

2010 DISTRICT 4 INTERLEAGUE RULES

JUNIOR DIVISION (13-14)

- ROUND ROBIN BATTING ORDER CAN BE USED
- MANDATORY PLAY OF AT LEAST 6 DEFENSIVE OUTS AND 1 AT BAT
- 9 PLAYERS NEEDED TO START GAME-8 NEEDED TO FINISH
- FREE SUBSTITUTION OF LINE UP.
- ADD PLAYER(S) TO FIELD A 9 PLAYER TEAM.
- PLAYER(S) ADDED BAT LAST IN ORDER AND PLAY OUTFIELD.
- ADDED PLAYER(S) MUST BE FROM LOCAL LEAGUE AND BE ON A CHARTERED TEAM WITHIN THE JUNIOR DIVISION.
- PITCH COUNT WILL BE KEPT BETWEEN MANAGERS
- GAMES SHALL BE LIMITED TO 2 HOURS. NO NEW INNING WILL BE STARTED AFTER THE 2 HOUR TIME LIMIT HAS BEEN REACHED.
- ALL OTHER RULES WILL BE ENFORCED ACCORDING TO THE OFFICIAL LITTLE LEAGUE RULEBOOK.
- PITCHERS REST WILL BE BY RULE BOOK OPTION #2

OTHER NOTES

- GAME BALLS WILL BE SUPPLIED BY THE HOME TEAM(3 MIN)
- ENSURE YOUR TEAM IS READY TO PLAY AT SCHEDULED START TIME
- ONLY 1 ON DECK BATTER. ALL OTHER GAME PERSONEL SHALL BE IN THE DUGOUT OR BENCH AREA
- BOTH TEAMS SHALL HELP WITH FOUL BALLS
- BULL PEN AREAS INSIDE THE PLAYING AREA REQUIRE 3 PLAYERS FOR USE (PITCHER, CATCHER WITH MASK AND CUP, AND SPOTTER WITH HELMET)
- BALK RULES AND PROPER PENALTIES WILL BE ENFORCED
- THE HOME TEAM MANAGER IS RESPONSIBLE TO CALL THE UMPIRES IN THE EVENT OF ANY GAME CHANGE OR POSTPONMENT.

UMPIRES

- UMPIRES WILL BE ASSIGNED BY THE DISTRICT
- GAME FEES:
\$40 FOR UMPIRES WITH AT LEAST 2 YEARS EXPERIENCE IN THE JUNIOR DIVISION. MUST HAVE ATTENDED THE DISTRICT UMPIRE CLINIC OR HAVE WIAA CERTIFICATION. UMPIRE WILL BE IN UNIFORM TO INCLUDE SHIRT, CAP, GRAY SLACKS AND BLACK SHOES
\$25 FOR UMPIRES WHO DOES NOT MEET THE ABOVE.

RULE QUESTIONS or UMPIRE SCHEDULING

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