

CAPs / FARM LITTLE LEAGUE INTER-LEAGUE PLAY GUIDELINES
California District 32
(Amended following interleague managers meeting.)

PURPOSE: To provide support to specific divisions of any league that does not have an adequate amount of teams to be self-sufficient.

OBJECTIVE: For all local leagues to develop their program to a point of self-sufficiency. Little League is a family / community structured program that is best served through local league solvency during regular season play.

MINORS DIVISION ASSISTANT DISTRICT ADMINISTRATOR (A.D.A.)

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- A. An inter-league committee comprised of (1) approved local league representative from each participating league will oversee and govern the operation of the regular season inter-league play. A District Representative appointed by the District Administrator will chair this committee.
- B. The inter-league committee will address all issues and/or problems involving the program in an expeditious and timely fashion.
1. Team rosters will be turned into the District Representative at least two weeks prior to the first officially schedule game. Any additions or changes to a roster must be submitted and approved before any new player can participate. There will be no more than fifteen (15) players on a roster at any given time. If a team arrives at a game with less than optimal number of players, they are encouraged to borrow players from the other for defensive purposes. All games will be played on that scheduled date. Teams will also be encouraged to pull infielders to the outfield, or any other necessary means, as to not have one team too far ahead of the other.

Leagues will be allowed to have 10 players on the field at a time (6 infield and 4 outfield).

Leagues will be allowed to have 4 coaches with 1 of the 4 coaches remaining in the dugout at all times during the game.

2. A schedule of games will be provided prior to the start of the season.
3. Ground Rules will be determined by each local league to accommodate their playing fields. Ground rules must not conflict with Little League Rules and Regulations or inter-league play rules. Any questions in this area must be referred

to the District Administrator for interpretation and or/resolution. All teams will use a continuous batting order.

When interleagueing, the teams will follow these District 32 rules and the greenbook rules.

When playing teams from your own league, the teams will follow their local league rules and the greenbook rules.

4. The inter-league representative of the “home” team must reschedule any games not played as scheduled as soon as possible. The game must be rescheduled within (7) calendar days. The District Representative must approve any exception to this requirement. A decision as to the outcome of un-played games will be based on rule 4.16 with the inter-league committee making the final decision.
5. Protests of any inter-league games will be done through the District Representative and under the strictest guidelines of rule 4.19 in the Official Rule Book. A majority decision of those present at the hearing will be final. Every attempt should be made to avoid protests
6. Beginning 2010 season, Little League has changed the pitching restrictions. Pitch Counts must be strictly adhered to. The District Representative will be reviewing scorebooks on a random basis. Any manager not keeping accurate pitch counts, or not following the pitch count guidelines will be immediately suspended. For the CAPs Division, 75 pitches per day for league age 9 and 50 pitches per day age 7-8. **6 year olds WILL NOT PITCH or BE PITCHED TO.**

Exception: If pitcher reaches limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. **Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

The following are the rest requirements.

- a. If player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- b. If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- c. If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- d. If a player pitches 21- 35 pitches in a day, one (1) calendar day of rest must be observed.
- e. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required (before pitching again).
- f. A player may not pitch in more than one game in a day.
- g. There is no “automatic” intentional walk. If a pitcher wishes to intentionally walk a batter, he/she must do so by pitching four pitches intentionally outside the strike zone that are not struck by the batter, and are called balls by the umpire. All such pitches will count in determining that pitcher’s count.

7. If a manager, coach or player is ejected from an inter-league game, he/she shall leave the field vicinity immediately and take no further part in the game. He/she may not sit in the stands and may not be recalled. Due to the nature of inter-league travel, the host league **must** assign an adult to escort the ejected participant (players only) until his/her team leaves the park. Any manager, coach or player ejected from an inter-league game is suspended for his or her team's next physically played game and may not be in attendance at the game site from which they are suspended. Any leagues not adhering to this policy will be immediately removed from inter-league play.
8. Umpires for inter-league games are the responsibility of the home team (either providing for or payment of (if applicable)) regardless of whose field is being played on. Umpire assignments cannot be protested. Any problems or concerns in this area must be conveyed in writing, to the District Representative. Two (2) umpires will be provided for each game, one must be an adult (18 years or older) and act as Umpire in Chief. A league that uses two (2) youth umpires will also be responsible for designating an adult to supervise the youth umpires.
9. A (minimum) 24-hour notification is required for cancellation for any inter-league game. It is the responsibility of the manager of the no-show team to notify the manager of the other team. Any team not showing up for a scheduled game (without prior notification) is responsible for the payment of committed umpires (if applicable).
10. The "visiting" team will hold infield practice the last (15) minutes prior to the scheduled start of the game. Teams arriving late will forfeit their infield practice time.
11. Each participating league **MUST** maintain an official scorebook for all games played on their complex. In addition, **EACH TEAM MUST KEEP ITS OWN OFFICIAL (SEPARATE) TEAM SCOREBOOK**. Any of these books must be presented to anyone for review upon request. The team book must be kept up to date and presented to the official score keeper of opposing team prior to each game **to determine pitching eligibility ONLY (if applicable)**. It is the total responsibility of each team manager to insure that the team book is in accordance with the official league book at all times.
12. Each league may impose a time limit (two hour minimum – no new inning will begin after two hours) on games regardless of the number of innings played. The time limit must be part of the local league ground rules and state that no new inning can start after (X) amount of time. By definition, a new inning starts the moment the third out is made completing the preceding inning.
13. During travel between fields, no player will be allowed to ride in the back of an open pickup truck. **NO EXCEPTIONS**.
14. There will be a (5) run maximum limit for each team in each inning except the last inning. The umpire in chief of the game will inform each team at the start of the last inning that there is no run restrictions and each team will be allowed to

continue play until (3) outs are recorded. The mercy rule is in effect (please review the LL 2010 Official Rule Book for details).

NOTE If there is a runner or runners on base and a base hit and/or error will cause more than the allotted (5) runs to cross home plate in the inning, only the runs up to the (5) will be recorded in the score book even though the play will be allowed to continue until it has been completed.

An exception to this note will be made when the last batter hits a home run *over the outfield fence*. In this case, all runs produced by the home run will count.