

DISTRICT 15
2022 SEASON INTERLEAGUE RULES PROPOSED
ALL INTERLEAGUE PLAY MUST BE CONDUCTED BY THESE RULES
LOCAL RULES ARE SUSPENDED

Revised: 03/2022

SECTION 1: Applies to all divisions of Baseball and Softball unless specifically noted.

Inclement Weather: All leagues will report to their game when the National Weather Service has issued a thunderstorm and/or tornado **watch**. Determination to play or not will be made at game time.

All play will be canceled when a thunderstorm and/or tornado **warning** has been issued by the National Weather Service and is in effect one (1) hour prior to game time.

Curfew: All divisions 7/8 through Majors – no NEW inning will start after 8:00 p.m. **on school days** - Monday through Thursday.

Juniors, 50/70 and Seniors will not start a new inning after 8:30 p.m. on school days. Start times Monday through Friday will be 6:00 p.m. unless set differently by host league and mutually agreed upon. Home/Host team for Saturday games only will set their respective start times.

Continuous Batting Order: A continuous open batting order will be in effect for all divisions (4.04)

Adult Base Coaches: Two adult base coaches are permitted provided there is a league appointed adult coach in the dugout at all times. (See Playing Rule 4.05 and 4.05(2) for procedures.

Rain Outs: Host field division director will reschedule all rain out games, advise the managers, home team, and umpire scheduling person of the new date & time. A mutual decision can be made to not reschedule rain outs.

Protests: The game umpire and the host team director on duty and/or the host team head umpire will resolve all protests and then finish the game. No protests from Interleague games will be considered by the District Staff or District Administrator.

Borrowed/Substitute Players: Number of borrowed/substitute players is limited to three (3) players maximum **per game from the same division but not from your opponent**. (See Regulation V (c) and Guidelines).

PLAYERS: a minimum of 8 players must start and finish the game. There will be no penalty for missing a 9th offensive player in the continuous batting order.

10 Outfielders: If both teams agree they may play 10 outfielders on defense in the 6-7/8 pitching machine division as well as the 8-9/10 division of both baseball and softball. It **MUST** be 4 outfielders in the actual outfield.

Sliding into Home or Base: Rule 7.08 (3) will be followed. It states: Any runner is out when The runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. Little League Casebook states: "There is no "must slide rule". The rule is, "slide or attempt to get around." The key in this situation is "fielder has the ball and is waiting to make a tag." If the fielder (any fielder, not just the catcher) does not have the ball, and the base or plate is "blocked/obstructed, you CANNOT call the runner out. This is obstruction, delayed dead ball & the player should be protect by the umpire and awarded a base or home plate.

Home Team to provide the following:

- Home plate umpire & 1 base umpire
- Official score book

SECTION 2 – Softball Rules Only

Runs Per Inning Rule:

7/8 and 9/10 divisions – Five (5) runs per inning except for the declared last inning. **The last declared inning will be announced at the top of an inning.** (Example 7:55 p.m. start the top of the 5th by declaring that this the last AND unlimited run inning). The last inning will be unlimited runs.

Mercy Rule for SOFTBALL:

7/8 and 8-9 & 10 divisions – 10 runs after 4 innings (3 ½ if home team is up)

Majors – 10 runs after 4 innings (3 ½ if home team is up)

Juniors/Senior – 10 runs after 5 innings (4 ½ if home team is up)

7&8 Softball Pitching Machine Only:

- **No stealing** at any time. You may not steal home period.
- No runner may advance on a passed ball (pitcher to catcher and catcher to pitcher)
- Runners are limited to one base when being played upon (an overthrow) including if it goes out of play.
- Note: Runners can advance one base per overthrow. For example, batter is entitled to second base only, when an overthrow at first base occurs. She must remain on second base until a play is made either at another base or an overthrow occurs again on her at second. If another overthrow is made prior to getting the ball in the pitching circle and controlled by the player/pitcher, all runners may advance one base. Runners advance at their own risk. You may advance to home on an overthrow if forced.
- Bunting is allowed.
- 10 players on defense with 4 players in the outfield grass.
- Walks/balls will not be awarded.
- Pitching machine will be placed in the circle with the chute at the 35' distance, the legs of machine will rest on the ground. Speed to be set at the beginning of the game, allowing the ball to enter the strike zone with no arc.
- If the player does not swing at 3 consecutive pitches out of the strike zone the machine height only will be adjusted by the umpire **or in agreement by both coaches**. (usually no umpire present)
- The position of pitcher must wear a helmet with a guard and be positioned behind the chute of the pitching machine. They may be positioned on the right hand or left hand side of the machine. The player acting as pitcher shall not "break" for a play until the ball has left the chute. Safety is the key.
- A ball that hits the machine and remains in fair territory is alive and in play.
- A ball that either hit or thrown that rests near or under the pitching machine will be declared a dead ball and one base will be awarded if forced. This is an important safety factor as we do not want players fielding a ball to come in contact with the wheel/chute of the machine.
- The offensive manager/coach/assistant will feed the machine. The player/pitcher shall hand the ball to the feeder.
- A batted ball is just that. The runner may advance as far as they are able at their own risk.

Softball Pitching Regulations per Little League rule book except:

8-9 & 10 Softball Only – When coach assists with Pitching REV. 4/25/16

- Rule in effect when: Three consecutive walks awarded to a batter by any pitcher during each half-inning.
- The offensive player, during each half-inning, that attains ball four (after the two walks are given up) must be pitched to by their (her) offensive coach until she hits or strikes out. (Once ball 4 is delivered no base runners may steal). This player/batter, when pitched to by the offensive coach will retain her strike count. Umpire will call strikes. Batter may obtain 1st base if hit by a pitch or by a walk. **This rule is in effect until May 22/22/18.**
- If during the same ½ inning, the pitcher again awards two consecutive walks, and the third consecutive batter is awarded ball four, the rule repeats itself – manager pitches to the batter with the assumed strike count and the batter may not obtain 1st base if hit by a pitch or by a walk. **This rule is in effect until May 22/22/17.**
- **When the offensive coach acts as a pitcher no stealing allowed.** The offensive pitcher will act as a fielder and assume a safe position on the field. When the offense coach is pitching the position of the pitcher would require the player to maintain one foot inside the pitching circle until the ball crosses the plate. They can choose left or right side. She may not be positioned behind the coach/pitcher. A player is not awarded FIRST base if hit by the coach acting as the pitcher.
- Player hit by a pitch by a "live" pitcher **doesn't count as a walk.**
- If the coach, acting as a pitcher, is hit by a batted ball the ball will be a "live" and in play.
- **Only 2 runs per half inning allowed to score on a stolen base.** After two runs scored by stealing home no player may obtain home plate (score) by stealing until the start of the next half inning.
- You may steal from 1st to 2nd and 2nd to 3rd. (exception: if coach acts as pitcher you may not steal)
- Runners may advance (including to home plate) at their own peril on any batted ball put into play (made live) even though 2 runs have scored.
- Runners may not advance to home plate (score) after 2 runs scored on a passed ball. A passed ball is defined from pitcher to catcher and catcher to pitcher. This rule resets the next half inning played.

SECTION 3 – Baseball Rules Only

Continuous Batting Order: A continuous or open batting order will be in effect for all divisions (See Playing Rule 4.04 for procedures).

All pitch count regulations are in effect including:

Regulation VI (c) Pitch Count Regulation

Catcher/Pitcher in item VI (Note a & c) any player who has played the position of catcher in 4 or more innings in a game is not eligible to pitch on that calendar day.

A pitcher may not catch if more than 41 pitches are thrown.

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- **No stealing** at any time. You may not steal home period.
- No runner may advance on a passed ball (pitcher to catcher and catcher to pitcher)
- Runners are limited to one base when being played upon (an overthrow) including if it goes out of play.
- Note: Runners can advance one base per overthrow. For example, batter is entitled to second base only, when an overthrow at first base occurs. She must remain on second base until a play is made either at another base or an overthrow occurs again on her at second. If another overthrow is made prior to getting the ball in the pitching circle and controlled by the player/pitcher, all runners may advance one base. Runners advance at their own risk. You may advance to home on an overthrow if forced.
- Bunting is allowed.
- 10 players on defense with 4 players in the outfield grass.
- Walks/balls will not be awarded.
- If the player does not swing at 3 consecutive pitches out of the strike zone the machine height will be adjusted.
- The position of pitcher must wear a helmet with a guard and be positioned behind the chute of the pitching machine. They may be positioned on the right hand or left hand side of the machine with one foot remaining in the pitching circle. The player acting as pitcher shall not "break" for a play until the ball has left the chute. Safety is the key.
- A ball that hits the machine and remains in fair territory is alive and in play.
- A ball that either hit or thrown that rests near or under the pitching machine will be declared a dead ball and one base will be awarded if forced. This is an important safety factor as we do not want players fielding a ball to come in contact with the wheel/chute of the machine.
- The offensive manager/coach/assistant will feed the machine. The player/pitcher shall hand the ball to the feeder.
- A batted ball is just that. The runner may advance as far as they are able at their own risk.

Mandatory Mercy Rule:

7/8 and 8, 9&10 10 runs after 4 innings (3 ½ if the home team is up)

Majors - 10 runs after 4 innings (3 ½ if the home team is up)

Juniors/Senior – 10 runs after 5 innings (4 ½ if the home team is up)

Runs Per Inning Rule:

7/8, 8-9&10: Five (5) runs per inning except for the declared last inning. **The last declared inning will be announced at the top of an inning.** (example 7:55 p.m. start the top of the 5th by declaring that this the last AND unlimited run inning). The last inning will be unlimited runs.

For interleague play in Intermediate, Junior and Senior baseball and Junior and Senior softball Rule 4.10 (e) Option to play an unscheduled double header:

IF the first game results in a mercy of 15 runs in 3 ½ innings if the home team is up by 15 or more or at the end of 4th inning one team is up by 15 runs in **Intermediate baseball, and Junior, Senior baseball and softball the teams** may exercise the option to play an unscheduled double header if there is a mutual agreement to play between both teams and the umpire.

3.11 rule in Baseball on allowable double headers – Little League Majors may play 1 double header in a calendar week (Sunday thru Saturday) and Intermediate/Juniors and Seniors are allowed double headers with no limitation.

3.11 rule in Softball - Minor and Little League (major) division may play two double headers in a seven-day period (Sunday thru Saturday). Juniors and Senior softball may play 3 games in a day.