

# Oregon, District 4



# Softball Interlock

2018

**2018 OREGON DISTRICT 4 LITTLE LEAGUE  
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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!

## **District 4, Softball Interlock Guidelines**

The following guidelines will be followed as an addendum to the official regulations and playing rules for Little League Softball. It is expected that leagues committing to interlocking (with approval from District Four Administration and LL Western Region) commit to abide by, and play by, the following rules per level of play designated. These rules are an addendum to those. Leagues found out of compliance (or unwilling to accept these rules) will not be permitted to interlock with other leagues within District Four for regular season games. It is recommended that managers and league staff 'draft'/select players with regards to the rules of play for each level of play, and not attempt to adapt the rules to the players drafted. This is important to keep in mind during tryouts/evaluations for the regular season.

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 have 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 the 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. (Little League Softball Rule Book)

### **UMPIRES**

The Home Plate Umpire must be provided with the starting line-up and substitutes. Homeplate Umpire must be notified of all substitutions. (Rule # 3.05 (a) & (b), 2016 Little League Softball 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)

**No new inning may begin after one hour & 50 minutes has elapsed from the start of the game. – This applies to ALL Junior games. New 2018**

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) 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. There will be a ½ hour scheduled break between games. No new inning may begin after one hour & 50 minutes has elapsed from the start of the game.

Players must participate in 60% of scheduled games and in a minimum of 12 played 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 12, 13 & 14, Senior All Star teams will consist of a maximum of 14 players ages 14 to 16, regardless of which level they played during the regular season.

Only the acting manager may approach the umpire.

## 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 two (2) double headers, 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 and in a minimum of 12 played in order to become eligible for selection to an All Star team. Major All Star teams will consist of a maximum of 14 player’s ages 10, 11 or 12.

Pitching: LL Softball Regulation VI (b) – A player may pitch in a maximum of twelve (12) innings in a day. If a player pitches seven (7) or more innings in a day, one calendar day of rest is MANDATORY. Delivery of a single pitch constitutes having pitched in an inning. D4 Interlock Guidance/Rule – Top promote the development of interested and developing pitchers the VPs of softball and D4 Administrators, that managers use a rotation or other method to get ALL pitchers at all skill levels equal or fair time on the mound in games. Adherence to this guidance/rule will build better pitchers, stronger leagues and promote parity in competition.

Only the acting manager may approach the umpire.

### 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 (**5 YEAR OLDS MUST** have one year of T-ball, **NO 4 YEAR OLDS**)

\*Target Age’ does not mean ‘Mandated’ age. A player’s ability/skill should be the overriding factor in what level of softball that player participates in.

### Batter’s Box Rule – Applies to Triple AAA, Majors and Juniors ONLY

Interlock Rule as approved by District 4 League VP’s: After entering the batter’s box, the batter must remain in the box with at least one foot throughout the at bat.

### Exceptions

1. On a swing, slap, or check swing.
2. When forced out of the box by a pitch.
3. When the batter attempts a “drag bunt” in Baseball [or attempts a “slap” or “slap bunt” in Softball]
4. When the catcher does not catch the pitched ball.
5. When a play has been attempted.
6. When time has been called.
7. SOFTBALL: When the pitcher leaves the eight foot circle or the catcher leaves the catcher’s box.
8. On a three ball count pitch that is a strike that the batter thinks is a ball.

## INTERLOCK GUIDELINES

### MAJORS

See page 7

### 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 ONLY!
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
Sliding:	Allowed
Number of Players:	Nine (9)
Pitching distance:	Thirty Five (35) feet
Pitching:	Player pitch only. LL Softball Regulation VI (b) – A player may pitch in a maximum of twelve (12) innings in a day. If a player pitches seven (7) or more innings in a day, one calendar day of rest is MANDATORY. Delivery of a single pitch constitutes having pitched in an inning. D4 Interlock Guidance/Rule: To promote the development of the interested and developing pitchers the VPs of softball and District 4 Administrators, that managers use a rotation or other method to get ALL pitchers at all skill levels equal or fair time on the mound in games. Adherence to this guidance/rule will build better pitchers, stronger leagues and promote parity in competition.
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:	<b>MANDATORY !!!</b>

Players must participate in 60% of scheduled games and a minimum of 12 completed games to be eligible for selection to the All StarTeam. 9-11 Year Old All Stars will consist of a Maximum of 14 players age 9-11, regardless of which level they played during the season. 8-10 All Stars will consists of a Maximum of 14 players ages 8-10, 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 – Pitching Machine or equivalent, ONLY an 11" Softball will be used for both pitching machine and player pitch.
Time Limit:	No new inning after 1 hour 40 minutes
Unlimited Inning:	NONE.
Minimum Play:	All players present at the game must play at least 6 defensive outs, and bat the roster.
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 during machine pitch. 2 runs per inning/player pitch.
Outs:	Change sides when 3 outs are made
Batters:	All players present at the game will bat in order throughout the game
Bunting:	No bunting.
Stealing:	Allowed only during Player Pitch. No Stealing home on passed ball. 1 base on an overthrow.
Number of Players:	Ten (10) – Outfielders must stay in outfield at least 15 feet past the nearest base path or in the outfield grass whichever is closer. <b>Rotating players between infield &amp; outfield is strongly encouraged!</b>
Umpire:	Home team MUST select an Umpire (Parent or Coach)
Pitching distance:	35 feet
Pitching:	Week 1: Player Pitch <u>first</u> Two (2) innings (Innings 1 <sup>st</sup> & 2 <sup>nd</sup> ) 2 runs per inning. Player starts with 1 ball/no strikes, player pitch only. Machine pitch 4 runs remainder of game. 1 <sup>st</sup> Saturday in May - End: Player pitch first Three (3) innings (innings 1 <sup>st</sup> , 2 <sup>nd</sup> & 3 <sup>rd</sup> ) 2 runs per inning. Player starts with 1 ball/no strikes, player pitch only. Machine pitch 4 runs remainder of the game. At plate talk, if both coaches agree, teams can pitch 4 or more innings and not machine pitch. Coaches are encouraged to keep pitcher in for full inning.
Player Pitch Rule:	Players shall start no closer than 35 feet. Player shall use and 11 inch Softie Safety Softball. One step may be taken in the delivery of the pitch which must be forward. Three strikes (called/swung at) batter is out. A foul ball (tip) not caught by the catcher or fielders on the third strike earns batter additional pitch. Batter will either hit the ball and advance to base at own risk or be called out if ball is a strike and not hit. Four balls (called) batter may take 1 <sup>st</sup> base.
Machine Pitch Rule:	Home team shall be responsible to provide a Pitching Machine. Machine shall use an 11 inch Hard Softball. Machine must be placed at 35 feet. Pitching machine speed should range between 27-32 RPM. Each teams own coach shall operate the machine for his or her own team when said team is batting. Three strikes (called or swung at) the player is out. A foul ball (tip) not caught by the catcher or fielders on the third strike earns batter additional pitch. No walks. If ball hits machine, dead ball – player awarded first base, runners advance only if forced .
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. (1) Base maximum advance of runners. An overthrow is any thrown ball not stopped by the intended fielder. (Intended base plus one per overthrow) Runners may not advance on overthrow to a pitcher.
Base Coaching:	May have two adult base coaches. Must have one adult coach in the dugout at all times.
Leading Off:	Runner can leave the bag when the <u>ball reaches the batter.</u>
Infield Fly:	Will NOT be in effect
Ten Run rule:	Will NOT be in effect
Have fun:	MANDATORY!!!
Umpire shall call balls & strikes and batter does not walk until player pitch innings begin.	

## Single A

Target age:	Age 8 and under (5 year olds MUST have played 1 year of T-ball, NO 4 YEAR OLDS) 9 to 10 players Maximum per team.
Length of game:	6 innings maximum
Ball:	11 inch softball (Softie Safety Softball required)
Time Limit:	No new inning after 1 hour and 15 minutes.
Unlimited inning:	None
Minimum play:	All players present at the game shall play at least 6 defensive outs, and bat the roster. Equal Playing Time is recommended, but cannot be mandated by District Four, <b>BUT CAN BE BY EACH LEAGUE.</b>
Substitutions:	Managers should rotate players between infield and outfield positions with special SAFETY consideration for Pitcher, Catcher and 1 <sup>st</sup> base. Players shall not play more than 2 consecutive inning at the same position within a game.
Run Limit:	N/A
Outs:	When 3 outs are made, change sides or when batted through the roster 1 time.
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). All outfielders must be positioned in the Outfield, at least 15 feet past the nearest base path or in the outfield grass whichever is closer, until ball is hit. <b>Rotating players between infield &amp; outfield is strongly encouraged!</b>
Pitching Distance:	Thirty Five (35) feet
Pitching:	Coach pitch (underhand) / Tee OPTIONAL: If both coaches agree to it player pitch is allowed
Coach Pitch/Tee:	Must be at 35 feet. Five (5) pitches maximum. Foul ball (on Fifth (5)/last pitch) earns batter additional pitch unless caught by catcher. If after Five (5) pitches the batter cannot hit the ball, they will hit off a tee. Maximum six (6) pitches. Batter has 3 swings to hit the ball off the tee. If the ball is not hit off the tee and put into play, the batter is OUT! 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 NOT take first base if hit by a coach pitch.
Dead Ball:	Has the ball inside the 8 foot circle. When the ball goes out of Play.
Overthrows:	No advance on an overthrow.
Base Coaching:	May have two adult base coaches. Must have one adult coach in the dugout at all times.
Leading Off:	Runner can leave the bag when the <u>ball reaches the batter.</u>
Field Size:	The bases are to be 60 feet apart.
Minimum Distance:	If ball is hit fair, coach has to buy ice cream!
Infield Fly:	Will NOT be in effect
Ten Run rule:	Will NOT be in effect
Coaches:	Adult Coaches with <u>proper background checks</u> may be in the outfield.
Have Fun:	<b>MANDATORY!!</b>

## **IMPORTANT RULES TO REMEMBER**

**No Local rules apply!!!** If your League has any rules different than what is in the **Softball Little League Rule 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!**

**\*There is only one exception to this and that is Single A managers agreeing to player pitch and if they want to or do not want to have player pitch in the game.**

Your participation in any interlock within the District is partially dependent on your willingness to fully abide by the rules contained in this book. Any alterations or subsequent side agreements between managers, VPs or Leagues without consent from District Four staff immediately disqualify you with the ability to interlock.

**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. 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 Home Plate, 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.

2018

**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.

**2018 Oregon District 4 Little League**  
**Softball Staff**

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**LITTLE LEAGUE SOFTBALL**

**WORLD SERIES**

**AUGUST 8<sup>th</sup> – 15<sup>th</sup>**

**ALPENROSE STADIUM, PORTLAND, OREGON**

**[www.softballworldseries.com](http://www.softballworldseries.com)**

**District 4 Website:**  
**[www.ordist4.com](http://www.ordist4.com)**

**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	