

JUNIOR LITTLE LEAGUE INTER-LEAGUE PLAY GUIDELINES
California District 32

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.

DISTRICT JUNIOR/SENIOR REPRESENTATIVE (ADA):

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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.

NOTE: Only approved players, in uniform, are permitted on the playing field and in the dugouts at any time.

2. A schedule of games will be provided prior to the start of the season. All scheduled games will count in both inter-league and local league standings.
3. Standings will be kept during the season and posted nightly to the District website. It is the responsibility of BOTH teams to email the score to the District Representative after each game.
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.
5. Umpires for inter-league games are the responsibility of the home team regardless of whose field the game is being played on. Umpire assignments cannot be protested. Any problems or concerns must be conveyed, in writing, to the District Representative. Two (2) umpires are required for each game.

6. A minimum of twenty-four (24) hours notification is required for the cancellation of any regular season inter-league game. It is the responsibility of the manager of the "no-show" team to notify the manager of the other team and the District Representative.
7. There is no time limit on games. A regulation game consists of seven innings unless extended by a tie score or shortened because the home team needs requires none of or only a fraction of its portion of the seventh inning or if the umpire calls the game. (See rules 4.10 and 4.11.) The ten-run rule under regulation 4.10(e) is not optional and will be utilized at all inter-league games.
8. Each participating team MUST keep its own Official Scorebook. This book must be presented to the opposing manager or any District Representative for review upon request. The team book must be kept up-to-date and presented to the official scorekeeper prior to the start of each game in order to determine pitching eligibility, minimum play requirements, etc.
9. All Official Scorebooks will be turned into the District Representative at the immediate conclusion of the regularly scheduled season. The books will be used to determine post-season eligibility of all players. If desired, the team books will be returned to the league after eligibility determinations have been made.
10. Protests of any inter-league game will be handled through the District Representative and under the strictest guidelines of rule 4.19 in the Official Rule Book. A majority decision of the protest committee will be final. Every attempt should be made to avoid protests.
11. 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 Junior/Senior/Big League Divisions: 17-18 105 pitches per day, 13-16 95 pitches per day, 12 85 pitches per day.

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

- a. If player pitches 66 or more pitches in one day, four (4) calendar days of rest must be observed.
- b. If a player pitches 51-65 pitches in one day, three (3) calendar days of rest must be observed.
- c. If a player pitches 36-50 pitches in one day, two (2) calendar days of rest must be observed.
- d. If a player pitches 21- 35 pitches in one day, one (1) calendar day of rest must be observed.
- e. If a player pitches 1-20 pitches in one 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.

Pitchers league age 15 – 18 must adhere to the following rest requirements:

- h. If player pitches 76 or more pitches in one day, four (4) calendar days of rest must be observed.
 - i. If a player pitches 61-75 pitches in one day, three (3) calendar days of rest must be observed.
 - j. If a player pitches 46-60 pitches in one day, two (2) calendar days of rest must be observed.
 - k. If a player pitches 31- 45 pitches in one day, one (1) calendar day of rest must be observed.
 - l. If a player pitches 1-30 pitches in one day, no (0) calendar day of rest is required before pitching again.
12. If a manager, coach, or player is ejected from an inter-league game, he/she shall leave the vicinity of the field 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 an ejected player until his/her team leaves the park. Any manager, coach, or player ejected from an inter-league game is suspended for his/her team’s next physically played game and may not be in attendance at the game site. The District Representative must be notified of the ejection when the score is being called/emailed in. Any league not adhering to this policy will be immediately removed from inter-league play.
13. The visiting team will hold infield practice the last fifteen (15) minutes prior to the start of the scheduled game.
14. Ground rules will be determined by each local league to accommodate their playing fields. Ground rules must not conflict with the Little League Rules and Regulations or with inter-league playing rules. Any questions in this area must be referred to the District Administrator for interpretation and/or resolution.
15. Pool players may be used in the Junior Division, provided that the following rules are adhered to. There is no requirement to use pool play.
- a. The league’s divisional Player Agent must ask every player in the division if he/she would like to participate in pool play and make an official list of pool players.

- b. The Player Agent will forward that list to the District Representative.
- c. When a player is needed, the manager will contact the league's divisional Player Agent and the Player Agent will contact the next available player of the list. The Player Agent will continue down the list until the affected team has nine (9) players.
- d. The Player Agent will contact the District Representative immediately and provide the team name and the name(s) of the pool player(s).
- e. Any pool player(s) used during a game will be subjected to the following minimum play restrictions:
 - 1. Player(s) must start the game
 - 2. Player(s) are not eligible to pitch
 - 3. Player(s) must play a minimum of nine (9) defensive outs and two (2) at-bats.
- f. Not following the above rules will result in a loss to the affected team.