senior League games must be regulation games.

(2) If a Minor League game is tied when the time limit is reached and there is NOT a game scheduled on the same field following the game in progress, play shall continue until a winner is determined or until the umpires terminate play due to darkness, rain, or similar cause. In a Minor League game, if the umpires terminate play before a winner can be determined in accordance with Rule 4.10, then the game ends with the score tied and it will not be resumed later.

(3) Games played at the Gig Harbor Little League complex will end no later than 2 hours 10 minutes from the start of the game regardless of the game situation.

14. On-Deck Position (Majors & Minors) –

- a. Rule 1.08 Note 1 states that the on-deck position is not permitted. This means that no player is allowed to pick up a bat and take practice swings anywhere. Anywhere means not in the dugout, nor in the enclosed space near the dugout, nor on the field outside the dugout. The batter will be allowed a few practice swings prior to stepping into the batter's box when it is her time to bat.
- b. Rule 1.08 Note 2 is deleted. The first batter of each half-inning will NOT be permitted outside the dugout between half-innings. When the pitcher has completed her warm-up pitches the batter and base coaches are then allowed out of their dugout.

15. 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 89 of the Rulebook.

Minor League (Upper Minors, Intermediates, AAA, etc.):

1. **Minimum Playing Time** – Regulation IV(i) is modified as follows. Every rostered player who is present at the start of the game will participate for a minimum of nine (9) defensive outs and bat at least one (1) time during a six-inning game. In a game that concludes in less than six innings, each player will participate for a minimum of six (6) defensive outs and bat one (1) time.
2. **Pitching** – Twelve (12) year olds may not pitch in this division. Individual pitchers are limited to a maximum of four innings per game. Delivery of a single pitch constitutes having pitched in an inning. One calendar day of rest is required prior to pitching again on another day. A player may pitch in a maximum of six (6) innings in a calendar week.
3. **Batting Order** – A continuous batting order and free substitution on defense as outlined in Rule 4.04 is to be used throughout the game
4. **Five Run Rule** – The offensive team's time at bat will end when three players are put out, OR when all players on the roster have batted one time, OR five (5) runs are scored, whichever occurs first.
5. **15/10 Run Rule** – Games will NOT be played with a fifteen (15) / ten (10) run rule (Rule 4.10 (e)). It is intended that the games continue for the full six innings (5 ½ innings if the home team is ahead) OR until the time limit is reached, whichever occurs first. If the score is tied at the end of six complete innings, play shall continue as prescribed in Rule 4.10 (b) except as limited by the time limit as stated above.
6. **Time Limit** – The time limit rule applies to this level of play.

Major League:

1. **Minimum Playing Time** – Regulation IV(i) is modified as follows. Every rostered player who is present at the start of the game will participate for a minimum of nine (9) defensive outs and bat at least one (1) time during a six-inning game. In a game that concludes in less than six innings, each player will participate for a minimum of six (6) defensive outs and bat one (1) time.
2. **Pitching** – Individual pitchers are limited to a maximum of four innings per game. A player may pitch in a maximum of six (6) innings per day. Delivery of a single pitch constitutes having pitched in an inning.
3. **Batting Order** – A continuous batting order and free substitution on defense as outlined in Rule 4.04 is to be used throughout the game
4. **Five Run Rule** – The offensive team's time at bat will end when three players are put out, OR when all players on the roster have batted one time, OR five (5) runs are scored, whichever occurs first. However, the inning run count does not automatically stop at five runs per inning. The value of the hit (umpire's judgment) determines how many runs are counted. For example; if a team has already scored four runs and a batter comes to the plate with bases loaded and hits a clean double, the counted score for that inning would be six. If the batter hit a home run in the same scenario, the counted score for that inning would be eight runs. Runs beyond 5 are only counted if the runner is forced to advance by the batter's clean hit. Example: Runners on 2nd and 3rd; batter hits a clean double; one run scores.

5. **10 Run Rule** – All games will be played with the ten (10) run rule (Rule 4.10 (e)). The fifteen (15) run rule will not be utilized in this division.
6. **Time Limit** – When a game is scheduled on the same field following the game in progress, the time limit rule applies to this level of play. However, the game must meet the requirements for a regulation game (Rules 4.10 and 4.11)

Junior & Senior League:

1. **Minimum Playing Time** – Regulation IV(i) is modified as follows. Every rostered player who is present at the start of the game will participate for a minimum of nine (9) defensive outs and bat at least one (1) time during a seven-inning game. In a game that concludes in less than seven innings, each player will participate for a minimum of six (6) defensive outs and bat one (1) time.
2. **Pitching** – Individual pitchers are limited to a maximum of five (5) innings per game.
3. **Batting Order** – A continuous batting order (CBO) and free substitution on defense as outlined in Rule 4.04 may be used throughout the game. The choice to use CBO is at the discretion of each team and must be announced prior to the start of the game.
4. **10 Run Rule** – All games will be played with the ten (10) run rule (Rule 4.10 (e)). The fifteen (15) run rule will not be utilized in this division.
5. **Time Limit** – When a game is scheduled on the same field following the game in progress, the time limit rule applies to this level of play. However, the game must meet the requirements for a regulation game (Rules 4.10 and 4.11)