

**JUNIOR LEAGUE  
INTER-LEAGUE PLAY GUIDELINES  
California District 32**

**PURPOSE:** To provide support to specific divisions of any league that does not have an adequate number 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 REPRESENTATIVES**

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- 1. Any additions or changes to the roster must be submitted and approved before any new player can participate.**

**NOTE:** Only approved players, in uniform, are permitted on the playing field. Only rostered players are allowed in the dugout.

- 2. It is the responsibility of BOTH teams to email the score to the District Representatives after each game.**
- Both teams will send an email to [LLAPAGE32@OUTLOOK.COM](mailto:LLAPAGE32@OUTLOOK.COM) with the game results. **Each email must have, Score, Incidents (injuries, ejections, violations, etc.), innings played (if less than 7, the reason why), and PITCH COUNT.**
- The inter-league representative of the “home” team must reschedule any games not played as scheduled **within (7) calendar days!** The District Representatives must approve any exception to this requirement. **This is a MUST! The games MUST be rescheduled immediately and should be scheduled as close as possible to the original date.**
- 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 Representatives. **Two (2) umpires are required for each game.**
- 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 Representatives. **Be mindful of the weather, it may not be raining at the other fields. Be willing to change locations instead of rescheduling the games.**

7. **There is NO time limit on the 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 fifteen (15) run rule after 4 innings and ten (10) run rule after 5 innings and eight (8) runs after 6 innings under regulation 4.10(e) are 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 kept up-to-date and presented to the opposing manager or any District Representatives for review upon request. The pitch count affidavit must be presented to the scorekeepers, for pitching restrictions, before each game. If your league uses electronic score tools (e.g Game Changer) you are still responsible for keeping a paper book with all games logged inside. **The scorebook will be used at the end of the season to determine All Star eligibility by the district.**
9. All games will be continuous batting. TOC and All Stars will also be continuous batting.
10. Minimum play is official LL rule, Reg IV(i) – 6 defensive outs and 1 at bat. In the event the team has 15 or more players at the game, the minimum play will be 3 defensive outs and 1 at bat.
11. We will be enforcing the “must stay in the batter’s box” rule.
12. Courtesy Runners are permitted for catcher and or pitcher of record when there are two (2) outs. A player whose name is on the team’s batting order may not become a substitute runner for another member of the team, therefore the last out will be the courtesy runner. Neither the pitcher nor the catcher is subject to removal from the line-up. A courtesy runner must be reported to the plate umpire.
13. Protests of any inter-league game will be handled through the District Representatives (UIC, DA, Division Rep) and under the strict guidelines of rule 4.19 in the Official Rule Book. The majority decision of the protest committee will be final. Regardless – EVERY attempt should be made to AVOID protests. **Note:** Invalid protests will be nullified immediately without option for appeal. So read rule 4.19. Statements are required from the protesting manager and the umpire within 24 hours of the protest. The district committee will meet and rule on the protest within 48 hours of receipt of statements, and if upheld the game must be resumed within 5 days.
14. Coronado has a portable pitching mound, there will be no metal cleats allowed on this mound.

15. **Bat rules** are as stated by Little League Baseball as Wood bats or bats carrying the USABAT or BBCOR certification. See Rule 1.10 NOTE: All penalties for use of illegal bat (regardless of the umpire's awareness of them) apply; The manager of the team will be ejected from the game, batter who violated the rule will be ejected from the game, and the offensive team will lose an eligible adult base coach for the duration of the game.
16. Pitch Counts must be strictly adhered to. The District Representatives 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 and Senior League Divisions: 17-18: 105 pitches per day, 13-16: 95 pitches per day, 12: 85 pitches per day.
17. **Defensive visits** by managers/coaches count against the pitcher regardless of the player visited (except for injury checks). The limits are lowered to one visit per inning with the 2<sup>nd</sup> visit in an inning requiring the pitcher to be replaced. Managers/Coaches are also limited to 2 visits TOTAL per game to a pitcher with the 3<sup>rd</sup> visit requiring a pitcher to be replaced.
18. **Days of Rest and Total Pitches EXCEPTION:** If a pitcher reaches a day(s) of rest threshold 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 or the game;
  4. The pitcher is removed from the mound prior to the batter completing his/her at bat.
- The pitcher will only be required to observe the calendar day(s) rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.
- NOTE: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.**
- NOTE:** In the Int/Jrs/Srs/ divisions, a pitcher removed from pitching position but remaining in the game AND moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game (pitcher may not continue if over pitching limits; if returns, the pitch count and VISIT LIMITS pick up from where they left off in the game).

**NOTE 2: A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the limit imposed in Regulation VI(c) has been met.**

Pitcher's league age 14 and under must adhere to the following requirements:

- a. 66 or more pitches in 1 day, four (4) calendar days of rest are required.
- b. 51-65 pitches in one day, three (3) calendar days of rest must be observed.
- c. 36-50 pitches in one day, two (2) calendar days of rest must be observed.
- d. 21- 35 pitches in one day, one (1) calendar day of rest must be observed.
- e. If a pitcher throws 1-20 pitches in one day, no (0) calendar day of rest is required before pitching again excepting (see 'f')
- f. A player may not pitch in more than one game in a day and a player may NEVER pitch on 3 consecutive days.
- g. Intentional walk: If a pitcher wishes to intentionally walk a batter, he/she does NOT have to throw the pitches, but 4 pitches will be added to the pitch count for that pitcher.

**Pitchers league age 15 – 16 must adhere to the following rest requirements:**

- h. 76 or more pitches in one day, four (4) calendar days of rest required.
- i. 61-75 pitches in one day, three (3) calendar days of rest must be observed.
- j. 46-60 pitches in one day, two (2) calendar days of rest must be observed.
- k. 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 –**NO player may pitch on 3 consecutive days!**

**NOTE:** A pitcher may be used as a pitcher in up to two games in a day. **EXCEPTION:** A 12-year old playing in the Junior/Senior Division is not eligible to pitch in two games in one day.

**NOTE2:** If a pitcher reaches 30 pitches while facing a batter in the first game, the pitcher may continue to pitch, and maintain their eligibility to pitch in the second game on that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat. The pitcher would be allowed to pitch in a second game provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 31 or more pitches in the first game, and is not covered under the threshold exception, the player may not pitch in the second game that day.

**NOTE3:** A player who played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.

**EXCEPTION:** If the pitcher reaches the 20 pitch limit (15 and 16 year olds: 30 pitch limit) while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat

19. 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 Representatives must be notified of the ejection when the score is emailed in. Any league not adhering to this policy will be immediately removed from inter-league play.
20. The visiting team will hold infield practice the last fifteen (15) minutes prior to the start of the scheduled game. The reason is they are traveling, and this gives them more time to get to the park.
21. 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.
22. 15 Year olds **WILL** be allowed to pitch in regular season.
23. **District 32 Pool Players rules** – Pool players may be used in the Junior Division, provided that the following rules are adhered to. The requirement to use Pool Players is that a team will possibly fall below nine (9) players that day and will be unable to complete the game.
  - a. The league's divisional Player Agent must ask every player in the division (before the season starts) 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 on 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) consecutive defensive outs and two (2) at-bats.
  - f. Not following the above rules will result in the suspension of the manager.
  - g. If a team requests a pool player and the player(s) thought to not be available shows up for the game ... Pool Player remains eligible, and the team must follow pool player rules as above.