



Softball Interleague

2024

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District 4, Softball Interleague 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 interleaguering (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 guidelines are an addendum to the 2024 rulebook. Leagues found out of compliance (or unwilling to accept these rules) will not be permitted to interleague 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 Inter 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 Administrator, Chairperson, and Secretary of the Softball program. They will resolve violations, protests, and complaints as necessary.

The Home Team is responsible for Umpire scheduling. The Umpire will wear protective equipment as required in the rules book. An umpire for the minor levels may be a volunteer parent (with appropriate gear and properly background checked by the league).

The 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.

The 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 Interleague Board and will be scheduled by the Interleague Board to make up 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. (2024 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.

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 playable 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 the team managers notify both league 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 nullification of said game.

Teams will play by the rules in the official 2024 Little League softball rule book.

Only the acting manager may approach the umpire during the game.

Double headers are permitted. There will be a ½ hour scheduled break between games.

All-Stars

Junior Players must participate in 8 scheduled games and in a minimum of 12 played 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 Players must participate in 0 scheduled games and in a minimum of 0 played to become eligible for selection to an All-Star team.

Senior All Star teams will consist of a maximum of 14 players ages 12 to 16, regardless of which level they played during the regular season.

MAJOR SOFTBALL LEAGUE (SUGGESTED AGES 10 TO 12)

There will be a five-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 & 45 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 2024 Little League official rule book. If your league has any “local league” rules, they **DO NOT** apply to interleague.

Batting through the roster is permitted with the agreement of all leagues (majority rules). Players must participate in 8 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 players aged 10, 11 or 12.

Pitching: LL Softball Regulation VI (b) – A player may pitch 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 Interleague Guidance – To promote the development of interested players who want to pitch and continuing development of pitchers we ask that managers use a rotation or other method to get ALL pitchers at all skill levels innings pitched during games. Adherence to this guidance will build better pitchers, stronger leagues and promote parity in competition.

Only the acting manager may approach the umpire during a game.

Target Ages for Team Formation*

Majors – 10-12

Triple A – 9-11 (no 12-year-olds without approved Age 12 Must Play Majors waiver)

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 “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.

INTERLEAGUE GUIDELINES

TRIPLE A

Length of Game	6 Innings Maximum
Ball:	11" Softball
Time Limit:	No new inning shall begin after One hour 45 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:	Five 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.
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. There must always be one adult coach in the dugout.

Players must participate in 8 scheduled games and a minimum of 12 completed games to be eligible for selection to the All-Star Team. 9–11-Year-Old All Stars will consist of a Maximum of 14 players aged 9-11, regardless of which level they played during the season. 8-10 All Stars will consist of a Maximum of 14 players ages 8-10, regardless of which level they played during the season.

D4 Interleague Guidance – To promote the development of interested players who want to pitch and continuing development of pitchers we ask that managers use a rotation or other method to get ALL pitchers at all skill levels times on the mound in games. Adherence to this guidance will build better pitchers, stronger leagues and promote parity in competition.

Double A:

Target age:	8-10-year old's (no 11-year-olds for safety).
Length of game:	Six innings maximum.
Ball:	11-inch Softball.
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:	5 runs per inning (regardless of coach pitch or 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 during Coach Pitch. No Stealing home on passed ball. One base awarded on an overthrow.
Number of Players:	Ten (10) – Outfielders must stay in the outfield at least 15 feet past the nearest base path or in the outfield grass whichever is closer. Rotating players between infield & outfield is strongly encouraged!
Umpire:	Home team MUST select an Umpire (Parent or Coach). Umpire shall call balls and strikes.
Pitching distance:	35 feet
Pitching:	Played as 'friendly pitch' the entire game. Friendly Pitch: Player pitches until there are 4 balls, then coach finishes the batter's at-bat.
Legal Pitch:	Technically, a legal pitch starts with one foot touching the plate, and the pivot foot remains touching the ground until the pitch is released. This level is for developing pitchers, so we want to give the pitchers some slack. If they are starting in the right place and making some attempt to do it right, then we do not want to enforce the letter of the rule. Also, we want a pretty big strike zone (a little below the knees to the chin, and a few inches on either side of the plate) to encourage the batters to swing and help the pitchers. Please discuss this in pre-game discussion with the plate umpire and the other manager. <i>Please also encourage team parents to share this with parents so there is no frustration from fans in the stands.</i>
Player Pitch:	Players shall start no closer than 35 feet. Please be lenient on 'legal' pitches. Let's just be sure they are starting in the right spot. Other than that, if it's an underhand pitch, we shouldn't care. We want to encourage kids to want to pitch – and to find the kids that have a knack for it. One step may be taken in the delivery of the pitch which must be forward. Don't allow 'walk through' pitching where they take multiple steps toward the batter, but please do not be sticklers on this. 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) and the coach from the player's team will step in to coach pitch. The player keeps the number of strikes and will strike out once three strikes are called. The batter at-bat ends with either a hit in play or strike out. NO WALKS!
Coach Pitch:	Every pitch thrown by the coach is a strike. <i>Example:</i> If the count is 4-1 and the coach comes in to pitch, they have 2 pitches to finish the count, so both are strikes. If the last pitch by coach is not hittable and nowhere near the strike zone, and the player doesn't swing, it is a ball, and the player receives one more pitch [we don't want kids to strike out because a coach didn't pitch well]. <i>Caveat:</i> If fouled, they get another pitch. If a player is hit by a coach pitch, it is a 'no pitch,' and everyone returns to their base.
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 always have one adult coach in the dugout. Coaches for the defensive team will not be in the field at this level of play.
Leading Off:	Runner can leave the bag when the <u>ball reaches the batter</u> .
Scoring:	Home team keeps the official scorebook.
Home Team:	Sits in the 3 rd base dugout.
Field Conditions:	Home team manager is responsible for the safety condition of the field, making the call on rainouts, as well as raking and chalking the fields prior to game.

AA Level Skills: **Pitchers:** Learning basics, developing consistency, and throwing hittable pitches. Covering on a passed ball. **Catchers:** Blocking, passed ball coverage, throws to the pitcher. **Batters:** Waiting for a good pitch, adjusting to varying speeds and abilities, stealing, and sliding. **Defense:** Defensive rotations when runners are on different bases, backing up the bases (ball, base, backup). **Throwing:** Really emphasize throwing form, elbow at 90-degree angle going by the ear, getting the elbow up to almost shoulder height, etc. (really hard to fix this as they are older). **Fielding:** Grounders, glove side, introduce back handed catches, pop fly's, intro drop step.

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, **BUT CAN BE BY EACH LEAGUE.**

Substitutions: Managers should rotate players between infield and outfield positions with special SAFETY consideration for Pitcher, Catcher and 1st base. Players shall not play more than 2 consecutive innings 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. **Rotating players between infield & outfield is strongly encouraged!**

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. The 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 always have one adult coach in the dugout.

Leading Off: Runner can leave the bag when the ball reaches the batter.

Field Size: The bases are to be 60 feet apart.

Minimum Distance: If the ball is hit fairly, the coaches have to buy ice cream for the team!

Coaches: Adult Coaches with **proper background checks** may be in the outfield.

IMPORTANT RULES TO REMEMBER

No local rules apply!!! If your League has any rules different than what is in the **2024 Softball Little League Rule Book**, or these interleague rules, they **DO NOT** apply to Interleague!!

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 interleague 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 from the ability to play in other games with other leagues.

Be sure to meet with the Team Managers and Coaches in your interleague group at the start of the season with your Rule Book in hand or on your phone app. Your players need to be taught *ONE* set of rules for the season. Avoid going back and forth between rules. This only confuses the players.

Each league’s Board of Directors MUST background check all adults engaging with the kids at a Little League game or practice. There are no exceptions to this rule.

Each Interleague 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 Interleague game, all levels, are on a time limit.

Approved at the District 4 softball meeting on March 5, 2024 – Rule 7.08 (5) will be enforced as published in the 2024 Little League Softball rulebook (page 143)

Rule 7.08 Any runner is out when - -

Rule 7.08 (5) (a) Major/Junior/Senior League Divisions: the runner fails to keep contact with the base to which that runner is entitled until the ball has been released by the pitcher on that delivery.

Rule 7.08 (5) (b) Minor League (AAA/AA/A) and Tee Ball: the runner fails to keep in contact with the base which that runner is entitled until the ball has been batted or reaches the batter.

2024

**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 umpire's judgement calls. Equipment which does not meet specifications must be removed from the game and shall not be the basis for a protest.
2. -Only the Manager of the protesting team shall have the right to protest the game or in their absence, the coach on record). 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 cite the rule.
 - b) Following the notification, the Umpire shall consult with other game Umpires. If the Umpire is convinced that the decision conflicts with the rules, the Umpire shall reverse the decision. However, after consultation, the Umpire is convinced that the decision is not in conflict with the rules, shall announce that the game is being played under protest. Failure by the Umpire to announce that the game will continue under protest shall not affect the validity of the protest.
4. Protest made because of use of ineligible player, or players may be considered only if protest is made to the Umpire before the final out of the game.
5. Any protest for any reason must be communicated by the Manager first to the Umpire on the field of play and then in writing to the League President and Softball Vice President within 24 hours. The Umpire shall submit a written report as well.

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: A Manager, Official Scorer, League Official, or Umpire discovers that a pitcher is ineligible during the game, or at the start of the next inning, the concern should be brought to the attention of the offending manager through the Umpire. Such action should not be delayed until the infraction has occurred.

Oregon District 4 T-Ball Rules

District 4 Little League may decide to alter the rules at the T-Ball level to benefit the Players.

*Target Ages: 4 & 5, plus 1st year 6-year-olds

*Team Formation: Friend/team request will be honored wherever possible.

*Team Size: 6-10 Players. A minimum of 4 players must be present to start the game.

*Equipment: Players bring the player's helmet, bat & glove. The league can provide equipment for the player to borrow for the length of the season if needed. Our preference is that each player uses their own helmet.

*Home team Manager is responsible for the safety condition of the field, making the call on rainouts, as well as raking and chalking the field prior to the game.

*Home team provides 1 New and 1 Good Condition 10" Softie Softball.

*Coaches will Umpire: Offensive team makes calls at the plate; Defensive team makes the calls on the bases.

*Coaches: the offensive team may have a maximum of four coaches on the playing field; 1st & 3rd Base coaches, a coach pitching and one coach helping to set up the Tee near home plate. The defensive team may have 2 coaches in the outfield to assist the players. All adult volunteers must be background checked by the league.

*Time Limit: Hard limit of one Hour. (Please stop at the end of an inning if possible)

*Each team will bat the entire roster each inning, rotating the order each game to be sure each player gets to be the "Home Run Hitter" at least once in the season.

*Runners: Base runners may advance one base per hit and may not advance on an overthrown ball. Base runners can take one additional base if there is no attempt to field the ball. This is to encourage the defensive team to go after the ball.

*Batters/Runners are required to wear helmets when they come out from behind the dugout, until they return.

*Last Batter: After the last batter, the whole team rounds the bases, ending the offensive inning. Effectively this makes the last batter the 'home run hitter'.

*Defense: Players are encouraged to make throws to get runners out versus running across the field to try and beat them to the base. Runners that get out on the bases will retire to the bench. *Celebrate an out, they will be rare.* Defensive players may start no closer than 35 feet and should be encouraged to stay and play their positions (avoid 'swarming' to the ball).

*Coaches are encouraged to develop player batting skills by pitching to their players at the beginning of the season. At the beginning of an at-bat, the coach lets the player decide if they want the Tee or Coach pitch. If coach pitches, three pitches are permitted from coach for each player at bat. If the player is unsuccessful in hitting the third coach pitch (player earns at most one extra pitch if hit foul), then the Tee will be used to assist the player in hitting. There will be no strikeouts. Coaches should be no closer than the front of the Circle when pitching, on a regular field that is 27 feet. No player may be closer than 35 feet at the time of the pitch. Recommendation is to get down on one knee and pitch it in with enough on it so that it crosses the plate level. Please do not pitch too softly, looping or dropping pitches are the hardest to hit.

*Catcher: Catcher's position is optional but if used, the catcher must be fully geared up in all catcher's equipment.

*No score is kept.

*Having fun is mandatory!

Coach, Parent and Player Conduct – No drinking of alcohol or use of tobacco products or illegal drugs will be allowed in the playing area. Unsportsmanlike conduct of any kind will not be tolerated.

Skills that Players & Coaches should be working to master at the T-Ball Level:

*Batters: **Bat Safety** (no swinging if anyone is around, when walking around have the end of the bat pointed at the ground); **Balanced Stance & Swing** (Ready-Set-Go), Dropping Bat Safely, running all the way through 1st Base; **Introduce Sliding**; *Defense: Fielding a ground ball ('Alligator – Scarecrow'), getting the out at first, introduction to knowing where the play/force is; **Throwing**: Form (Giant on the Chin, Monkey on the Head'); **Catching w/two hands** (trapping in the glove)

DISTRICT 4 INTERLEAGUE PLAY
Procedures for a removed Manager, Coach, or Player

The following is the procedure that will be followed when a Manager, a Coach or a Player has been ejected from a game for whatever reason.

1. The Umpire shall report the incident according to Rule #9.05 (A,B,C). The report shall contain all the necessary information and will include Rule Numbers that apply. This may include but 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 its 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:
 - 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 list of volunteers. The Individual must have a League Board Member present. This meeting will be held as soon as possible, no later than the next scheduled game day.

4. The Hearing Will Be Chaired by a District 4 Official
After all information has been presented, the Hearing's Committee Chairperson 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. A final decision will be determined by the committee at this time.
5. The appropriate penalty below shall be imposed if The Hearing Committee upholds the protest.

First Offense: Suspended for the next scheduled game and/or a letter of reprimand.

Second Offense: Suspended for the next two scheduled games and/or the remainder of the season.

Third Offense: Suspended for the remainder of the season. The suspended person cannot have anything to do with the team during suspension.

2024 Oregon District 4 Little League
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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

District 4 Softball Pitching Rotation Record

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