# 2023 SOFTBALL <br> INTER-LEAGUE <br> RULES <br> OREGON DISTRICT 7 

(revised 3/28/23)

# INTER-LEAGUE REGULATIONS - FOR AA SOFTBALL <br> District Admin - Sarah Hoppe 503-779-6880 

Page 1 of 2

1. All games are important and must count when we inter-league. THESE ARE NOT PRACTICE GAMES. If all games do not count, you are participating in practice games with another league. This is not allowed by Little League and would disqualify your teams from tournament play. It is imperative that managers/coaches make every effort to be at all games with the best that their team has to offer. Check your schedules weekly, show up for all games and remember: All games count towards your win/loss record.
2. Each team will provide a qualified scorekeeper who will be responsible for keeping the teams' official scorebook. At any time you may be asked to show your scorebook and pitching records to an opposing team. A players LAST NAME and FIRST NAME (INITIAL) is REQUIRED for all scorebook records. Please include the player's jersey number.
3. If you are unable to play you must give the manager of the opposing team at least a 3-hour cancellation notice. Preferably 24 hours when possible. Remember, there may be substantial travel involved.
4. Home team: - Line the field and furnish the bases

- 11-inch balls for all leagues but the $\mathbf{4}$ south leagues listed below. Each team will furnish at least 3 regulation softballs available for each game. Others should be available due to weather - both of the same color. Only approved Little League softballs shall be used.
- 10 " RIF SB is to be used for Eugene LL, South Valley LL, East Lane LL and Sheldon LL
- Seated in the third base dugout
- Recommendation: Furnish at least 1 ADULT umpire per game. The second umpire must be at least 14 years of age. If no adult umpire is available, non-adult umpire may be used only with an assigned Game Coordinator per Rule 9.03(d).
- Responsible for field preparations

5. Home field decides if machine or coach pitch:
a. Machine Pitch - If home league has pitching machines: 2 inning machine pitch ( 6 pitched balls per batter) and remaining innings kid pitch ( 6 pitched balls per batter), no walks. A player who does not put the ball into play within their 6 pitches is out. If $6^{\text {th }}$ ball is fouled off, additional pitch added. Umpires are to call strikes on pitched balls by player \& machine pitch. (Umpires will call balls or strike per pitched ball.) OR
b. Coach Pitch: First 2 inning coach pitch ( 6 pitched balls per batter) and remaining innings kid pitch ( 6 pitched balls per batter). No walk. A player who does not put the ball in play within their 6 pitches is out. Umpires are to call strikes on pitched balls by player \& coach pitch. (Umpires will call balls or strike per pitched ball.) OR
c. Player Pitch -4 balls - if batter does not put ball into play then bring in Coach pitch or T to finish 6 balls.

## d. No 6-year-olds on a team with player pitching. Per Little League Rule Book.

6. Length of games: No new inning can begin after $1: 30$ hours. (Regulation VII(h))
7. Both teams will call in the score through their league.
8. Continuous batting: Each team bats the team's entire roster in order. (Rule 4.04)
9. Sliding is allowed.
10. A team can play with 8 players. The 9th player will be skipped with no penalty. (Rule 4.04)
11. AA: Each half of an inning will end after 3 outs or 5 runs. For minimum play, a player who starts a half inning that is ended after 5 runs is considered to have played 3 defensive outs. A player who is subbed on defense in the middle of an inning is only credited with the number of outs obtained while that player was playing defense.
12. 2 Coaches are allowed on the defensive field for instructional purposes (as long as there is 1 coach in the dugout at all times). Coaches will make every attempt to not hold up the game or to distract players once play has begun.
13. If a team has more than 9 players, they may place a $4^{\text {th }}$ outfielder in addition to the 6 infield players. No more than 10 players on defense.
14. Once the ball is thrown back onto the infield on a hit into the outfield, runners may only attempt to continue to the base they were running to. Once that base is reached, they must stop there. Runner's advancement will be governed from the time of the fielder's throw. Only 1 base is allowed on any overthrow(s). Once a runner has advanced one base, no subsequent advancement is allowed.
15. Five run rule OR 3 outs -6 th inning open. Keep the game moving with players pitching.
16. 15,10 , and 8 run rule. If after 3 innings, two and a half if the home team is ahead, one team has a lead of 15 runs or more; 4 innings, three and a half if the home team is ahead, one team has a lead of 10 runs or more; or after 5 innings, four and a half if the home team is ahead, one team has a lead of 8 runs or more, the Manager of the team with fewer runs shall concede the victory to the opponent. (Rule 4.10(e))
17. For regular season, there is no implementation of the steal sign rule.
18. A courtesy runner can be used for the pitcher or catcher of record when there are two outs during the regular season. The player that is the courtesy runner should be the last batter out of the previous inning.
19. All catchers must wear a mask, "dangling" type throat protector, and a catcher's helmet during infield/outfield practice, pitcher warm-up, and games. (Rule 1.17)
20. Rain out games should be made up within 7 days and arranged by the teams involved and scheduler (league or district) of that level of play. If there is a problem and they cannot agree on a make-up day, the District will work the problem out.
21. Protest and possible forfeitures will revert back to the District not the leagues. You must contact Tom Bowman or Sarah Hoppe within 24 hours. See Rule 4.14, 4.16, 4.174 .18 for forfeitures and 4.19 for protests
22. There is only one set of Little League Softball Rules. When inter-leaguing games are played, all games will be played by these rules. The official Little League Rules will be used for rules interpretations and/or protest resolutions.
23. Communications is the key to having a good season when inter-leaguing. Rainouts will be arranged by the teams.
24. All games are important and must count when we inter-league. THESE ARE NOT PRACTICE GAMES. If all games do not count, you are participating in practice games with another league. This is not allowed by Little League and would disqualify your teams from tournament play. It is imperative that managers/coaches make every effort to be at all games with the best that their team has to offer. Check your schedules weekly, show up for all games and remember: All games count towards your win/loss record.
25. Each team will provide a qualified scorekeeper who will be responsible for keeping the teams' official scorebook. At any time you may be asked to show your scorebook and pitching records to an opposing team. A players LAST NAME and FIRST NAME (INITIAL) is REQUIRED for all scorebook records. Please include the player's jersey number.
26. If you are unable to play you must give the manager of the opposing team at least a 3-hour cancellation notice. Preferably 24 hours when possible. Remember, there may be substantial travel involved.
27. Home team: - Line the field and furnish the bases

- OPTIC YELLOW - 11-inch ball. Each team will furnish at least 3 regulation softballs available for each game. Others should be available due to weather - both of the same color. Only approved Little League softballs shall be used.
- seated in the third base dugout
- Recommendation: Furnish at least 1 ADULT umpire per game. The second umpire must be at least 14 years of age. If no adult umpire is available, non-adult umpire may be used only with an assigned Game Coordinator per Rule 9.03(d).
- Responsible for field preparations

5. Length of games: No new inning can begin after 2 hours. (Regulation VII(h))
6. Both teams will call in the score through their league.
7. Continuous batting: Each team bats the team's entire roster in order.
8. A team can play with 8 players. The 9th player will be skipped with no penalty. (Rule 4.04)
9. AAA can do double headers.
10. Stealing home - allowed all season. Sliding - allowed all season. Allowed to steal a base on a walk.
11. Five run rule OR 3 outs -6 th inning open. Keep the game moving with players pitching.
12. 15,10 , and 8 run rule. If after 3 innings, two and a half if the home team is ahead, one team has a lead of 15 runs or more; 4 innings, three and a half if the home team is ahead, one team has a lead of 10 runs or more; or after 5 innings, four and a half if the home team is ahead, one team has a lead of 8 runs or more, the Manager of the team with fewer runs shall concede the victory to the opponent. (Rule 4.10(e))
13. For regular season, there is no implementation of the steal sign rule.
14. A courtesy runner can be used for the pitcher or catcher of record when there are two outs during the regular season. The player that is the courtesy runner should be the last batter out of the previous inning.
15. All catchers must wear a mask, "dangling" type throat protector, and a catcher's helmet during infield/outfield practice, pitcher warm-up, and games. (Rule 1.17)
16. Rain out games should be made up within 7 days and arranged by the teams involved and scheduler (league or district) of that level of play. If there is a problem and they cannot agree on a make-up day, the District will work the problem out.
17. Protest and possible forfeitures will revert back to the District not the leagues. You must contact Tom Bowman or Sarah Hoppe within 24 hours. See Rule 4.14, 4.16, 4.174 .18 for forfeitures and 4.19 for protests
18. There is only one set of Little League Softball Rules. When inter-leaguing games are played, all games will be played by these rules. The official Little League Rules will be used for rules interpretations and/or protest resolutions.
19. Communications is the key to having a good season when inter-leaguing. Rainouts will be arranged but the teams.
20. All games are important and must count when we inter-league. THESE ARE NOT PRACTICE GAMES. If all games do not count, you are participating in practice games with another league. This is not allowed by Little League and would disqualify your teams from tournament play. It is imperative that managers/coaches make every effort to be at all games with the best that their team has to offer. Check your schedules weekly, show up for all games and remember: All games count towards your win/loss record.
21. Each team will provide a qualified scorekeeper who will be responsible for keeping the teams' official scorebook. At any time, you may be asked to show your scorebook and pitching records to an opposing team. A players LAST NAME and FIRST NAME (INITIAL) is REQUIRED for all scorebook records. This will also help meet the Little League all star verification criteria. Please include the player's jersey number.
22. If you are unable to play you must give the manager of the opposing team 24-hour notice of cancellation. Only excuses for lack of players will be school functions and/or verified illness.
23. Home team: - Line the field and furnish the bases

- OPTIC YELLOW - 12-inch ball. Each team will furnish at least 3 regulation softballs available for each game. Others should be available due to weather - both of the same. Only approved Little League softballs shall be used.
- seated in the third base dugout
- Recommendation: Furnish at least 1 ADULT umpire per game. The second umpire must be at least 14 years of age for majors \& 16 for juniors. If no adult umpire is available, non-adult umpire may be used only with an assigned Game Coordinator per Rule 9.03(d).

5. Length of games: No new inning can begin after 2 hours. (Regulation VII(h))
6. Both teams will call in the score through their league.
7. Continuous batting for the majors division of softball. Juniors will bat 9 .
8. 15,10 , and 8 run rule. If after 3 innings, two and a half if the home team is ahead, one team has a lead of 15 runs or more; 4 innings, three and a half if the home team is ahead, one team has a lead of 10 runs or more; or after 5 innings, four and a half if the home team is ahead, one team has a lead of 8 runs or more, the Manager of the team with fewer runs shall concede the victory to the opponent. (Rule 4.10(e))
9. Courtesy Runner is allowed. If CBO, last out of the inning. For bat 9 , someone not in lineup.
10. All catchers must wear a mask, "dangling" type throat protector, and a catcher's helmet during infield/outfield practice, pitcher warm-up, and games. (Rule 1.17)
11. For regular season, there is no implementation of the steal sign rule.
12. Majors may do double headers.
13. Juniors can play 3 games in one day.
14. Juniors - Waiver required if 15 -year-old on team.
15. Juniors- 15 -year-olds can pitch.
16. Rain out games should be made up within 7 days and arranged by the teams involved and scheduler (league or district) of that level of play. If there is a problem and they cannot agree on a make-up day, the District will work the problem out.
17. Protest and possible forfeitures will revert back to the District not the leagues. You must contact Tom Bowman or Sarah Hoppe within 24 hours. See Rule 4.14, 4.16, 4.174 .18 for forfeitures and 4.19 for protests
18. There is only one set of Little League Softball Rules. When inter-leaguing games are played, all games will be played by these rules. The official Little League Rules will be used for rules interpretations and/or protest resolutions.
19. Communications is the key to having a good season when inter-leaguing. Rainouts will be arranged by the teams.
20. Major \& junior softball umpires need to be notified if games are canceled. Each week the softball VP of each league should be given a list of umpires scheduled for games for the following week. NOTE: If a league uses paid umpires and you do not show for a game, your league (President) will be sent a bill for that game's umpires costs.

## EJECTION POLICY FOR INTER-LEAGUE PLAY

THE FOLLOWING IS THE PROCEDURE THAT WILL BE FOLLOWED WHEN A MANAGER, COACH, AND/OR PLAYER HAS BEEN EJECTED FROM A GAME FOR ANY REASON:

I The umpire shall report such incidents according to the rules found in the LLBB Rule Book - Rule 9.05. The report shall contain all needed information and is to include the rule numbers that apply.

II The umpire shall report to the District Administrator and the league President(s) (within 24 hours).
III Once the report has been received, the DA and/or the League President shall notify those who will serve as a hearing committee. The committee could be made up of the following:
A. District Administrator or ADA of Division involved
B. District Umpire Consultant
C. President/Vice President of the league involved

At the time of notification, a meeting will be scheduled to include the above people. This meeting will be held within $\mathbf{7 2}$ hours (about $\mathbf{3}$ days) of the ejection.

IV In addition to the hearing committees, members of all others directly involved will be allowed to present information concerning the ejection.

V The hearing will be chaired by the DA or ADA. After all information has been presented, the committee will adjourn to a closed session to review all information. This meeting shall remain confidential within the committee.

FIRST OFFENSE: LETTER OF REPRIMAND \& SUSPENSION FOR NEXT SCHEDULED GAME or SUSPENSION FOR MULTIPLE GAMES, UP TO REMAINDER OF THE SEASON

SECOND OFFENSE: LETTER OF REPRIMAND \& SUSPENSION FOR NEXT SCHEDULED GAME or SUSPENSION FOR MULTIPLE GAMES, UP TO REMAINDER OF THE SEASON

THIRD OFFENSE: SUSPENSION FOR REMAINDER OF THE SEASON
In all cases a written report of action shall be sent to the DA, ADA, Umpire in Chief, League President of Individual(s) involved and the committee.

