

District 34 Junior/Senior Program 2010

- Age Groups:
 1. Juniors – 13 and 14 years old
 2. Seniors – 14, 15 and 16 year olds(Age determination by Local Little League)
- Season Starts June 5, 2010. Initial pre-seeding will be determined by last year's performance and President's/Directors team evaluations. Teams will be put into either an A,B or C level of play.
- Managers will NOT be allowed to change games at their discretion. Teams unable to field a team will forfeit.
- Rainouts – Director will reschedule
- Rosters – All teams will carry a roster and a pitching affidavit. Managers will be required to register their teams online. Opposing coach will be required to verify pitch counts.
- Minimum 12 player roster. Players must be 14, 15 or 16 years old as of April 30, 2010. Maximum Roster is 18.
- After rosters are submitted on line, the District must approve all changes. Changes to the rosters may be made up to July 1.
- Rosters should be available for inspection at any time.
- Only players on the roster may appear in any game.
- Each player should have his own uniform with a name or number on the back of the uniform.
- Any roster violation may eliminate the entire team from playoff or tournament play.
- A player must play in 60% of that teams played games to be eligible for tournament play and 50% of that teams played games to be eligible for District 34 Playoffs.
- Managers are responsible for medical release forms of all players.
- Communications will be done via the district 34 website <http://www.district34ll.com>.
- All fields must be in playable condition. If you want Home games you must commit to maintaining those fields (cutting grass, supplying bases, lining fields, etc.) in order to have that privilege unless your games will be played on an approved and maintained field.
- Teams must have Nine (9) players to start and finish a game unless you will forfeit.
- The Winning Manager MUST report Score and Pitchers Names & Pitch Counts For Both Teams on our district34ll.com website within 24 hours of game completion unless a forfeit will be recorded.
- All games will count towards record.

EQUIPMENT:

1. Balls must be DeBeers 98 or equivalent. Each team splits the balls for each game.
2. No skullcaps may be used.
3. Catchers must have the tangling throat guard attached to all masks.
 - Junior League Bats shall not be more than 34" in length, nor more than 2 5/8 inches in diameter, and if wood, not less than 15/16" in diameter (7/8" for bats less than 30") at its smallest part.
 - Senior League Bats shall not be more than 36" in length, nor more than 2 5/8 inches in diameter, and if wood, not less than 15/16" in diameter (7/8" for bats less than 30") at its smallest part. The bat may not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch-long bat cannot weigh less than 30 ounces), (-3). All non-wood bats shall meet the BESR performance standard, and such bats shall be labeled with a permanent certification mark. Wood bats may be taped or fitted with a sleeve for a distance not exceeding 18" from the small end. A non-wood bat must have a grip of cork, tape or composition material, and must extend a minimum of 10 inches from the small end. Slippery tape or similar material is prohibited. An illegal bat must be removed. A 2¾ inch in diameter bat is not allowed.

PROTESTS:

- Let's not have any.
- A judgment call by the umpire cannot be protested, only a rule interpretation.
- Calmly and briefly explain your position to the umpire and the opposing manager. If there continues to be a disagreement have the umpire sign the book at the point of the game when the protest takes place. Failure to properly protest the game will result in the protest not being heard.
- The protest must be in writing within 24 hours with a \$25.00 check payable to District 34. If the protest is won, the \$25.00 will be returned.
- Inform the District of the situation so the problem can be eliminated in the future.

FORFEITS:

1. We don't want any. Get the players to the game.
2. A game may only be played with each team fielding nine players at all times.
3. If a team has less than nine players at any time, that team will forfeit. There is no borrowing of players.
4. In the event there are not enough players to start a game, a 15-minute waiting period will be allowed. After 15 minutes, a forfeit will be declared. If both teams do not have enough players, a double forfeit will be declared.
5. Three forfeits from a team will be grounds for being ejected from the league.
6. If you know you will not have enough players for a game, notify the opposing team.
7. All Late Arriving Players will be added as sub's regardless of time of arrival.

Home Field Conditions:

- All fields must be in playable condition. If you want Home games you must commit to maintaining those fields (cutting grass, supplying bases, lining fields, etc.) in order to have that privilege unless your games will be played on an approved and maintained field.

Ump Fees:

There will be two umpires per game. The umpire fees will be \$65 per team if there are 2 umpires. If there is one umpire, the fee will be \$55.00 per team. Managers must pay the umpires at the field.

1. In the event of a forfeit, the forfeiting team pays both umpires the full fee. Failure to do so will result in the District taking punitive action.
2. Each team will pay a travel fee of \$40 to the umpires if both teams are ready to play and the field is unplayable. If there is one umpire, each team pays the umpire \$20.
3. To cancel a game due to rain, the umpires and the other team must be called at least 2 ½ hours before the scheduled start. If that is done, there will be no umpire fees. If the umpires are not called and travels to the field the umpires will receive a \$40 travel fee if the field is unplayable and a full forfeit fee if the field is playable.
4. Game Cancellation Policy (Other Than Rain) – D34 MUST be notified a full day prior to game day (Ex. Saturday scheduled game, D34 MUST be notified no later than 6PM on Thursday). If any cancellations later than a full day you will pay the full umpire's fee for both teams & take a forfeit.

GAME LENGTH:

1. Start all games on time. Do not wait for extra players.
2. Complete games are 7 innings. Official games are 5 innings. The home team will explain if there is a time limit when the town lights must go out. No inning will start after 2 hours, whether a game follows or not.
3. The mercy rule will be in effect when a team losing by 10 runs bats 5 times. There must be equal at bats if the visiting team takes a lead of 10 runs or more in the 5th inning or later.

MISCELLANEOUS ITEMS:

1. The speed up rule may be used with 2 outs and the catcher on base; he may be pulled for a substitute runner (Last Batted Out). This is in addition to the special pinch runner rule.
2. A pitcher replaced but not removed from the game, may return as pitcher, but only once per game. A pitcher throwing 41 pitches may not play catcher for the remainder of the day. **Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.**
3. Pitch counts must be maintained by each team for pitchers on both teams and those records must be kept. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted in pitching rules, but the pitcher may remain in the game at another position. **See Attached Pitching Rules.**
4. No designated hitter.
5. We will use up to two(2) extra hitters (EH). The EH may bat in any spot in the lineup and must play the field the required defensive 3 outs. If a team has 10 players and a player is injured or ejected, the team will play with 9. There are no automatic outs. There is no MUST play rule for Senior Division.
6. A base runner must avoid contact with a fielder.
7. As soon as lightning is seen, the game must be immediately stopped and the field and dugouts cleared. If there is no other sign of lightning after 20 minutes the game may resume. If there are any indications that lightning is still in the area that game will end. If thunder is heard check for lightning. Exception to rule is when lightning is seen, the game ends at Huntington fields.
8. If there is a sudden rain downpour during the game, the umpire may chose to wait 20 minutes for the rain to subside.
9. There is a no tolerance policy. In the event of violence or threat of violence, the team will immediately be removed from the league. No questions asked.
10. In the event of an ejection, the offending person must leave the site before the game can continue. That person must also serve a suspension for the next physically played game and may not be at the site for that game as well. Anyone ejected three times during the season will be removed from the program. Managers are responsible for the conduct of their spectators
11. Special runners are allowed once per inning. The special runner cannot be in the lineup. A player may have the benefit of a special runner only once per game.
12. Teams may not agree to waive any of these rules at any time.
13. We will follow the Williamsport Substitution Rule.
14. Balks: Junior Division 1 warning per Pitcher. Seniors: No Warnings.
15. **PLAYOFF TIE-BREAKERS:**
 - Head To Head
 - Least Runs Allowed
 - Most Runs Scored

- Coin Flip

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CALL JOHN FOR UMPIRE ISSUES ONLY. ALL OTHER
ISSUES PLEASE DIRECT TO STEVEN MURACO.

PRELIMINARY SCHEDULE:

Part 1 Schedule – 6/5 – 7/3

Williamsport Tournament – 7/5 – 7/11

Part 2 Schedule – 7/12 – 7/31

Playoffs – 8/1 – 8/8