

District 8 Interleague Play Minors 2019 Rules

1. All Leagues must file an application for inter-league play with the Data Center.
2. All regular season rules will apply as per the Little League “2019 Baseball Official Regulations and Playing Rules” except as amended below.
3. Pitching rules will be strictly observed by each team as per Regulation VI(c).
 - a. A 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.
 - b. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
 - c. Prior to April 15th, no player shall pitch more than 50 pitches in one game (can be extended if last batter is called).
 - d. It is strongly recommended that coaches be aware of players who are pitching for club teams to help avoid arm injuries.
4. All rules and regulations concerning bats will be strictly enforced.
5. Regulation V(c) allows teams to draw from a pool of players from their league when they have difficulty fielding a complete team. The pool of players is created by a League Official (ie: Player Agent) offering ALL players a chance to be part of the pool. The pool will be randomly sorted prior to use. The first person on the list will be the first person asked to play. If he or she can't play, move onto the next person in the list. After a player has been selected, the next person in order will be the next in line to be selected. Managers are required to utilize this regulation to ensure that they have the required number of players for their scheduled games. Managers shall report the names and jersey numbers of pool players to the opposing manager. Please be reminded that pool players must play at least nine defensive outs, and bat at the end of the line-up and cannot pitch. All teams participating in inter-league play are considered the “league.” Therefore if one team has less than nine players, the other team has more than nine players and there are at least eighteen players at the field at game time; the team with more than nine players will pool enough players to the other team and the game will be played.
6. There will be no forfeits. If a game cannot be played or completed for any reason, it will be considered a non-regulation game.
7. The home team will occupy the third base dugout and the visiting team will occupy the first base dugout.
8. All games will have a time limit of 1.75 hours, with a hard stop at 2 hours in some parks, dependent on local league rules. A game time consultation at the plate meeting with umpires and managers will determine the specific game time limit. On un-lighted fields, there will be no pitch after 5 minutes after sunset. When multiple games are scheduled on one field on any day, all players and equipment shall be vacated from the dugout by the scheduled start of the next game. The 15 run rule after 3 innings and 10 run rule after 4 innings is mandatory. The consecutive batting order is mandatory.
9. If playing on a non-fenced field, the home run line may be marked by cones a distance of 180 feet from home plate. A batted ball that passes over the coned home run line on the fly shall be a home run. A batted ball that touches a fielder's glove, or any other part of said fielder, and passes over the coned home run line on the fly, without ever touching the ground prior to passing the cones, shall be a home run. A batted ball that passes the coned home run line after first touching the ground shall be a ground-rule double, regardless of whether a fielder touched it or not. A thrown ball that passes the coned home run line, shall be called out-of-play by the umpire, and bases awarded to the runners accordingly.
10. The visiting team may take a ten-minute infield practice 25 minutes before game time and the home team may take a ten-minute infield practice 15 minutes before game time (the sequence teams taking infield practice may be reversed if both managers agree). Please note that there may not be time for a 10-minute

infield prior to games. The home team shall provide a sufficient number of game balls to play the game. There shall be no practice of any kind on the infield prior to any infield practice.

11. The catcher's helmet provisions of Rule 1.17 will be strictly enforced. A catcher (or receiver for an infield/outfield batter) *MUST* wear a proper catcher's helmet during infield/outfield practice, pitcher warm-up and during the game. All catchers' helmets must have a dangling type throat protector.
12. The home team/league shall provide at least one and preferably two umpires for their own games. The home team is also responsible for providing a minimum of two (2) new game balls to the umpires prior to the start of each game.
13. There will be no intentional walks.

14. Batters must keep one foot in the batter's box at all times per Rule 6.02(c).

Exceptions are as follows:

- 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
- 4) When the catcher does not catch the pitched ball
- 5) When a play has been attempted
- 6) When time has been called
- 7) When the pitcher leaves the dirt area of the pitching mound, or takes a position more than five feet from the pitcher's plate after receiving the ball, 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

15. The side is out when three offensive players are legally put out, called out by an umpire, or when all players on the roster have batted one time in the half inning, or when the offensive team scores five runs. The five run rule (5.07) is in effect for the entirety of the game, except the sixth inning or last declared inning (for a shortened game). The team with the largest roster will define the maximum number of batters who could bat in an inning for both teams.

16. For a completed six inning or more game, every player must play at least nine (9) defensive outs (with 6 being consecutive), and it is **HIGHLY RECOMMENDED** that at least three (3) of the nine (9) defensive outs being played at an infield position (Positions 1-6). For a completed game less than six innings (Rain-out, darkness, etc.), every player must play at least six (6) defensive outs.

PENALTY: The player(s) involved shall start the next scheduled game and play any previous requirement not completed for minimum play and the requirement for the current game before being removed. The manager shall for the:

- a. First Offense - Receive a written warning.
- b. Second Offense - A suspension for the next scheduled game.
- c. Third Offense - A suspension for the remainder of the season.

17. The provisions of Rule 6.06(b) shall be enforced; the batter is out when the third strike is caught or not caught by the catcher.

18. Rules regarding ejections:

- a. The first ejection of a manager, coach or player will result in the mandatory one game suspension per Rule 4.07.
- b. The second ejection of a manager, coach or player will result in a two game suspension.
- c. Any third ejection of a manager, coach or player may result in a season disqualification