

## **MESA AMERICAN LITTLE LEAGUE – LOCAL RULES 2009**

The “Little League Softball Official Rule Book” shall be used as the official rules and guidelines. The purpose of these Local League rules is to establish guidelines in addition to the Little League Official Rule Book and in no way is intended to lessen or supersede those rules.

### **I. LOCAL LEAGUE RULES – Juniors Softball**

- A. Batting order shall consist of all players present.
- B. If a player is injured or leaves, it is not counted as an out.
- C. The avoid contact rule shall be in effect for all games (Rule 7.08(a3)).
- D. Any runner is out when the runner slides headfirst into a base moving forward. This rule does not apply when returning to a base.
- E. The offense is retired when 3 outs are recorded or 6 runs score.
- F. Immediately following each game, that game’s managers shall ensure that all league equipment/scorebooks have been turned in to a pre-determined designated area (Equip Room) or to the home team manager of the next game. Managers must sign the official scorebook immediately following game verifying the game score, pitchers used, and innings pitched.
- G. The only protest allowed must be based on an umpire’s interpretation of a rule and not on a judgment call. See 4.19 of the Official Rule Book.
- H. Final interpretation of a rule shall be the responsibility of the Board of Directors.
- I. Problems or conflicts shall be the responsibility of the Division Vice-President (parent or coach related) or Player Agent (player related)
- J. Managers and/or coaches may NOT warm up the pitchers for their team on or off the field.
- K. A player may not pitch more than 6 innings per week.
- L. Managers, Coaches, and Players may coach both first and third as long as there is a Board approved volunteer in the dugout.

### **II. PLAYER/COACH SAFETY**

- A. Players MUST NOT wear watches, rings, pins or jewelry of any kind. (Exception: Medical items or League Awarded pins.)
- B. When a player is ejected from a game, he/she shall remain in the dugout, and take no further part in that game. He/she may not sit in the stands and may not be recalled. An ejected player may be released into the custody of their guardian for the purpose of leaving the game site. Any player ejected from a game is suspended for his/her team’s next physically played game.

### **III. ELIGIBILITY**

- A. A player must be league age 12 through 14.

#### **IV. TEAMS**

- A. There will be no less than 11 rostered players or more than 14 rostered players on each team at any time during the season.
- B. No unscheduled interleague play shall take place, without prior approval.

#### **V. TIME LIMITS**

- A. No new inning shall begin after 1 hour and 45 minutes from the scheduled starting time of the game, not when the game actually starts. The late arrival of an umpire in excess of 10 minutes may be grounds to adjust the game time. Any adjustment to game time can only be made by a nonparticipating Board Member within the first inning of a game.
- B. The last game of the night will end promptly at 9:30 p.m. (drop dead)
- C. In the event game time is called by the umpire during an incomplete inning, the game will end and the final score will revert back to the previous completed inning unless the home team takes the lead.
- D. In the event a game is tied after 6 innings and it is within the time limit (as stated above in B), game will be continued until time limit or tie is broken determining a winner.
- E. Regular season games, which end in a tie score, will be counted in the standings as a  $\frac{1}{2}$  win and  $\frac{1}{2}$  lose for each team.
- F. Rained out and incomplete games will be rescheduled by the Division VP or Executive VP to be made up as soon as possible.
- G. In the event the field lights fail during a game. The game will resume at a later date where it left off with the same players, and positions.

#### **VI. MANAGERS AND COACHES**

- A. Managers and coaches shall acknowledge their respective duties and responsibilities and adhere to said duties and responsibilities.
- B. The manager shall have the option of having as many Board approved coaches on the team roster as they would like. At no time during a game shall there be a combined total of more than 3 Board approved volunteers (managers, coaches, etc.) in the dugout or on the field.
- C. Both team managers are responsible for ensuring that the softball field is ready for play (raked, chalked, bases out, etc.) prior to the scheduled starting time of the game unless a board approved field prep staff member has been assigned to the task. The visiting team manager is responsible for ensuring that at the end of their game, all league equipment (bases, rakes, chalk, etc.) is either put away in the shed or turned over to the home team manager of the next game.
- D. The home team manager is responsible for ensuring that the official game scorebook is in the hands of the scorekeeper at the start of the game.
- E. Both managers are to supply one game ball for each game played.
- F. The defensive team is allowed to have no more than two adults stationed on the field, between the front dugout gate and the end of the dugout, as long as one adult is stationed within the dugout at all times.

- G. The team manager is responsible for ensuring their team's fulfillment of its snack bar related obligations. General obligations will be supplying workers for snack bar duty. Failure to meet your team's snake bar obligation can result in one or more of the following;
  - a. The Manager is suspended for 1 game.
  - b. The Manager is suspended for 2 consecutive games.
  - c. The Manager is taken before the Board for consideration.
- H. ANY SUSPENSIONS SHALL BEGIN IMMEDIATELY WITH THE 1ST GAME FOLLOWING THE MISSED SNACK BAR ASSIGNMENT.
- I. When a manager or coach is ejected from a game, he/she shall leave the field IMMEDIATELY, to a position beyond that field's outfield fence, and take no further part in that game. He/she may not sit in the stands and may not be recalled. Any manager or coach ejected from a game is suspended for his/her team's next physically played game. (Rule 4.07)
- J. The Home team must drag the field after each game.

#### **VII. MERCY RULE**

- A. Any time after the completion of the 4th or any subsequent inning, a team is in the lead by 10 or more runs, the umpire shall immediately declare the game over and the leading team will be the winner.

#### **VIII. MANDATORY PLAY**

- A. No Player can sit out for more then 2 consecutive innings.

#### **IX. END OF SEASON TOURNAMENT**

- A. Tournament seeding is determined by regular season standings.