

2010
DISTRICT 64
JUNIOR LEAGUE RULES FOR INTRA-DISTRICT PLAY

1. The game schedule for Intra-District play shall be developed and maintained by **District 64 Junior Representative, Curtis Parker**.
2. There will be a two-bracket, round-robin TOC followed by a single elimination playoff between the top 2 teams from each bracket at the end of the regular season for all Intra-District teams. Only teams playing Intra-District regular season games are eligible for the TOC. The TOC shall follow regular season rules, including regular season pitching rules.
3. TOC seeding shall be determined by using the Intra-District regular season games results/standings and will rely on win/loss records as the primary factor. Specifically, seeding shall be based upon the following point system: 3 points for a win, 2 points for a tie (inclement weather, other unforeseeable circumstances) and 1 point for a loss. In the event a seeding “tie-breaker” is needed, the following system shall be followed in order: a). Head to Head, b). Common opponent, c). Fewest runs allowed, and d). Coin toss. Seeding information will be maintained, and seeding positions calculated, by the **District 64 Junior Representative, Curtis Parker**.
4. Players must participate (meet minimum play requirements) in at least 60% of Intra-District regular season games played to be eligible to participate in TOC and All-Stars. An exception shall be made for those players who play on a High School (HS) team and join the team after their HS season ends. Those HS players must participate (meet minimum play requirements) in at least 60% of remaining Intra-District regular season games played after their HS season ends to be eligible to participate in TOC and All-Stars. Except as noted above, Player eligibility for TOC shall be determined using “regular season” rules. Player eligibility for All-Stars, including the criteria noted above, shall be determined per the tournament rules pages T-4 to T-6 of the Little League Baseball Official Regulations and Playing Rules.
5. Any league using a Player Pool must have a League approved resolution authorizing the Player Pool in the manager’s possession at all games.
6. The Visiting team has a duty to notify both the Home team and **District 64 Junior Representative, Curtis Parker**, at least 24 hours in advance of foreseeable no-shows. A Visiting team’s failure to give adequate notice will make the Visiting team responsible for umpire costs incurred by the Home team at a rate of **\$75.00** per game. The visiting team’s league is responsible to reimburse the Home team for such charges upon invoice to the league whose team failed to show.
NOTE: Whenever any team (home or visitor) fails to show and play a game as scheduled, as soon as possible that team must notify BOTH the opposing team’s League’s President/League Representative and the District 64 Junior Representative, Curtis Parker.
7. In the case of inclement weather at the game site, or whenever the field is otherwise determined to be “unplayable”, the Home team is responsible to contact BOTH the Visiting team and **District 64 Junior Representative, Curtis Parker**, as soon as possible once the information is known. **There will not be any regular season make-up games.**
8. **Forfeited games shall count in the standings.** The forfeited game shall be recorded and counted using a score of 7-0, with the forfeiting team being the loser. Generally, no-shows shall be counted in the same manner as a forfeit; however, no-shows shall be subject to District review and a finding of justification.
9. The Home team provides the official scorekeeper. Both team managers must sign-off the official scorebook at the conclusion of each game. **BOTH the home and visiting team’s representative shall each (separately) provide the final game score to the District 64 Junior Representative, Curtis Parker.** Teams should designate a responsible individual to accomplish this requirement.
10. Two (2) umpires shall be provided by the Home team. In the event only one umpire is available at game time, games shall still be played with the one umpire, and when possible shall utilize an appropriate substitute volunteer umpire.
11. Managers must have in their possession the medical release for each player at every game.

12. Team managers must present their team rosters and District 64 pitching affidavits to the official scorekeeper before game time. The D64 pitching affidavit must accompany the team and be completed for every game. In the event a D64 pitching affidavit is unavailable for a game, the Local League President or their designee may be allowed to certify a substitute pitching affidavit in unusual circumstances based on review of the team's game scorebook. Team managers are responsible to have the pitching affidavit at the game. The second violation of this requirement in a single playing season shall result in a one-game suspension of the manager. Additional violations may result in further disciplinary action against the manager and/or the team as determined by the District Administrator.
13. Both the visiting and home teams shall complete infield warm-ups and return to their respective dugouts prior to the pre-game conference at home plate. The timing to be followed shall be:
 - a. Home team shall take infield thirty (30) minutes prior to the scheduled game start time.
 - b. Visiting team shall take infield twenty (20) minutes prior to the scheduled game start time.
 - c. Both teams shall be in their respective dugouts (no players on the field) no later than ten (10) minutes prior to the scheduled game start time and shall remain there until the pre-game conference has concluded and the umpires have signaled for the home team to take the field.
 - d. Pre-game conference shall include the manager and team captain for each team.
14. All games are played under the 10-run "mercy" rule (reference rule 4.10(e)).
15. **Time limits for a game** shall be as follows:
 - a. for the purposes of time limits, the start of the game shall be:
 - i. the "scheduled" start time of the game, unless
 - ii. the umpires are responsible for delaying the scheduled start time (e.g. by arriving late); then the game time limits shall begin when the umpire first puts the ball into play.
 - b. **no new inning after two (2) hours and thirty (30) minutes** (no exceptions),
 - c. **last pitch shall be two (2) hours and forty-five (45) minutes** (no exceptions).
 - d. games which end due to the established time limits will be scored as a "complete game" using the score as of the last completed inning.
16. The District 64 Umpire-in-Chief, Tom Blankenship, must be notified by the Local League President or their appointed representative within 24 hours of any protest and/or ejection. Verbal notification to the D64 UIC should occur as soon as possible, preferably via telephone to Tom Blankenship at (707) 689-4125, and should include the full details of any protest or ejection. In addition, the full details of the protest/ejection should also be written up and emailed to Tom.Blankenship@comcast.net. The D64 UIC will forward the protest/ejection report to the D64 Junior Representative, Curtis Parker, at curtis_parker@kindermorgan.com. Protests will be handled by a three (3) member District Committee comprised of the D64 Assistant District Administrator, D64 Umpire-in-Chief and one at large D64 representative.
17. Each League is assessed a District entry fee of \$60.00 per team. This payment will cover costs for Playoffs to include trophies for 1st and 2nd place, pennant and pins for each player. The payment is due now and payable to: "California District 64 LL" and earmark your check, i.e., Junior Intra-District entry fees. **Send payment to District 64, P.O. Box 1541, Dixon, CA, 95620.**

OTHER NOTES

Contact information for the local league Junior League Representatives and Team Managers has been gathered and provided to the participants. This contact information should be used to call ahead to confirm game dates, times, directions to fields, notice of no-shows, etc.

The Junior League regular playing season shall run from mid-March 2010 through June 4, 2010. The Junior League TOC shall begin on June 5, 2010 and end with the championship game on June 19, 2010.

Any rule not specifically addressed above shall be consistent with the Little League Baseball Official Regulations and Playing Rules.