

**2010 Little League
JUNIOR League Interleague Agreement**

This Interleague Agreement is executed on the last page by authorized representatives of the following local Little League (LL) Charters: Arcadia, Desert Foothills, East Scottsdale, Fountain Hills, McCormick Ranch, McDowell Mountain, Mountain View, North Scottsdale, and South Scottsdale and covers the local playing rules for the Junior League Division. It is noted and acknowledged that all Rules, Regulations, Policies and Guidelines of LL Baseball, Inc. hereby apply, in their entirety, to this program and that there are no "Special Rules". The playing rules below are intended to help clarify and develop local rules and conditions but may not be interpreted to contradict, waive, or otherwise replace LL Rules. The Manager or, in his absence, the Coach, is totally responsible for the team and its conduct. It is the responsibility of each Manager to insure that all rules and playing conditions are understood and adhered to throughout each game and during the season. It must always be remembered that the Junior Division is considered a minor league and, as such, must emphasize education and instructional objectives over competitive play. **The Presidents and Directors have the authority to question any manager who does not adhere to these playing rules and the rules set forth in the 2010 rule book. If it is determined that rules are not being followed, managers may be removed according to procedures in the operating manual.**

Playing Matters:

1. **Time Limit:** Games are complete after seven (7) innings and all games will have a time limit. Many games may not be able to be re-scheduled or re-played once begun. Managers shall do their best to keep the game at a quick pace.

- 1.1 **NO NEW INNING AFTER 2 HOURS, BUT ONCE AN INNING HAS BEGUN IT WILL BE PLAYED TO COMPLETION REGARDLESS OF TIME.** In the event there are two games at the same field on the same weekday evening, the first game will start at 5:30 p.m. The second game will start no later than 8:00pm **whenever possible.**

- 1.2 They will be **no 10 run rule.**

2. **Minimum Players:** For a game to be played and counted, each team must field at least nine (9) players throughout the game. In the event a team is unable to field at least 9 players, the team with less than 9 players may "borrow" a player(s) from the opposing team, for defensive purposes (exception: borrowed players will not be allowed to pitch or play catcher, except during the player's own regular season scheduled game) and the game shall be played as a practice game in the available time. Players borrowed should be rotated, from inning to inning or at other intervals, in order to maximize playing time for all players and players to be borrowed are selected by the "healthy" team, at the Manager's sole discretion. **Regulation V(c) pertaining to Pool players** may also be utilized to assure that baseball is played and as further outlined below:

- 2.1. **Pool Play:** For teams that are unable to field at least nine players for a game, the pool play option may be utilized according to Regulation V(c) if set up by that league. As outlined in Regulation V(c), the pool will be created and run by that league's player agent; players used from the pool will not be allowed to pitch; and players that are utilized from the pool must play nine consecutive defensive outs and bat once. In addition to the guidelines outlined in Regulation V(c), the following guidelines have been adopted for Interleague play:

- 2.1.1. In the event a league opts to utilize the pool play option, the list of players to be included in the pool shall be provided to the Interleague Director in order for those players to be eligible for pool play.

- 2.1.2. In the event a team is short a player(s) the manager must immediately notify the player agent of the league to have a player(s) selected from the pool and that information shall be sent immediately to the Interleague Director prior to the game being played with pool player(s).

- 2.1.3. A maximum of three (3) players from the pool will be allowed to play on a team for a given game so that the team can maintain a roster of 10 players (although a team may play with 9). Pool players may be used as follows:

- If a team has 9 team players, 1 pool player may be utilized;

- If a team has 8 team players, up to 2 pool players may be utilized;

- If a team has 7 team players, up to 3 pool players may be utilized;

- 2.1.4. If a team has less than seven eligible players attempts will be made to reschedule the game.

- 2.1.5. **24 HOUR NOTICE:** In the event a team is unable to field at least seven players (with additional

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pool players to meet minimum required) and it is less than 24 hours prior to game time, each team is expected to attend and play a practice game. The umpires will stay and officiate the game. If necessary, the team that is short players may borrow players from the other team as outlined in the Official Regulations and Playing Rules.

3. Juniors (**13 and 14 year olds**): A **minimum of 12** players with a **maximum of 15** players will be allowed on each team. A league may have a team with less than 12 players if registration numbers dictate that is necessary in order to organize teams (i.e., 22 players registered in total, warranting two teams of 11). If a team will have less than 12 players or more than 15, notification must be sent to the District Administrator with a copy to the Interleague Director with an explanation.
4. As per rule 4.04, Juniors will bat the roster during the regular season and the end of the season tournament. The latter will be played under regular season rules.

The following clarification was received from Western Region relating to substitutions when batting the roster:

Rule 4.04 addresses the continuous batting order. It allows a player to be entered and/or re-entered defensively in the game anytime provided he/she meets the requirements of mandatory play. This in essence would be free defensive substitution provided all players in the lineup for that game get their 6 defensive outs and 1 at-bat. Continuous Batting order removes the requirement of 6 consecutive defensive outs, but requires a minimum of 6 defensive outs played at some point in the game.

5. **Canceled Games:** All games to be canceled must have at least 24 hours notice issued by the manager with the problem, and notifying the opposing Manager and the Interleague Director. Failure to issue proper notice, except in emergencies, **shall result in a loss being recorded for the team that cancels and a win for the opposing team.**
6. **Umpires:** In the event there are not enough players to hold an official league game and a practice game is played, the umpires are required to stay to umpire the practice game. For leagues with paid umpires, umpires will not be paid unless they work.
7. **Pitching:** Each team will maintain a pitching log to be made available upon request by opposing team manager, umpires, or other league officials (see attached Interleague Pitch Count Data Sheet). All pitching rules will be followed according to the rules in **Regulation VI pertaining to Junior/Senior/Big League Pitchers.**
 - 7.1.1. Per Rule VI (c), the Manager must remove the pitcher when said pitcher reaches 95 pitches, but may remain in the game in another position. Exception: when a pitcher reaches his pitch limit while facing a batter, he may continue pitching to that batter until 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half inning. **NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**
 - 7.1.2. Per Rule VI(a), as amended by Little League International, any player on a regular season team may pitch. Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.
 - 7.1.3. Per Rule VI (k), as amended by Little League International, Pitching in more than one game in a day:

Juniors 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)
 - 7.1.4. It is the Manager's responsibility to make sure all Rules and Regulations per section VI – Pitchers are adhered to including, but not limited to, the necessary days rest. It should be noted that the rule was amended from the 2009 season to no longer require games but only days rest requirement.
8. As per rule **4.05** two adult base coaches *may* be used. However, there must be one adult in the dugout at all times.
9. **Reschedules:** Games that can be rescheduled, if possible, because of "Acts of Nature" (i.e., rainouts, field problems, etc.) will be rescheduled by the Interleague Director.

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10. **Field Clean Up:** All teams will be responsible for cleaning up their dugout and their own fans bleachers after the game. The managers who do not maintain a clean field and proper care of field liners, bases etc. shall be subject to a one game suspension and the league will be responsible to the host league for any repairs needed. The Junior representative from the host league will contact the Interleague Director to report any problems, and the Interleague Director will contact the league in question.
11. **Protests:** Protests will be handled according to Little League Rules. The formal, written protest must include a remedy. The protest committee will be made up of the Interleague Commissioners, or their designees, who are not parties to the protest and shall be chaired and coordinated by the Interleague Director.
12. **Playing Fields for League Games:** Games will be played at fields within the District that possess 60'6" pitching distances and 90' base path distance, and may include: Chaparral Park, Cocopah Middle School, Desert Canyon Middle School, Ingleside Middle School, Pima Elementary, Scottsdale Ranch Park, Supai Middle School, Golden Eagle Park, Indian School Park, Cholla Park and Scottsdale Stadium. Game Schedules will be provided to the managers and commissioners by their respective Interleague Coordinators and will also be available via website designated by the Interleague Director. All fields are considered neutral. However, teams playing on their own fields will be the home team, whenever possible.
13. **Field Umpires:** With the exception of Fountain Hills Little League and South Scottsdale Little League, the district will participate in a paid service coordinated through the district. Those leagues participating in the paid umpire service shall pay their proportionate share, in advance. In the event a league shall be the home team on another league's field, it shall be responsible for providing umpires for that game. Umpires are expected to officiate the game based on the 2010 Official Regulations and Playing Rules of Little League as it relates to the Junior Division, as well as any additional qualifications outlined in this agreement.
- 13.1. Paid Umpires: Leagues using paid umpires will be responsible for training each umpire on Little League Rules and Regulations, Safety Issues and the specific Interleague Rules as contained in this agreement. In addition to the 2010 Rules and Regulations, and qualifications contained in this agreement, umpires are responsible for, but not limited to:
1. CHECKING EQUIPMENT AT EVERY GAME.
 2. Keeping track of the line-up and following proper procedures for making changes.
 3. Keeping Managers, Coaches, and Players in the dugouts, when appropriate.
 4. Keeping fans and parents out of the dugouts at all times.
 5. Understanding that Board members on duty have the authority to see these rules are being followed.
- UMPIRES SHOULD BE AT THE GAMES AT LEAST 15 MINUTES BEFORE GAME TIME.**
- Note: Leagues with their own umpires are not required to participate in the payment of umpires contracted by the district. Exception to this would be in the case of an emergency when a local league umpire is unable to make it and the home league requests help. The home league will be responsible for insuring that at least one qualified umpire is available for the game and will also insure payment is made.*
14. **Scheduling:** Approximately 16-25 games will be scheduled for the regular season. The schedule will be drafted by the Interleague Director or his/her representative and submitted for review and approval by the presidents and commissioners when all information is submitted
- 14.1. **Mandatory Manager Meeting: Sunday, March 28, 2010, 3:00 pm Mountain View Community Center**
- 14.2. **Opening day: Tuesday, March 30, 2010**
- 14.3. **Regular Season Ends: on or before May 20, 2010**
- 14.4. **Tournament: begins approximately June 1, 2010 and ends on or before June 12, 2010**
- 14.5. **Regular season rules apply during the tournament.**

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15. **All Stars:** Separate All Star teams will be formed by each of the participating Leagues.

EXCEPTION: Leagues may, upon recommendation of the DA and approval of Western Region, combine teams/ players for tournament.

16. **Field Set up, Preparations and Amenities:** It shall be the responsibility of the hosting league, to maintain and prepare the playing field for each set of games in a safe and healthy manner. This will include field dragging, watering, grass cutting, lining (including base paths, batter's box, runner's lane, coaching boxes, on deck circles, etc.) and other appropriate measures. On field complexes where restrooms, snack stands and other amenities are available, must remain open and available during the conduct of all regularly-scheduled Junior games. It is understood that the snack stand will be open during the start of the game but may close prior to the end of the game.
17. **Bats:** Per rule 1.10 The bat must be a baseball bat that meets Little League specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or of a material and color tested and proved acceptable to Little League Standards. **Junior League:** it shall not be more than 34 inches in length; nor more than 2 5/8 inches in diameter, and if wood, not less than 15/16 inches in diameter (7/8 inches for bats less than 30") at its smallest part.
18. **Game Responsibilities:** *Both teams will keep dugouts clean and make sure equipment, bases and liners are taken care of and locked up.*

HOME TEAM

- Keep official Scorebook and pitching log
- Provide 3 LL approved game balls
(2 new and 1 gently used)

VISITING TEAM

- Occupy 1st base dugout
- Insure that equipment is put away/secured

- 18.1. Prior to the start of the game the managers shall meet with the umpires for introductions and briefing of the Interleague Rules.
- 18.2. The Field Commissioner or designated Little League Board Member is empowered to administer these Interleague Rules.
- 18.3. The host league at each field shall supply at least one trained Board Member for each game, who shall function as the Field Commissioner and whose decisions are final. NOTE: The role of the Commissioner is to assist the teams/managers/umpires and not, in any way, interfere with the playing of the game and shall respect the fact that the decisions of the umpire are final as these decisions govern the conduct of the game in progress.
19. **Field Host:** During the course of a game the Field Host Commissioner or designated Board Member will HELP insure compliance with the following.
- a. One Manager and a MAXIMUM of 2 Coaches are allowed in the dugout.
 - b. All team players must stay in the dugouts. Rest room and water fountains may be visited if permission is granted by the umpire. Players must be in full uniform for all games, (*including appropriate shoulder patch affixed to jersey*) and no one from the dugout may mingle with spectators or scorekeeper during the game.
 - c. Home team provides official scorekeeper and pitch counter.
 - d. As per rule 1.17, all male catchers must wear the metal, fibre or plastic type cup, a catcher's mask with a "dangling" type throat protector, and catcher's helmet, while warming up a pitcher.
 - e. Insure all players play a minimum of 6 defensive outs and one at bat.
 - f. During a game, pitchers may only warm up to the outfield side of their dugout and throw in a direction away from the dugout. Players arriving early for a late game and wishing to warm up may do so, if this can be done safely, and throw towards the outfield.

These Interleague Playing Rules are hereby adopted by the following Presidents, on behalf of their respective Leagues and may not be changed unless agreed, in writing, by all parties, in advance and approved by

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the Interleague Director. Player Agents, Commissioners, Umpires, Managers, Coaches, Field Officers, etc. are empowered to apply and enforce these rules, but no one may enter into agreements on the field or elsewhere that are, in any way, contrary to this Agreement:

FOR EACH LEAGUE, BY IT'S PRESIDENT:

Arcadia LL, By:

Desert Foothills LL, By:

East Scottsdale LL, By:

Keith Earnest

Mike Barton

Joe Bergs

Fountain Hills LL, By:

McCormick Ranch LL, By:

Mountain View LL, By

Ron Szwiec

Mark Swartz

Rene Salazar

North Scottsdale LL, By:

McDowell Mountain LL By:

South Scottsdale LL, By:

Scott Crozier

Tony Abraham

Brett Sherry

APPROVED BY: _____

Kimberly Borges, Interleague Director

Date: _____

Irwin Altman, District Administrator

Date: _____