

2016 DISTRICT-56 INTER-LEAGUE PLAYING RULES FOR THE INTERMEDIATE, JUNIOR & SENIOR BASEBALL DIVISIONS

<http://eteamz.com/CA56/>

*NOTE: Chg's for 2016 are in Hylight

1:00 – PURPOSE AND BOUNDARIES

1:01 – These rules are established to provide uniformity and consistency throughout the leagues from year to year. They will in no way conflict with or supersede those specifically stated and recorded in the published Little League Official Rulebook for any current year. **The Little League Official Rule Book will be followed, with the approved exceptions.**

1:02 – It is agreed that in the **Junior Alliances:** , Murphy Ranch, Whittier, La Habra & Hacienda Heights will play inter-league. Placentia, East Fullerton, West Fullerton, & Golden Hill will play inter-league. East Hills, West Yorba Linda & Brea will play inter-league.

Senior Division: TBD will play inter-league.

Intermediate (50/70) Division:

2:00 - DISCIPLINE

2:00 – LL Rule: 4.07 is in effect: (Automatic suspension for the team's next physically played game). ALL Umpire ejection reports are to be sent to the Dist. Commissioner.

2:01 - LL Rule: 9.05 (c): The Discipline Committee, composed of a representative from each league in the Alliance, may impose additional penalties if the committee deems that the infraction warrants. The Committee must render a decision within forty-eight (48) hours of notification to any Committee member and a copy must be sent to the Dist. Commissioner. Each league may also impose additional penalties on its' members if it deems the infraction warrants it.

3:00 – SCHEDULING

3:01 – Game times and dates must be approved by the Alliance Committee for their respective Alliance.

3:02 – All games that are not played are to be reported the Dist. Commissioner. A committee, made up of the District Administrator and his staff, will rule to have the Alliance re-schedule or to forfeit the un-played game. These games are to be scheduled on first Friday or Sunday available. **Exception:** Weather related cancellations or conditions out of the control of the participating managers are exempt.

4:00 – PLAYING RULES

4:01 –Only Local related Ground Rules will be allowed. It is the responsibility of the home team to give the umpires and visiting team the local ground rules at the umpire meeting before the game; what dugout is home, what is dead ball territory, what is a home run, what is a ground rule double, etc.

4:02 – Player Playing Time: LL Reg. IV (i) & LL Rule 3.03: All Divisions will be per LL Rules & Regulations. Each league/or Junior Alliance may impose more playing time on their teams with District Approval. **{Mandatory Play: 1 at Bat and 6 Outs.}**

4:03 – Mercy Rule: LL Rule 4.10 (e) will be in effect.

4:04 – Time limit: No new inning shall be started after 2 hours 15 minutes. A new inning begins when the last out is made. There is no drop dead time.

Exception: Games tied at the end of regulation will continue until a winner is determined.

4:05 – Base Distance: For Juniors will be determined by each Alliance. All Alliances must go to the 60/90 fields, starting the week after Easter Sunday. **{Mar. 27, 2016}**

4:06 – BALKS: will be enforced per LL Rule 8.01.

4:07 – Batting Line-up's: LL- Rule 4.04

For Juniors Alliances, Batting line-up's will be determined by each Alliance at the beginning of each season.

For the Intermediate & Seniors Divisions Batting Line-up's will be in accordance with LL Rule 4.04. **or before the game starts, with the Agreement of the Two Mgr's a Continuous Batting order may be used during Regular Season Games. If not agreed too, a nine player batting order will be used.**

4:08- Pitch Count: LL Reg. VI (d): Each team will exchange the Pitch Count for their players with the other team prior to start of play of each agme.

5:00 – PLAYER TRANSACTIONS

5:01 –Intermediate, Junior and Senior League teams must maintain at least 12 players per team or a Smaller sizes team with a proper approved waiver.

5:02- At the beginning of each season. Each Alliance will select one person to act as the Assigner of Pool Player for the Alliance. The Assigner will contact all leagues in the Alliance to establish a list of those players, who wish to act as a Pool Player. Following the rules specified in Regulation V (c); the assigner will use the list to randomly assign a player or player to fill the needs of any Team(s) in that Alliance.

5:03 - Pool Players: Regulation V (c): When a team faces a shortage of roster players for a game, the Manager is expected to request players from the Assigner of Player Pool for the Alliance, so as to be able to field 10 players at the scheduled game time. The use of Pool Players must follow the guidelines as defined in LL Regulation V (c) of

the LL Rule Book. **Managers must announce at the plate meeting, if a Pool Player, is playing on their team for that game.**

5:04 - Under NO circumstances can a 12 year old, who is on a LL Major League Team, be used in a Junior League game or any Player who is on a Junior Team be used in a Senior League game.

6:00 – GENERAL PROVISIONS

6:01 – Standings will be maintained by each Division. Both teams must call in wins and losses to the statistician for all divisions and post their standing on their league web-sites

6:02 – Home team is responsible for keeping score and the pitch count. Both managers and umpires should sign the book after the game.

6:03 – Each team will provide two (2) new Senior League Baseball for each game. If additional balls are needed each team takes turn (beginning with home team) supplying additional baseballs.

6:04 – Protest: LL Rules 4.19. The Protest Committee will be composed of 2 members from the District Staff and the District Administrator. A written report will follow stating the ruling. The protesting manager must turn in the written protest to the District Committee within 24 hours of the protest.

6:05– Each Alliance will agree upon an umpiring group. For the Intermediate Division, the home team is responsible for scheduling the Umpire(s). Senior Divisions, District will assign the Umpire group.

6:06 – Each league will pick their own tournament teams, managers and coaches following LL League Rules & Regulations.

6:07 – If two or more Leagues are going to combine for All-Stars, they must submit a description of their method of selecting their All-Star managers and coaches to District for approval.

6:08 – If an Alliance Committee member is not available, the President of the League they represent can act on behalf of the member.

6:09 – If there is a change to one of these rules, it must be presented to all Alliance Committee Members that the rule affects. All changes are sent to the District for approval or disapproval.

LL Dist-56 Representatives:

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