

LL Juniors Inter league Play Rules for 2010 Season. (In addition to Standard LL Rules)

10 Run Rule will be in effect

We will abide by the 10 Run rule for the juniors this 2010 Season. Any game with a 10 run differential after 4.5 innings or 5 innings depending on who the home team is will end the game. At any point after 4.5 or 5 innings and before the end of the 7th inning the 10 run differential is reached the game will end.

A) If the 2 teams decide that after the end of the game due to the 10 Run Rule that they want to continue to play as a scrimmage baring there is still time left, they may due so.

B) The official score book will be marked after the 10 run rule, and the umpire(s) will be released due to liability.

C) The pitch counts after the 10 run rule will not be counted against any pitchers since it will be treated as a scrimmage at that point.

Free Substitution

We will play the "Free Substitution" rule for the 2010 Season as agreed by all 3 leagues (TOLL, MPLL and CVLL). We are not playing the 9-man rotation. Every team will bat there whole line-up as well as free substitution in every game through the 2008 season.

Pool Players

Pool Players will be allowed this season. Each league needs to get a list of Pool Players to their Player Agent. When a team is in need of a Pool Player, they need to contact their leagues Player Agent and go down the list of players in sequential order till they have at enough players to play the game, then pick up from where they left off.

a) A team needing pool players can fill their roster up to 10 players only.

b) If a team is in need of more then 5 players to fill their roster then it will be suggested the game be re-scheduled.

c) The pool player will wear their own team's uniform for the game so that the opposing team can identify who the pool players are.

d) The pool players will bat at the end of the line-up and as a league we strongly suggest they fill in the out field positions first.

The managers **are not** allowed to contact whom ever they want to fill a rooster for a game. This all has to be done through the Player Agent of each League. Pool Players **will not** be allowed during the end of Season Tournament/Playoffs.

Time Limits on Games

No time limit on the games. If a game is ended due to darkness and 4.5 or 5 innings or more where completed this will constitute a completed game. Managers will also be responsible for speeding up the play of the game, not just the umpires.

Pitch Count

Each team will be responsible for keeping score at each and every game, as well as pitch count for all the pitches used in the game. The Home Teams book will be the official Score for the game. All teams must have the score book available at each and every game for review by the opposing Manager if requested to check pitch counts.

Balk Warnings

There will be 1 BALK warning per pitcher for the first 2 weeks of the season (4 games). After 3/20/09 there will be no more BALK Warnings for the rest of the season. Please instruct all the umpires and Managers of this rule.

Suspended Players or Coaches/Ejected Players or Coaches

If a Player or Coach is ejected or suspended for any reason, they will leave the playing field for the remainder of that game as well as the next scheduled game. The UIC's will be notified of any suspension or ejection as well as the Juniors VP's of each league. If the ejection involves a player and there is no parent supervision or ride for that player, the player can sit at the end of the bench till their ride home or parent supervision shows up.

Speed of Play

Speed of play is very important in the first 3 weeks of the season. The umpires and the MANAGERS are responsible for keeping the speed of play up. If it looks like there is a long time being taken between pitches to stall the game the umpires will be instructed to call balls to help speed the game up. If a team's pitcher has an "out of ordinary" routine in his/her pre-pitch ritual the managers will be asked by the umpires to speed this pitcher's routine up. If it continues the umpires again will be instructed to call balls to help speed the game up.

Field Responsibilities

Field responsibilities will be as such:

- All games being played on the MPLL fields that have a CVLL or TOLL team involved, Moorpark will be responsible for setup and clean-up of the field.
- All games being played on a CVLL/TOLL field and have a MPLL team involved, CVLL/TOLL will be responsible for setup and clean-up of the field.
- All games being played on a SVLL field and have a CVLL/MPLL or TOLL team involved, SVLL will be responsible for setup and clean-up of the field.
- All games that involve 2 Moorpark teams or 2 CVLL/TOLL teams (mostly weekday games), Home team will setup and visiting team will clean-up. (unless SVLL is one of the teams on a weekday game they will be excused from setup or cleanup...they are more than welcome to help)

Umpire Scheduling Responsibilities

The responsibilities for scheduling umpires will be as such:

- All games played at Poindexter Field (MPLL) will be the responsibility of MPLL to schedule umpires.
- All games played at Waverly or CCS (CVLL/TOLL) will be the responsibility of CVLL or TOLL.
- All games played at SVLL field will be the responsibility of SVLL

Playoff seating for end of Season Double Elimination Tournament

The seating for the end of season double elimination tournament will be based on the criteria listed, in the exact order they are listed:

- Winning percentage (not win to loss ratio)
- Head to Head
- Divisional Record.