

District 13 Interleague Rules for 2024

***It is highly encouraged and recommended that in-house rules follow the District Interleague rules stated below.**

***The District rules could differ from Tournament Play rules.**

Intermediate (50/70) and Junior Softball & Baseball Rules

COACHES:

- 3 coaches are allowed for Intermediate (50/70) & Juniors (this includes your team mom/dad). There must be an adult coach in the dugout at all times. (Regular season and Tournament play.)
- Offensive base coaches must remain in the coaches' box while the ball is in play.
- Coaches may not touch or assist runners while the ball is in play.

UMPIRES/GAME OFFICIALS:

- Both teams must keep a scorebook/Game Changer. Try to have a volunteer to run the scoreboard.
- At least one umpire will be present for every game. Questions or protests are the same as any other division. Please call time after the play is over, and ask to talk to the umpire. The umpire makes the final call and decision.

REGULATION GAME:

- Game time will be 2 hours or 7 innings- whichever comes first, finish the inning. No **new** inning shall start with 5 mins or less left.
- There will be a five (5) run limit per half inning.
- If the game is tied at the end of regulation play, the game shall continue until a winner is declared.
- If the score differential is 15 runs or greater at the end of 4 innings OR 10 runs or greater at the end of 5 innings OR 8 runs or greater at the end of 6 innings. The game shall be ended with the team leading declared as the winner.
- The defensive team will field nine (9) players.

PITCHING:

- Warm up time is one minute or 5 pitches- please follow the rules for pitch count
- Coaches are allowed to catch a pitcher warming up- for regular season ONLY.

BATTING:

- Continuous batting order **MUST** be used – i.e. all players on the roster bat-no subs in batting order, only in the field. (their position stays the same in the lineup but you can move them anywhere in the field).
- Mandatory play is 1 at bat and 6 defensive outs (they do not have to be consecutive).
- If a player is late and arrives at a game after the game begins, they may be added to the end of the current lineup.
- Any changes must be made to the scorekeeper to ensure that the player gets mandatory play.

BASE RUNNING:

- Baseball- Runners may leave at their own discretion, leading off is allowed.
- Softball- Runners may leave the base once the ball leaves the pitcher's hand.
- There is no courtesy runner.
- You can slide head/hand first in Juniors.
- Drop 3rd strike– **a batter may attempt to advance to first on a drop third strike ONLY if 1st base is not occupied —if 1st base is occupied, the only time a batter can advance is if there are two outs**

EQUIPMENT:

All bats and equipment must be Little League approved as specified in the Little League Baseball/Softball rulebook. Regular baseballs will be used. 12" softballs will be used.

SPORTSMANSHIP:

- All coaches, players, and fans must exhibit Good Sportsmanship at all times to provide a positive experience for our young players.
- Please remind everyone that all of the people associated with this event are volunteers.
- Anyone who continues to exhibit unsportsmanlike behavior will be warned and if the behavior continues, they will be asked to leave the premises.

Major Softball & Baseball Rules

COACHES:

- 3 coaches are allowed for Majors (this includes your team mom/dad). There must be an adult coach in the dugout at all times. (Regular season and Tournament play.)
 - Offensive base coaches must remain in the coaches' box while the ball is in play.
 - Coaches may not touch or assist runners while the ball is in play.

UMPIRES/GAME OFFICIALS:

- Both teams must keep a scorebook/Game Changer. Try to have a volunteer to run the scoreboard.
- At least one umpire will be present for every game. Questions or protests are the same as any other division. Please call time after the play is over, and ask to talk to the umpire. The umpire makes the final call and decision.

REGULATION GAME:

- Game time will be 1 hour and 45 minutes or 6 innings- whichever comes first, finish the inning. No **new** inning shall start with 5 mins or less left.
- There will be a five (5) run limit per half inning.
- If the game is tied at the end of regulation play, the game shall continue until a winner is declared.
- If the score differential is 15 runs or greater at the end of 3 innings OR 10 runs or greater at the end of 4 innings OR 8 runs or greater at the end of 5 innings. The game shall be ended with the team leading declared as the winner.
- The defensive team will field nine (9) players.

PITCHING:

- Warm up time is one minute or 5 pitches- please follow the rules for pitch count
- Coaches are allowed to catch a pitcher warming up- for regular season ONLY

BATTING:

- Continuous batting order MUST be used – i.e. all players on the roster bat-no subs in batting order, only in the field. (their position stays the same in the lineup but you can move them anywhere in the field).
- Mandatory play is 1 at bat and 6 defensive outs (they do not have to be consecutive).
- If a player is late and arrives at a game after the game begins, they may be added to the end of the current lineup.
- Any changes must be made to the scorekeeper to ensure that the player gets mandatory play.

BASE RUNNING:

- Baseball- Runners may leave the base once the ball reaches the batter.
- Softball- Runners may leave the base once the ball leaves the pitcher's hand.
- There is no courtesy runner.
- Drop 3rd strike— **a batter may attempt to advance to first on a drop third strike ONLY if 1st base is not occupied—if 1st base is occupied, the only time a batter can advance is if there are two outs**

EQUIPMENT:

All bats and equipment must be Little League approved as specified in the Little League Baseball/Softball rulebook. Regular baseballs will be used. 12" softballs will be used.

SPORTSMANSHIP:

- All coaches, players, and fans must exhibit Good Sportsmanship at all times to provide a positive experience for our young players.
- Please remind everyone that all of the people associated with this event are volunteers.
- Anyone who continues to exhibit unsportsmanlike behavior will be warned and if the behavior continues, they will be asked to leave the premises.

Minor Softball & Baseball Rules

COACHES:

- 3 coaches are allowed for Minors (this includes your team mom/dad). There must be an adult coach in the dugout at all times. (Regular season and Tournament play.)
 - Offensive base coaches must remain in the coaches' box while the ball is in play.
 - Coaches may not touch or assist runners while the ball is in play.

UMPIRES/GAME OFFICIALS:

- Both teams must keep a scorebook/Game Changer. Try to have a volunteer to run the scoreboard.
- At least one umpire will be present for every game. Questions or protests are the same as any other division. Please call time after the play is over, and ask to talk to the umpire. The umpire makes the final call and decision.

REGULATION GAME:

- Game time will be 1 hour and 45 minutes, finish the inning. No **new** inning shall start with 5 mins or less left.
- There will be a five (5) run limit per half inning.
- There is no requirement for there to be a declared winner for an official game. Interleague play may be played until a winner is declared. This should be agreed upon before the game begins.
- If the score differential is 15 runs or greater at the end of 3 innings OR 10 runs or greater at the end of 4 innings OR 8 runs or greater at the end of 5 innings..
- The defensive team will field nine (9) players.

PITCHING:

- Warm up time is one minute or 5 pitches- please follow the rules for pitch count
- Coaches are allowed to catch a pitcher warming up- for regular season ONLY
- **SOFTBALL: ANY GAMES PLAYED BEFORE APRIL 15TH WILL CONSIST OF THE PLAYER & THE COACH PITCHING. The player shall pitch to the batter and once the batter reaches 4 balls, the offensive base coach shall come in to pitch the remainder of the count. The amount of strikes left in the count is the number of pitches the coach shall pitch.**
 - **Example: count is 4 balls and 1 strike- the coach shall pitch 2 total pitches. The batter must hit 1 of the pitches, if they choose not to swing or if they do swing and miss, they are out.**

BATTING:

- Continuous batting order MUST be used – i.e. all players on the roster bat-no subs in batting order, only in the field. (their position stays the same in the lineup but you can move them anywhere in the field).
- Mandatory play is 1 at bat and 6 defensive outs (they do not have to be consecutive).
- If a player is late and arrives at a game after the game begins, they may be added to the end of the current lineup.
- Any changes must be made to the scorekeeper to ensure that the player gets mandatory play.

BASE RUNNING:

- Runners may leave the base once the ball reaches the batter or it is put into play
- With two (2) outs, a pinch/courtesy runner MAY be utilized for the Catcher - the player who made the most recent out shall be the pinch/courtesy runner.

EQUIPMENT:

All bats and equipment must be Little League approved as specified in the Little League Baseball/Softball rulebook. Regular baseballs will be used. 11" softballs will be used.

SPORTSMANSHIP:

- All coaches, players, and fans must exhibit Good Sportsmanship at all times to provide a positive experience for our young players.
- Please remind everyone that all of the people associated with this event are volunteers.
- Anyone who continues to exhibit unsportsmanlike behavior will be warned and if the behavior continues, they will be asked to leave the premises.

PeeWee Coach Pitch & Machine Pitch Softball and Baseball:

COACHES:

- 3 coaches are allowed as well as one adult in the dugout. (regular season only)
- Three adult coaches are allowed on the field when a team is on offense [one (1) pitcher, and two(2) base coaches]. One dugout coach is required at all times.
- Offensive base coaches must remain in the coaches' box while the ball is in play.
- Coaches may not touch or assist runners while the ball is in play.

UMPIRES/GAME OFFICIALS:

- Both teams must keep a scorebook/Game Changer. Try to have a volunteer to run the scoreboard.
- At least one umpire will be present for every game. Questions or protests are the same as any other division. Please call time after the play is over, and ask to talk to the umpire. The umpire makes the final call and decision.

REGULATION GAME:

- Game time will be 1 hour and 15 minutes, finish the inning.
- There will be a five (5) run limit per half inning.
- There is no requirement for there to be a declared winner for an official game. Interleague play may play until a winner is declared. This should be agreed upon before the game begins.
- If the score differential is 15 runs or greater at the end of 3 innings OR 10 runs or greater at the end of 4 innings OR 8 runs or greater at the end of 5 innings. The game shall be ended with the team leading declared as the winner.
- The defensive team must have a minimum of 8 players to begin a game.
 - If team is batting 9 and one is batting 8, team with 8 must take an out
- The three (3) outfielders must start in the outfield grass and players must play in the normal positions.

COACH PITCH-PITCHING:

- All players occupying the pitching circle MUST wear a helmet. Having a facemask on the helmet is OPTIONAL.
- The offensive team's pitching coach needs to pitch from somewhere inside the mound/circle, centered around the minor pitching plate. They must keep one foot inside the circle while pitching.
- **Baseball Coach Pitch**- coach can pitch up to 10ft from pitching plate- must have one foot inside that 10ft (measure 10 ft from pitching plate and draw a line, coach must have one foot behind that line when pitching).
- **Softball Coach Pitch**- use normal pitching circle, coach must have one foot inside that circle
- The coach pitcher will not use more than five (5) warm up pitches.
- In the event the **pitching coach** is hit with a batted or thrown ball, the ball will remain in play.
- The pitching coach must kneel down or make an attempt to leave the field after the ball is put into play and not intentionally interfere with the batted ball or a throw from a player.
- **If a pitched ball hits a batter**, it will not be considered as one (1) of the five- (5) pitches allowed and the batter will not advance to first. It will be as if it was never pitched.
- All overthrows are deemed live and in-play, and players advance at their own risk. The ball is live until the pitcher reaches the circle with the ball then the volunteer will call time.
- There will be a line drawn in between 1st & 2nd, 2nd & 3rd, and 3rd, and home. Whichever side of the line the runner is on when the volunteer calls time, will determine the base they occupy.

MACHINE PITCH- PITCHING:

- All players occupying the pitching circle MUST wear a helmet. Having a facemask on the helmet is OPTIONAL.
- All batted balls hit into fair territory are considered live - this includes balls that hit the pitching machine.
- If a batted ball cannot be fielded safely from the area of the machine, a field official should declare "TIME". The batter and all base runners are advanced one base from the base occupied at the time of the pitch.
- All overthrows are deemed live and in-play, and players advance at their own risk. The ball is live until the pitcher reaches either circle with the ball then the volunteer will call time.
- There will be a line drawn in between 1st & 2nd, 2nd & 3rd, and 3rd, and home. Whichever side of the line the runner is on when the volunteer calls time, will determine the base they occupy.

TIME (END OF PLAY) INTERPRETATION:

- Time is considered when the pitcher has possession of the ball within the pitcher's circle, the volunteer will call time.

STRIKE-OUTS:

- Strikeouts are permitted in coach pitch. Once the batter gets 3 swinging strikes they will be called out regardless of how many pitches are left.
- A batter shall be allowed five (5) pitches. If on the fifth pitch, the ball is not struck, the batter is out.
- If the fifth pitch is a foul ball, the batter is entitled to subsequent pitches until a pitch is missed, put into play, or not swung at. Bunting is allowed.

BATTING:

- Continuous batting order MUST be used – i.e. all players on the roster bat-no subs in batting order, only in the field. (their position stays the same in the lineup but you can move them anywhere in the field).
- Mandatory play is 1 at bat and 6 defensive outs (they do not have to be consecutive).
- If a player is late and arrives at a game after the game begins, they may be added to the end of the current lineup.
- Any changes must be made to the scorekeeper to ensure that the player gets mandatory play.

BASE RUNNING:

- No stealing is allowed.
- Coaches should teach their players to properly run bases. Rounding a base and running through 1st base is situational. In the event of an overthrow, they may advance at their own risk.
- With two (2) outs, a pinch/courtesy runner MUST be utilized for the Catcher - the player who made the most recent out shall be the pinch/courtesy runner.

EQUIPMENT:

All bats and equipment must be Little League approved as specified in the Little League Softball rulebook. Tball bats ARE NOT allowed. Regular baseballs will be used. 11" softballs will be used.

SPORTSMANSHIP:

- All coaches, players, and fans must exhibit Good Sportsmanship at all times to provide a positive experience for our young players.
- Please remind everyone that all of the people associated with this event are volunteers.
- Anyone who continues to exhibit unsportsmanlike behavior will be warned and if the behavior continues, they will be asked to leave the premises.