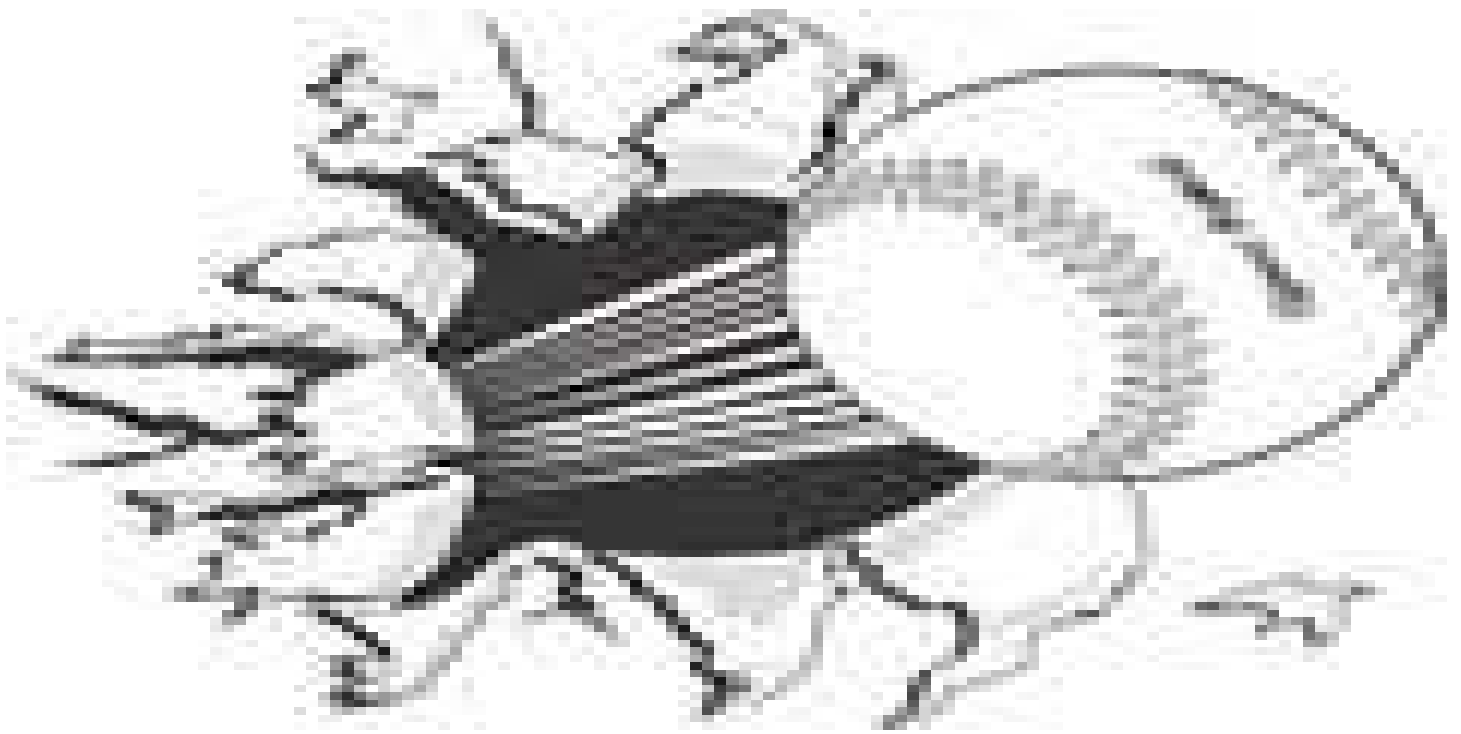


Oregon, District 4



Softball Interlock

2010

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ALPENROSE PLAYING FIELDS

Hours:

Monday through Friday

Play may begin at 9:30AM. No new inning may begin after 9:30PM. Teams must be off the fields by 10:00PM.

Saturday

Play may begin at 9:30AM. No new inning may begin after 9:30PM. Teams must be off the fields by 10:00PM.

Sunday

Play may begin at 12:00 Noon. No new inning may begin after 6:30pm. Teams must be off the fields by 7:00PM.

The home team playing on the main field will be responsible for the American flag, the press box equipment, and providing the concession stand with workers.

Alpenrose is privately owned by the Cadonau family. They graciously allow Little League to use the fields which are maintained by Alpenrose for our use. With this in mind, Please remember, each Manager and Coach are responsible for cleaning up after games. This includes all three fields' bleachers, dugouts, and surrounding areas. This is to include all teams and their fans.

Please make sure your League's Alpenrose coordinator or "designated person" is present when you play, and all responsibilities are adhered to. Request a copy of the Alpenrose field use rules from your president. To minimize vandalism and to ensure the safety of all, participants and spectators must remain only in the designated areas of use. All areas **not surrounding** the immediate field areas or the restrooms are **OFF LIMITS!** Under no circumstances are children allowed in the village area, quarter midget track, velodrome, trucking areas, rodeo arena, or barn areas.

No gum, sunflower seeds, or glass containers are allowed anywhere on Alpenrose property. Please instruct your teams and spectators of these rules and help us keep the use of this fine complex for our use into the future!

LEAGUE VOLUNTEER DAYS

@

ALPENROSE COMPLEX

Dates:

Friday: June 11

Saturday: June 12

Friday: June 18

Saturday: June 19

Friday: July 9

Saturday: July 10

Friday: August 6

Saturday: August 7

1. Clean dugouts & press box
2. Eliminate weeds: Concrete areas, public areas
3. Weed eat fence lines, inside & outside fences
4. Bleachers: Paint, repair, clean
5. Spread sandy loam, lower dugouts, main field bullpens
6. Generally clean up debris

BRING

1. 3-4 Volunteers per League
2. Lawn rakes, shovels
3. Push brooms, dust pans
4. Wheelbarrows, weed eaters
5. Gloves
6. Paint brushes, rollers, paint pans
7. Old clothes that you can get dirty or painted

Please Remember, this is a privately owned complex and the Cadonau family already donate THOUSANDS of dollars of employee hours to keep this complex in top condition! ONLY Little League programs are allowed to use the ball fields, so let's pitch in and show our appreciation by giving a few hours to get these few needed jobs done. Let's not wait for the World Series to put the fields in top condition. Our local players deserve the best and we can provide that by helping out.

District 4, Softball Interlock Guidelines

The following guidelines will be followed in addition to the official regulations and playing rules for Little League Softball.

The interlocking League board will consist of all Softball Vice Presidents or their representative. They shall be organized to resolve rescheduling conflicts. The protest committee will consist of the District Administrator, Assistant District Administrators, Chairperson, and Secretary of the Softball program. They will resolve violations, protests, and complaints as they arise.

Home Team is responsible for Umpire scheduling. The Umpire will wear protective equipment as required in the rules book. Umpire for the minor levels may be a volunteer parent (with appropriate gear).

Home Team is responsible for field preparations. Fields should be safe and chalked.

Scorebooks must be made available to the opposing Manager upon request. The Manager or Coach will not keep the official scorebook. Each official scorebook will be a pitching rotation sheet attached to the back of the book. After each game, the pitcher or pitchers of record shall be written in ink on the appropriate line and book shall be signed by the opposing Manager or Coach.

Home team shall furnish one new and one good used ball to the Umpire. Used balls will be returned to the Manager at the completion of the game.

If due to lack of players, a team is unable to play, the opposing Manager and respective VP's must agree to a reschedule time.

Any team that due to lack of players, does not play two regularly scheduled games without just cause, will be referred to the Interlock Board for possible forfeiture of said games.

In case of rainouts, the game will be made up as soon as possible and no later than two weeks following said rainout.

Managers and Coaches will not be allowed to leave the dugout area without the plate Umpire's permission. The use of tobacco, alcohol, or any illegal substance during a game by Manager, Coach, player, or spectator is strictly prohibited!

PREFERENCE ORDER WHEN RESCHEDULING GAMES

Games not played due to field conditions
Games not played due to School conflicts
Games not played due to lack of players

PITCHERS

Regulation VI must be strictly adhered to. (Page #39, 2009 rule book)

UMPIRES

The Homeplate Umpire must be provided with the starting line-up and substitutes. Homeplate Umpire must be notified of all substitutions. (Page #61, Rule # 3.05 (a) & (b), 2010 rule book)

SAFETY

Any equipment with defects found to be a safety factor will be immediately removed from the game and held until the completion of said game.

Other than a safety hazard, field conditions will not be grounds for a protest. Many Leagues play on fields that they have no control as to the condition.

FIELDS

Most Leagues use school fields and are not able to control their condition. Please be patient and helpful to your neighboring Leagues regarding field conditions. It is expected that the higher the level of play, the better field conditions. When scheduling, please keep this in mind.

JUNIOR LEAGUE (AGE 12-14) SENIOR LEAGUE (AGE 13-16)

Teams having High School players and unable to field nine players may reschedule if they notify both VP's and the opposing Manager at least 24 hours before game time. Field availability may create scheduling problems. Failure to properly notify as stated above may result in a forfeit of said game.

Junior Softball teams within District 4: There will be a six run limit per inning, with the final inning open. (Umpires and Coaches may decide to declare a last unlimited inning if, either time is running out, or darkness is approaching) Double headers are permitted with a maximum of one double header, per team, per calendar week. If play is scheduled with another district, this rule will be discussed at the interlock meeting when being scheduled. All teams will be governed by, and follow the Little League, Junior League, Senior League, Big League official rules book. **NO HOUSE RULES!**

Senior Softball teams will interlock with teams from other Districts, and therefore will play by the rules in the official Little League, Junior League, Senior League, Big League rules book. If you have "local house" rules, they **WILL NOT** apply to interlock!

Double headers are permitted. No new inning may be started after one hour and 50 minutes into the game. There will be a ½ hour scheduled break between games.

Players must participate in 60% of scheduled games in order to become eligible for selection to an All Star team.

Junior All Star teams will consist of a maximum of 14 players ages 13 & 14, Senior All Star teams will consist of maximum of 14 players ages 14 to 16, regardless of which level they played during the regular season.

MAJOR SOFTBALL LEAGUE (SUGGESTED AGES 10 TO 12)

There will be a six run limit per inning, with the final inning open. (Umpires and Coaches may decide to declare a last unlimited inning if, either time is running out, or darkness is approaching) Double headers are permitted with a maximum of one double header, per team, per calendar week. No new inning may begin after one hour & 50 minutes has elapsed from the start of the game. All games will be played to a regulation game (six full innings) unless called for rain, darkness, time limit, or mercy rule.

All teams will be governed by, and follow the Little League, Junior League, Senior League, Big League official rules book. If you have any "local house" rules they **DO NOT** apply to interlock!

Batting through the roster is permitted with agreement of all leagues (majority rules) Players must participate in 60% of scheduled games in order to become eligible for selection to an All Star team. Major All Star teams will consist of a maximum of 14 players ages 11 or 12.

Target Ages

Majors – 10-12

Triple A – 9-11

Double A – 8-10 yr olds (no 11 year olds for safety)

Single A – 8 and under (6 and under must have one year of T-ball)

INTERLOCK GUIDELINES

MAJORS

See page 8

TRIPLE A

Length of Game	6 Innings Maximum
Ball:	11” Softball
Time Limit:	No new inning shall begin after One hour 50 minutes
Unlimited Inning:	Sixth Inning or last inning to be determined by umpire
Minimum Play:	All Players at the game must play at least six defensive outs, and bat at Least once
Substitutions:	Free substitution is allowed for defense positions, except for pitcher. Managers must adhere to the minimum playing rules and pitching substitution rule.
Run Limit:	Four runs per inning.
Out:	Change sides when three outs are made
Batters:	All players present at the game will bat in order throughout the game.
Bunting:	Allowed
Stealing:	Allowed
Number of Players:	Nine (9)
Pitching distance:	Thirty Five (35) feet
Pitching:	Player pitch only
	<i>*See pitching options for leagues not ready for all player pitch at Triple A level.</i>
Hit by Pitch:	Player will take first base.
Dead Ball:	When the pitcher has the ball within the 8 foot circle, or when the ball goes out of play.
Overthrows:	The runner may advance at her own risk
Base Coaching:	May have two adult base coaches. Must have one adult coach in the dugout at all times.
Infield Fly:	Will be in effect.
Ten Run Rule:	Will be in effect.
Have Fun:	MANDATORY !!!

Players must participate in 60% of scheduled games to be eligible for selection to the All Star Team. 10-11 Year Old All Stars will consist of a Maximum of 14 players age 10-11, regardless of which level they played during the season. 9-10 All Stars will consists of a Maximum of 14 players ages 9 or 10, regardless of which level they played during the season.

Double A

Target age:	8-10 year olds (no 11 year olds for safety)
Length of game:	Six innings maximum.
Ball:	11" Softball
Time Limit:	No new inning after 1 hour 50 minutes
Unlimited Inning:	Sixth Inning ONLY
Minimum Play:	All players present at the game must play at least two defensive innings, and bat at least once.
Substitutions:	Free substitution is allowed for defensive positions except for the pitcher. Managers MUST adhere to the minimum playing rules and pitching substitutions.
Run Limit:	4 runs per inning
Outs:	Change sides when 3 outs are made
Batters:	All players present at the game will bat in order throughout the game
Bunting:	Allowed only during Player Pitch only
Stealing:	Allowed only during Player Pitch only. No Stealing home on passed ball.
Number of Players:	Nine (9)
Umpire:	Home team shall select an Umpire (Parent or Coach)
Pitching distance:	35 feet
Pitching:	Friendly pitch (coach pitch) Starting week 4, the 5 th and 6 th innings are player pitch only. Starting week 6, player pitch only.
**See pitching options for leagues not ready for all player pitch at Double A level.	
Hit by Pitch:	Player will take first base (during player pitch only)
Dead Ball:	When pitcher has control of ball in the circle or ball is out of play.
Overthrows:	The runner may advance at own risk.
Base Coaching:	May have two adult base coaches. Must have one adult coach in the dugout at all times.
Infield Fly:	Will NOT be in effect
Ten Run rule:	Will NOT be in effect
Have fun:	MANDATORY!!!

When Player Pitch, the Umpire shall call balls & strikes and player walks

Single A

Target age:	Age 8 and under (6 and under must have played 1 year of T-ball)
Length of game:	6 innings maximum
Ball:	11 inch softball (safety softball required)
Time Limit:	No new inning after 1 hour and 50 minutes
Unlimited inning:	None
Minimum play:	All players present at the game shall play at least two defensive innings and bat at least once.
Substitutions	Free substitutions are allowed.
Run Limit:	4 runs per inning
Outs:	Change sides when 3 outs are made, the whole roster has been to bat, or 4 runs, whichever comes first.
Batters:	All players present at the game will bat in order throughout the game
Bunting:	Will Not be Allowed
Stealing:	Will Not be Allowed
Number of Players:	Ten (10). Rover must be positioned in the Outfield until ball is hit.
Pitching Distance:	Thirty Five (35) feet
Pitching:	First half of season, coach pitch only. Starting week 6, Friendly pitch for remaining half (Interlock shall decide on the date)
Coach Pitch:	Must be at 35 feet. Seven pitches maximum. Foul ball earns batter additional pitch unless caught by catcher. Batter will either hit the ball and advance to base at own risk or be called out if ball is not hit. NO WALKS
Friendly pitch:	All pitchers (Adult or Player) shall start from no closer than 35 feet. One step may be taken in the delivery of the pitch which must be forward. Three strikes (called or swung at) batter is out. Four balls, coach comes in to pitch. <u>The pitch count remains</u> and coach is allowed a maximum of 4 pitches. A foul ball not caught by the catcher on the third strike or the fourth pitch earns batter additional pitch. Batter will either hit the ball and advance to base at own risk or be called out if ball is not hit. NO WALKS
Hit by pitch:	Player shall take first base if hit by player pitcher only
Dead Ball:	When the pitcher has the ball inside the 8 foot circle. When the ball goes out of Play.
Overthrows:	Two Base maximum advance of runners. An overthrow is any thrown ball not caught by the intended fielder. (Intended base plus one)
Base Coaching:	May have two adult base coaches. Must have one adult coach in the dugout at all times.
Infield Fly:	Will NOT be in effect
Ten Run rule:	Will NOT be in effect
Have Fun:	MANDATORY!!

PITCHING OPTIONS

If pitching guidelines are changed, ALL Managers and VP's must be in agreement and change must be put in writing and signed. Interlock rules agreed on will remain the rules for your interlock throughout the season. If agreement cannot be reached, the guidelines set for your level of play on pages 9 & 10 will apply. Signed changes must be submitted to District Softball Staff.

Triple A – if your interlock is not ready for all player pitch in week one (1):

Option - Friendly pitch to start the season. At your interlock meeting, your Interlock shall decide on date to switch to Player pitch only.

Friendly pitch: All pitchers (Adult or Player) shall start from no closer than 35 feet. One step may be taken in the delivery of the pitch which must be forward. Three strikes (called or swung at) batter is out. Four balls, coach comes in to pitch. The pitch count remains and coach is allowed a maximum of 4 pitches. A foul ball not caught by the catcher on the third strike or the fourth pitch earns batter additional pitch. Batter will either hit the ball and advance to base at own risk or be called out if ball is not hit. NO WALKS

Double A – if your interlock is not ready for pitching guidelines set for this level:

Option 1 - Friendly pitch. This method can be used throughout entire season or through date decided by your interlock

Friendly pitch: All pitchers (Adult or Player) shall start from no closer than 35 feet. One step may be taken in the delivery of the pitch which must be forward. Three strikes (called or swung at) batter is out. Four balls, coach comes in to pitch. The pitch count remains and coach is allowed a maximum of 4 pitches. A foul ball not caught by the catcher on the third strike or the fourth pitch earns batter additional pitch. Batter will either hit the ball and advance to base at own risk or be called out if ball is not Hit. NO WALKS

Option 2 - Machine pitch. This method can be used throughout entire season or through date decided by your interlock.

Machine Pitch: Home team shall be responsible to provide machine (sling arm is recommended) and sufficient balls. Set up at 35 feet. Speed of machine must be agreed upon at the scheduling meeting and that agreed upon speed used throughout the season. If it is determined during the season that a change in speed is needed, it must be approved by **ALL** VP's in your interlock. Umpire shall call dead ball if danger around machine. Each teams own coach shall operate machine for his or her own team.

INTERLOCK PITCHING GUIDELINES
(only needed if different than guidelines set on pages 9&10)

Division _____

Interlock Leagues

Pitching Option _____

Manager's Signature

League

Copy to each Manager and Copy to District 4 Softball Staff

IMPORTANT RULES TO REMEMBER

No Local rules apply!!! If your League has any rules different than what is in the Softball Little League Rules Book, or this Book, they **DO NOT Apply to Interlock !!**

No Rules may be changed or “agreed to” by Managers on a per game basis!

All rules in the interlock shall be used according to the set chosen at the beginning of the playing season, by the Softball Vice Presidents of an Interlocking group. The best time to do this is at scheduling time. Managers should be present at this meeting. The agreed upon rules for your interlock should be written down, signed and copies given to your Softball Vice Presidents, Managers and coaches in your interlock. A copy should also be provided to the parents on ALL teams in your interlock. There may be a need to meet around midseason to discuss rule modification for the remainder of the season. This can **ONLY** be done by the Softball Vice Presidents, and **ONLY** after approval of District Staff.

Be sure to meet with the Team Managers and Coaches in your interlock group at the start of the season with your Rule Book (Interlock) in hand. Agree to which rules you are using to avoid confusion. Your players need to be taught one set of rules for the season. Avoid going back and forth between rules. This only confuses them.

ONLY a uniformed player may warm up a pitcher at Homplate, or anywhere on the playing field, or sidelines.

Each Interlocking group must use the same type and size of ball. The ball must meet Little League Specifications and Standards.

Batting Donuts are **NOT** permissible.

One Manager and **NOT MORE THAN** two Coaches shall be on the bench or in the dugout.

Each Interlock game, all levels, are on a time limit. No new inning shall begin after One hour & 50 minutes from start of game.

“Leading Off” is **NOT** allowed in Little League. Runners, at levels may leave the base when the ball reaches the batter. If no contact is made, runner must return to base. Runners leaving the base, do so at their own risk of being thrown out.

2010

LITTLE LEAGUE SOFTBALL

WORLD SERIES

AUGUST 12th – 18th

ALPENROSE STADIUM, PORTLAND, OREGON

www.softballworldseries.com

*****HOUSING FAMILIES NEEDED*****

We are in need of volunteers in several areas.
If you, or anyone you know would like to volunteer,
Please contact Sue Seaver (503)629-9049 – or Danelle Wiese (503)692-0585

Your support is what makes this tournament a success. Thank You !!

PROTESTING GAME PROCEDURE DISTRICT 4 INTERLEAGUE PLAY

Following Is the Procedure For Protest During Interleague Play:

1. Protest Shall Be Considered Only When Based On Violation Or Interpretation Of A Playing Rule, Or The Use Of An Ineligible Player. No Protest Shall Be Considered On A Decision Involving Any Umpires Judgement. Equipment Which Does Not Meet Specifications Must Be Removed From The Game And Shall Not Be The Basis For A Protest.
2. -The Managers Of Protesting Teams Only Shall Have The Right To Protest The Game. (Or In Their Absence The Coach Of Record) However, The Manager Or Acting Manager Must Not Leave The Dugout Without The Permission Of The Umpire.
3. Protests Shall Be Made As Follows:
 - a) The Protesting Manager Shall Immediately, And Before Any Succeeding Play Begins, Notify The Umpire That The Game Is Being Played Under Protest, And Site The Rule.
 - b) Following Such Notice, The Umpire Shall Consult With The Associate Umpires, If Any. If The Umpire Is Convinced That The Decision Is In Conflict With The Rules, The Umpire Shall Reverse That Decision. If, However, After Consultation, The Umpire Is Convinced That The Decision Is Not In Conflict With The Rules, Said Umpire Shall Announce That The Game Is Being Played Under Protest. Failure Of The Umpire To Make Said Announcement Shall Not Affect The Validity Of The Protest.
4. Protest Made Due To Use Of Ineligible Player, Or Players May Be Considered Only If Made To The Umpire Before The Final Out Of The Game.
5. Any Protest For Any Reason Whatsoever Must Be Submitted By The Manager; First To The Umpire On The Field Of Play And Then In Writing To The Local League President And Softball Vice President Within 24 Hours. The Umpire In Chief Shall Also Submit A Report Immediately.

All Little League Officials Are Urged To Take Precaution To Prevent Protests. When A Protest Situation Is Imminent, The Potential Offenders Should Be Notified Immediately. Example: Should A Manager, Official Scorer, League Official, Or Umpire Discover That A Pitcher Is Ineligible During The Game, Or At The Start Of The Next Inning, The Fact Should Be Brought To The Attention Of The Offending Manager Through The Umpire. Such Action Should Not Be Delayed Until The Infraction Has Occurred.

PROTEST POLICY FOR DISTRICT 4 INTERLEAGUE PLAY

The Following Is The Procedure That will Be Followed When A Manager, Coach Or Player Has Been Ejected From A Game For Whatever Reason.

1. The Umpire Shall Report Such Incident According To Rule #9.05 (A,B,C,) The Report Shall Contain All The Necessary Information And Is To Include Rule Numbers That Apply. This May Include, But Is Not Limited To The Following Rules: Section XIV, Rules 3.09, 4.06,(1,2,3) 4.07, 4.19 (Note 1) And 9.01
2. The Umpire Shall Report To The Individual Directly Responsible For The Interlocking League And/Or Their League President. Where There Is A District Staff Member Present, The Report Shall Be Given To Them.
3. Once The Report Has Been Received, The Individual Responsible For The Interlocking League Shall Notify Those Who Will Serve As A Hearing Committee. This Hearing Committee Shall Be Made Up Of The Following That Apply:
 - a) District Administrator, Assistant District Administrators
 - b) Coordinator Of Interlocking League
 - c) Both Participating League Presidents, And Softball Vice Presidents

At The Time Of Notification, A Meeting Will Be Scheduled To Include A Quorum From The Above. The Individual Must Have A League Board Member Present. This Meeting Will Be Held At The Earliest Possible Date No Later Than The Next Scheduled Game Day.

4. The Hearing Will Be Chaired By The District 4 Official, Or The Interlocking League Coordinator. After All Information Has Been Presented, The Hearing's Committee Chairman Will Thank All Those For Presenting Information. At This Time, The Hearing Committee Will Adjourn To Consider The Matter At Hand. All Discussion At This Time Shall Be Considered Confidential And Remain With This Committee With The Exception Of The Final Decision.
5. The Appropriate Penalty Below Shall Be Imposed If The Hearing Committee Upholds The Protest

First Offense: Suspended For The Next Scheduled Games. And/Or A Letter Of Reprimand.

Second Offense: Suspended For The Next Two Scheduled Games, And/Or The Season

Third Offense: Suspended For The Remainder Of The Season. The Suspended Person Can Not Have Anything To Do With The Team During Suspension.

2008 District 4 Softball Staff

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District 4 Website:
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LITTLE LEAGUE PLEDGE

I TRUST IN GOD

I LOVE MY COUNTRY

AND WILL RESPECT ITS LAWS

I WILL PLAY FAIR

AND STRIVE TO WIN

BUT WIN OR LOSE

I WILL ALWAYS DO MY BEST

*****THANKS ALPENROSE*****

District 4 Softball Pitching Rotation Record

Date	Name of Pitcher	#Innings Pitched
Opponent		Manager Signature
Date	Name of Pitcher	#Innings Pitched
Opponent		Manager Signature
Date	Name of Pitcher	#Innings Pitched
Opponent		Manager Signature
Date	Name of Pitcher	#Innings Pitched
Opponent		Manager Signature
Date	Name of Pitcher	#Innings Pitched
Opponent		Manager Signature
Date	Name of Pitcher	#Innings Pitched
Opponent		Manager Signature
Date	Name of Pitcher	#Innings Pitched
Opponent		Manager Signature
Date	Name of Pitcher	#Innings Pitched
Opponent		Manager Signature

