

CALIFORNIA DISTRICT 23

“REGULAR SEASON INTERLOCK 2010”

Special Note

While the playing rules outlined by Little League Incorporated will apply, the following additional rules and clarifications will apply to all District 23 “Regular Season” interlock programs for 2010. Where there is a difference between these and the “Official Regulations and Playing Rules” provided by Little League Incorporated, the ones from Little League shall prevail. No alterations will be made with regard to these rules without written permission of the District Administrator.

Code of Conduct

The actions of players, managers, coaches, umpires, league and district officials must be above reproach. Any player, manager, coach, umpire, league or district official who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity, is subject to disciplinary action by the District Administrator.

It is the responsibility of the host league to provide a Duty Officer at each game.

The role of the Duty Officer is to insure the safety and compliance to the rules of Little League and any special District rules or clarifications or those that are unique to the particular field site. This includes, but is not limited to:

- Acts, words, gestures and/or signs of aggression
- Use or under the influence of alcohol, tobacco (in any form) and/or any other controlled substance

It is the Manager's responsibility to control his/her fans. If a fan becomes unruly or abusive, the Umpire may warn the Manager that they must control their fans. The Umpire is not required to warn the Manager prior to issuing an ejection.

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Team Rosters

Majors and Lower Divisions

- A team’s Official Roster shall be submitted to the District Administrator **ONE WEEK** prior to the first scheduled game.
- A team book will not be required for these divisions of play.

Upper Divisions

- A team’s Official Roster shall be submitted to the District Administrator **ONE WEEK** prior to the first scheduled game.
- A team book, similar to an “All Star” book, will be required of each team to validate player eligibility.
 - The team book shall contain name and contact information for the manager and each of the coaches including their address and contact phone number and the following for each player:
 1. Proof of age - Photo copy “Birth Certificate”
 2. Proof-of –Residency – Three proofs are required
 1. Driver’s License
 2. Voter’s Registration
 3. School records
 4. Welfare/child care records
 5. Federal records
 6. State records
 7. Local (municipal) records
 8. Support payment records
 9. Homeowner or tenant records
 10. Utility bills (i.e., gas, electric, water/sewer, phone, mobil phone, heating, waste disposal)
 11. Financial (loan, credit, investments, etc.) records
 12. Insurance documents
 13. Medical records
 14. Military records
 15. Internet, cable or satellite records
 16. Vehicle records
 17. Employment recordsNote: Example – Three utility bills (three items from No. 10 above) constitute only **ONE** document.
 - 3. If applicable – copy of the Regulation Waiver II(d) or IV(h).

Penalty

Failure to comply will result in the ineligibility of the Manager for “All Star” consideration for each team involved.

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Ejections

Once a Manager, Coach or player has been ejected from a game for any reason, they must leave the game site immediately and take no further action in the game. They may not sit in the stands and will not be recalled (a player may sit in the stands if his/her parent is not present). A record of the suspension will be noted in the official scorebook in ink, indication made on the pitching affidavit as well as a written report of the ejection must be completed and submitted to the District Administrator within 24 hours. This is in addition to any report required by an umpire association.

Any Manager, Coach or player ejected from a game is automatically suspended from his/her team's next physical game played and may not be in attendance at the game site from which they are suspended. Third ejection will result in the removal of the individual from the team.

Protests

1. All Inter-League play protests shall be reported to the District Administrator and/or designee in writing within 24 hours.
2. All protests will require a representative from each league to document their respective case and submit it to the District Administrator and/or designee. District Administrator and/or designee will make the final decision in resolving the protest and shall be considered final and binding.
3. All protests **must** be resolved prior to either teams next scheduled game.

Dress Code

Players

Rule 1.11 will be enforced.

Adults

Please use common sense and courtesy when dressing for League activities. Make sure all undergarments are covered and modest, conservative clothing is worn. Remember, we're working with the youth of our community and need to be a good example of appropriate attire.

Interlock Game Schedule

The Interlock Game Schedule will be made and maintained by District. Alterations may only be made with the approval of the District Administrator and/or designee.

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Age Limits

For clarity, the League Age breakdown for interleague teams will be as follows:

17~18	-	Big League
15~16	-	Senior League
13~14	-	Junior League
10~12	-	Major
9~11	-	Upper Minor
7~8	-	Lower Minor
5~6	-	Tee Ball

Exceptions are as follows:

- Players League Age 16 is eligible for the Big League division at the option of the local league board of directors and approval in writing from the District Administrator.
- Players League Age 14 is eligible for the Senior League division at the option of the local league board of directors and approval in writing from the District Administrator.
- Players League Age 12 is eligible for the Junior League division at the option of the local league board of directors and approval in writing from the District Administrator.
- Players League Age 6 is eligible for the Lower Minor division at the option of the local league board of directors and approval in writing from the District Administrator. The candidate must have played one complete season in Little League Tee Ball.
- Players League Age 12 who does not wish to be drafted into the Major division may do so by written option of the parent of the candidate and local league board of directors with approval from the District Administrator.
- Players League Age 9 who does not wish to be drafted into the Upper Minor division may do so by written option of the parent of the candidate and local league board of directors with approval from the District Administrator.
- Players League Age 7 who does not wish to be selected into the Lower Minor division may do so by written option of the parent of the candidate and local league board of directors with approval from the District Administrator.

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Official Scorebook and Affidavit

Scorebook

The Official score book is an independent book that does not belong to either team. This score book shall remain at the field where the game was played. It is required that the manager of each team signs the book at the end of the game (in ink).

Affidavit

Must be completed in ink, filled out correctly and signed by the official scorekeeper (home team) of each game. A game is not official if the affidavit is missing. Pitching Affidavits (including pitch count) must follow each team to every game and be given to the official scorekeeper before the start of each game (with the line-up card a minimum of 15 minutes prior to the start of the game) so that a determination can be made regarding the eligibility of pitchers. If affidavit and pitch count record are not provided or are improperly filled out, the manager will be suspended from next physically played game.

Paid Umpire Service

- If a team is unable to field nine players, that team manager or league representative must notify the opposing team and the umpire service immediately, if at all possible, within 24 hours prior to the scheduled game time. The team that is unable to field a complete team will be responsible for paying the umpire service if a 24-hour notice is not provided. Pool players are permissible per the Official Regulations and Playing Rules of Little League.
- If a paid umpire service is used, they shall be contracted by the home team league.

Field/Game Preparation

Both teams are responsible for the preparation of the playing field prior to each game. Both teams are also responsible for placing field equipment away and for cleaning the dugouts and bleacher areas after each game.

The home team will provide three new baseballs for each game and the visiting team will provide two good baseballs. Because the baseballs are generally not retrieved or returned, it is suggested that both teams have extra baseballs.

Base Coaches

Base coaches shall be eligible players in uniform of their team or two adult managers or coaches of their team.

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Big League Division

Pool Play

If a league has more than one team in the interlock, pool players may be used as defined by the Little League playing rules Regulation V.

A game shall not be started with less than nine (9) players on each team. If a team is unable to place nine (9) players on the field before the game begins, the game **shall** be rescheduled.

Second occurrence, the manager will not be considered for the All-Star team. Third occurrence, that team shall be removed from the interlock.

Teams that are unable to complete the required twelve (12) game schedule may not be included in All-Star consideration.

Minimum Play

Mandatory play does not apply.

Batting Order

Batting the active line-up is preferred. The manager may choose to use a continuous batting order. (Option to be indicated at the meeting at the plate)

- If batting the active line-up – Late arrivals are allowed to enter the game at the managers’ discretion.
- If using a continuous order – Late arrivals are allowed to enter the game at the managers’ discretion only if the lead batter has not started his second at bat.

Pitching

Pitchers league age 15-18 and under must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 31 - 45 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 - 30 pitches in a day, no (0) calendar day of rest is required.

Violation of this regulation will result in a one game suspension of the offending Manager.

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Game Time Limits

- 7 innings minimum, if tied after 7 complete innings, the game continues until the tie is broken.
- If an active game extends into the next scheduled game start time, the next game (same field) will begin ½ hour after the completion of the prior game.

Mercy Rule

If after five (5) innings, four and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

Note: If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.

Umpire

Minimum - Two umpires. (A paid umpire service may be used)

All Star Selection

All Stars shall be selected by a committee consisting of all of the Managers and the District Administrator. Each team shall submit a minimum 5 players for consideration.

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Junior and Senior Divisions

Minimum Play

Every player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.

Batting Order

Batting the active line-up is preferred. The manager may choose to use a continuous batting order. (Option to be indicated at the meeting at the plate)

- If batting the active line-up – Late arrivals are allowed to enter the game at the managers’ discretion.
- If using a continuous order – Late arrivals are allowed to enter the game at the managers’ discretion only if the lead batter has not started his second at bat.

Pitching

Pitchers league age 15-18 and under must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 31 - 45 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 - 30 pitches in a day, no (0) calendar day of rest is required.

Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 - 20 pitches in a day, no (0) calendar day of rest is required.

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Game Time Limits

- **NO TIME LIMIT**
- 7 innings minimum, if tied after 7 complete innings, the game continues until the tie is broken.
- If an active game extends into the next scheduled game start time, the next game (same field) will begin ½ hour after the completion of the prior game.

Mercy Rule

If after five (5) innings, four and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

Note: If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.

Umpire

Minimum - Two umpires. (A paid umpire service may be used)

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Major Division

Minimum Play

Every player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.

Batting Order

- Must use a continuous batting order.
- Late arrivals are allowed to enter the game at the managers' discretion only if the lead batter has not started his second at bat.

Pitching

Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 - 20 pitches in a day, no (0) calendar day of rest is required.

Game Time Limits

- **NO TIME LIMIT**
- 6 innings minimum, if tied after 6 complete innings, the game continues until the tie is broken.
- If an active game extends into the next scheduled game start time, the next game (same field) will begin ½ hour after the completion of the prior game.

Mercy Rule

If after four (4) innings three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

Note: If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.

Umpire

Minimum - One umpire. (A paid umpire service may be used)

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Upper Minor Division

Minimum Play

- Every player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.
- The five-run limit will **not** be enforced in the final (6th) inning only.

NOTE: If a half-inning ends because of the imposition of the five-run limit in “Rule 2.00 – Inning,” and a player on the defense has played for the entire half-inning, that player will be considered to have participated for three consecutive outs for the purposes of this rule.

However, if the player has not played on defense for the entire inning, that player will be credited only as having played for the number of outs that has occurred while the player was used defensively.

Batting Order

- Must use a continuous batting order.
- Late arrivals are allowed to enter the game at the managers’ discretion only if the lead batter has not started his second at bat.

Pitching

Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 - 20 pitches in a day, no (0) calendar day of rest is required.

Game Time Limits

- 6 innings or if there is a game scheduled following your game, no new inning shall begin after 2 hours.
- If the inning begins before this time, then the inning will be played out (tied game will continue to a maximum of three hours).
- If an active game extends into the next scheduled game start time, the next game (same field) will begin ½ hour after the completion of the prior game.

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Mercy Rule

If after four (4) innings three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

Note: If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.

Umpire

Parent - volunteer umpire.

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Lower Minor Division

Minimum Play

- Every player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.
- The five-run limit will **not** be enforced in the final (6th) inning only.

NOTE: If a half-inning ends because of the imposition of the five-run limit in “Rule 2.00 – Inning,” and a player on the defense has played for the entire half-inning, that player will be considered to have participated for three consecutive outs for the purposes of this rule.

However, if the player has not played on defense for the entire inning, that player will be credited only as having played for the number of outs that has occurred while the player was used defensively.

Batting Order

- Must use continuous batting order.
- Late arrivals are allowed to enter the game at the managers’ discretion only if the lead batter has not started his second at bat.

Pitching

Options allowed are either coach or machine pitch.

Fielding

- Defensive players shall not play in the same defensive positions for more than 2 innings per game.
- Defensive players shall not sit on the bench for more than 1 inning in a row.

Game Time Limits

- 6 innings or if there is a game scheduled following your game, no new inning shall begin after 1¾ hours.
- If the inning begins before this time, then the inning will be played out (tied game will continue to a maximum of three hours).
- If an active game extends into the next scheduled game start time, the next game (same field) will begin ½ hour after the completion of the prior game.

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Mercy Rule

If after four (4) innings three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

Note: If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.

Umpire

Parent - volunteer umpire.

Ball - Regular Little League base ball.

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Tee Ball Division

Minimum Play

Every player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.

Batting Order

- Must use continuous batting order.
- Batting tee must be used.

Fielding

- Defensive players shall not play in the same defensive positions for more than 2 innings per game.
- Defensive players shall not sit on the bench for more than 1 inning in a row.

Game Time Limits

1½ hours

Ball

Little League approved Tee Ball.