

PA District 14 Little League

Interlock Rules Clarifications

Updated 3.29.2021

The following adopted rules pertain to all interleague games played when two leagues are involved in an interleague game within Pennsylvania District 14.

These rules have been updated to reflect the local league options from the LL rulebook in 2021.

These rules consist of 2 sections. Legacy Division Interlock Rules and the newly structured Minors Pilot Program A/AA/AAA division.

The age structures indicated in “ “ in the Legacy Divisions are suggested guidelines for those divisions.

The age structure and recommended skill level for the Pilot A/AA/AAA divisions can be found on the district website.

Table of Contents

PA D-14 Legacy Division Interlock Rules Clarifications:	2
Majors Level and Above	2
Minor League “9-11” Player Pitch	3
Minor League – “7-8” (100%) Player Pitch	4
Minor League – “7-8” (Hybrid) Player/Coach Pitch	5
Minor League – “7-8” 100% Coach Pitch	7
PA D-14 Minor Division PILOT PROGRAM Rules Clarifications:	9
Minor League - AAA Division	9
Minor League - AA Division	10
Minor League - A Division	11

PA D-14 Legacy Division Interlock Rules Clarifications:

Majors Level and Above

BATTING: A 9-man batting order will be used. [Rule 4.04]

Local League Option: A local league may elect to adopt the use of a Continuous Batting order for interlock play. If choosing to do so the team manager shall notify the opposing coach and the umpire at the plate meeting. It is permissible for one team to utilize a 9-man order and the other team to utilize CBO in the same game. Substitutions as outlined in the L.L. rulebook. [Rule 3.03 for 9-man order / Rule 4.04 for CBO]

SPECIAL PINCH RUNNERS: Special Pinch Runners are permitted. [Rule 7.14]

Only 2 SPRs per game for each team. [Tournament Rule 3(d) has been adopted]

The use of an SPR does not apply to teams to elect to utilize the CBO in interlock play.

The League Option, Courtesy Runner rule will not be used for any interlock games.

TEN (10) RUN RULE AND FIFTEEN (15) RUN RULE: The 10-run rule, and 15-run rule are in effect for all games. [Rule 4.10(e)]

If after **three (3) innings**, (two and one-half innings if the home team is ahead) [Intermediate (50-70) Division/Junior/Senior League: four innings & three and one-half innings], one team has a lead of **fifteen (15)** runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

If after **four (4) innings**, (three and one-half innings if the home team is ahead) [Intermediate (50-70) Division/Junior/Senior League: five innings & four and one-half innings], one team has a lead of **ten (10)** runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

NOTE: (1) If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning. (2) The local league may adopt the option of not utilizing this rule.

INFIELD FLY RULE: The Infield Fly rule is in effect for all games. [Rule 6.05(d) and 2.00]

NUMBER OF COACHES: No one except eligible players in uniform, a manager and not more than two coaches (3 total) shall occupy the bench or dugout. [Rule 3.17]
There **MUST** be at least one adult coach in the dugout at all times. [4.05(b)]

NUMBER OF PLAYERS: Local League Option: A game may not be started with less than eight (8) players on each team. **Local League Option:** A game may not be continued with less than eight (8) players on each team. When playing with eight (8) players, the ninth (9th) position in the batting order will be skipped over without penalty. No out will be recorded for that spot.

UNCAUGHT THIRD STRIKE RULE: The uncaught third strike rule is in effect for all games. [6.05(b)(2) and 6.09(b)]

EQUIPMENT: Helmets are required by all player base coaches and players warming up outfielders between innings (**D-14 Rule**).

ONE FOOT IN THE BATTER'S BOX: The batter must keep one foot in the batter's box at all times, unless one of the 8 exceptions listed in 6.02(c) occurs. [6.02(c)]

STEALING SIGNS: The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, both the player and the manager will be ejected from the game. [9.01(d)]

TIME LIMITS: Per Regulation VII(h) and Regulation X(c); When field availability makes it a necessity, time limits may be imposed on games. However, the game must meet the requirements of Rule 4.10 or 4.11 to be official.

- If a time limit is to be imposed, it **MUST** be agreed upon by both managers and the umpire at the plate meeting.
- It must utilize a "No new inning" format and meet the 1 hr 45 min minimum time as outlined in Reg VII(h).
- A "DROP DEAD" time limit may not be used.
- Local jurisdiction initiated curfews may prevail

Minor League “9-11” Player Pitch

(Note: Minor League “9-11” Player Pitch Interlock Rules are identical to Minor League – AAA Division Pilot)

BATTING: The Continuous Batting order is mandatory at the Minors Level. A batting order consisting of all players **MUST** be used. Players do not have to be playing a defensive position in order to bat. [RULE 4.04]

SUBSTITUTION / PARTICIPATION: Free substitution of players is permitted with CBO. [4.04]

SPECIAL PINCH RUNNERS: Special Pinch Runners are **NOT** permitted due to the fact that everyone is already in the line-up. [Rule 7.14 NOTE] **The League Option, Courtesy Runner rule will not be used for any interlock games.**

TEN (10) RUN RULE AND FIFTEEN (15) RUN RULE: The 10-run rule, and 15-run rule are in effect for all games. [Rule 4.10(e)]

If after **three (3) innings**, (two and one-half innings if the home team is ahead) one team has a lead of **fifteen (15)** runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

If after **four (4) innings**, (three and one-half innings if the home team is ahead) one team has a lead of **ten (10)** runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

NOTE: (1) If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning. (2) The local league may adopt the option of not utilizing this rule.

FIVE-RUN RULE: The side is retired when three offensive players are legally put out, or when all players on the roster have batted one time in the half inning, or when the offensive team score five (5) runs. It is expected that if the fifth run is scored during a play the play will be allowed to continue to its natural conclusion and **only 5 runs will be counted**. RULE: DEFINITION of INNING.

The five-run rule is suspended in the last inning of the game. [Rule 5.07]. If the game is running long or getting dark prior to the 6th inning, then both teams and umpires will get together prior to the start of an inning to state which inning will be the last.

INFIELD FLY RULE: The Infield Fly rule is in effect for all games. [Rule 6.05(d) and 2.00]

NUMBER OF COACHES: No one except eligible players in uniform, a manager and not more than three coaches (4 total) shall occupy the bench or dugout. [Rule 3.17] There **MUST** be at least one adult coach in the dugout at all times. [4.05(b)]

NUMBER OF PLAYERS: Local League Option: A game may not be started with less than eight (8) players on each team. **Local League Option:** A game may not be continued with less than eight (8) players on each team. When playing with eight (8) players, the ninth (9th) position in the batting order will be skipped over without penalty. No out will be recorded for that spot.

UNCAUGHT THIRD STRIKE RULE: The uncaught third strike rule is **NOT** in effect for Minors games. [Rule 6.05(b)(2) and 6.09(b)]

EQUIPMENT: Helmets are required by all player base coaches and players warming up outfielders between innings. **(D-14 Rule).**

ONE FOOT IN THE BATTER’S BOX: The batter must keep one foot in the batter’s box at all times, unless one of the 8 exceptions listed in 6.02(c) occurs. [6.02(c)]

STEALING SIGNS: The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, both the player and the manager may be ejected from the game. [9.01(d)]

TIME LIMITS: Per Regulation VII(h) and Regulation X(c); When field availability makes it a necessity, time limits may be imposed on games. However, the game must meet the requirements of Rule 4.10 or 4.11 to be official.

- If a time limit is to be imposed, it **MUST** be agreed upon by both managers and the umpire at the plate meeting.
- It must utilize a “No new inning” format and meet the 1 hr 45 min minimum time as outlined in Reg VII(h).
- A “DROP DEAD” time limit may not be used.
- Local jurisdiction initiated curfews may prevail

Minor League – “7-8” (100%) Player Pitch

(Instructional Level of Play)

INNINGS: Games will be 4 innings instead of 6.

REGULATION GAME: A regulation game shall be considered complete after 3 innings.

PITCHING: Regular Season Pitching rules and pitch count apply.

BATTING: Continuous Batting Order is required

SUBSTITUTION / PARTICIPATION Free substitution of players is permitted. Special pinch runner is not in effect. Mandatory play – 3 defensive outs.

SPECIAL PINCH RUNNERS: Special Pinch Runners are ***NOT*** permitted due to the fact that everyone is already in the line-up. [Rule 7.14 NOTE] **The League Option, Courtesy Runner rule will not be used for any interlock games.**

COACHES One (1) adult is allowed in each coach’s box with a player. A maximum of 1 manager and 3 coaches are allowed per team. (4 Total) ***Only appointed managers and coaches shall coach or instruct players during the game!***

NUMBER OF PLAYERS: Local League Option: A game may not be started with less than eight (8) players on each team.

Local League Option: A game may not be continued with less than eight (8) players on each team. When playing with eight (8) players, the ninth (9th) position in the batting order will be skipped over without penalty. No out will be recorded for that spot.

TEN (10) RUN RULE AND FIFTEEN (15) RUN RULE: The 10-run rule, and 15-run rule are in effect for all games. [Rule 4.10(e)]

If after **three (3) innings**, (two and one-half innings if the home team is ahead) one team has a lead of **fifteen (15)** runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

If after **four (4) innings**, (three and one-half innings if the home team is ahead) one team has a lead of **ten (10)** runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

NOTE: (1) If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning. (2) The local league may adopt the option of not utilizing this rule.

FOUR RUN RULE: The **fourth** run scored by a team in their half inning ends the inning. It is expected that if the fourth run is scored during a play the play will be allowed to continue to its natural conclusion and **only 4 runs will be counted.** RULE: DEFINITION of INNING.

The four-run rule is suspended in the last inning of the game. [Rule 5.07]. If the game is running long or getting dark prior to the 4th inning, then both teams and umpires will get together prior to the start of an inning to state which inning will be the last.

BASERUNNING: A runner may not steal home. A runner may only advance to home with a walk, a ball put in play, or a play on a runner. If the catcher tries to throw out a runner advancing to second after a pitch, the runner on third may advance. The same would be true if the pitcher or catcher made a play on the runner at third. In contrast, if the catcher misses a pitched ball, or if the pitcher misses a throw back to the mound, the runner at third may not advance.

INFIELD FLY: The infield fly rule **IS** in effect

EQUIPMENT: Regular baseball RS or RS-T baseball will be used not soft T-ball or Safety Balls
Helmets are required by all player base coaches and players warming up outfielders between innings. **(D-14 Rule)**

ONE FOOT IN THE BATTER’S BOX: The batter must keep one foot in the batter’s box at all times, unless one of the 8 exceptions listed in 6.02(c) occurs. [6.02(c)]

STEALING SIGNS: The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, both the player and the manager may be ejected from the game. [9.01(d)]

TIME LIMITS: Per Regulation VII(h) and Regulation X(c); When field availability makes it a necessity, time limits may be imposed on games. However, the game must meet the requirements of Rule 4.10 or 4.11 to be official.

- If a time limit is to be imposed, it **MUST** be agreed upon by both managers and the umpire at the plate meeting.
- It must utilize a “No new inning” format and meet the 1 hr 45 min minimum time as outlined in Reg VII(h).
- A “DROP DEAD” time limit may not be used.
- Local jurisdiction initiated curfews may prevail

Minor League – “7-8” (Hybrid) Player/Coach Pitch

(Instructional Level of Play)

INNINGS: Games will be 4 innings instead of 6.

REGULATION GAME: A regulation game shall be considered complete after 3 innings.

PITCHING: Balls and strikes will be kept by league supplied umpire or by someone mutually agreed upon by both teams' managers (this person may call from behind the mound. If calling from behind the plate mask, chest protector, cup & shin guards are required)

- Player will pitch until the batter is out, reaches base or 4 balls are thrown
- A hit batter will be awarded 1st base
- If 4 balls are thrown the offensive teams coach comes in to pitch
- The strike count will remain when the coach comes in to pitch
- Coach will continue to pitch until the batter hits the ball or strikes out
- There are no walks.

Strikes are – balls not swung at but called strike by umpire, balls swung on and missed, balls fouled off.

Pitching distance for both players and coaches will be 46'-0"

Little League pitch count regulations and days of rest will apply.

There is no rule requiring a pitcher to be removed following any number of hit batters

BATTING: Continuous Batting Order is required

SUBSTITUTION / PARTICIPATION: Free substitution of players is permitted. Special pinch runner is not in effect. Mandatory play – 3 defensive outs.

DEFENSIVE PLAYERS: All players on the team roster may be given a defensive position. Only one player may occupy the catcher's position at any given time. [Rule 4.01 NOTE1]

SPECIAL PINCH RUNNERS: Special Pinch Runners are ***NOT*** permitted due to the fact that everyone is already in the line-up. [Rule 7.14 NOTE]

The League Option, Courtesy Runner rule will not be used for any interlock games.

COACHES A maximum of 1 manager and 3 coaches are allowed per team. (4 total)

Only appointed managers and coaches shall coach or instruct players during the game!

- Defensive coaches may be on the field during live action, to assist with ***instruction only***. They may not have a glove in their possession, may not touch the ball, and may not physically assist the players in any way.

NUMBER OF PLAYERS: Local League Option: A game may not be started with less than eight (8) players on each team.

Local League Option: A game may not be continued with less than eight (8) players on each team. When playing with eight (8) players, the ninth (9th) position in the batting order will be skipped over without penalty. No out will be recorded for that spot.

TEN (10) RUN RULE AND FIFTEEN (15) RUN RULE: The 10-run rule, and 15-run rule are in effect for all games. [Rule 4.10(e)]

If after **three (3) innings**, (two and one-half innings if the home team is ahead) one team has a lead of **fifteen (15) runs** or more, the manager of the team with the least runs shall concede the victory to the opponent.

If after **four (4) innings**, (three and one-half innings if the home team is ahead) one team has a lead of **ten (10) runs** or more, the manager of the team with the least runs shall concede the victory to the opponent.

NOTE: (1) If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning. (2) The local league may adopt the option of not utilizing this rule.

Minor League – “7-8” (Hybrid) Player/Coach Pitch

(Instructional Level of Play)

CONTINUED

FOUR RUN RULE: The **fourth** run scored by a team in their half inning ends the inning. It is expected that if the fourth run is scored during a play the play will be allowed to continue to its natural conclusion and **only 4 runs will be counted**. RULE: DEFINITION of INNING.

The four-run rule is suspended in the last inning of the game. [Rule 5.07]. If the game is running long or getting dark prior to the 4th inning, then both teams and umpires will get together prior to the start of an inning to state which inning will be the last.

BASERUNNING:

- A runner may not advance to home on balls past the catcher.
- Runners may steal from 1st to 2nd, however they may NOT advance to 3rd on errant plays on that runner.
- Runners may steal from 2nd to 3rd, however they may NOT advance to home on errant plays on that runner.
- On errant throws back to the pitcher, runners may advance from 1st to 2nd or 2nd to third but may not advance from 3rd to home.
- Runners on 3rd may only advance home if forced or on a batted ball put in play
- With runners on 1st & 3rd, should the runner on 1st steal the runner on 3rd may not advance home.
- On an overthrow at 1st base, the runner may attempt to advance, however he/she is limited to one base only and does so at his own peril (ie: he can be put out)

Coaches are encouraged NOT to have base runners continue to run the bases on overthrows by the defense...this does nothing for teaching the fundamentals of the game. Run fests are not a positive display, and benefit no one. Adherence to this will be on the honor system.

INFIELD FLY: The infield fly rule is **NOT** in effect

EQUIPMENT: Regular baseball RS or RS-T baseball will be used not soft T-ball or Safety Balls

Helmets are required by all player base coaches and players warming up outfielders between innings. **(D-14 Rule)**

TIME LIMITS: Per Regulation VII(h) and Regulation X(c); When field availability makes it a necessity, time limits may be imposed on games. However, the game must meet the requirements of Rule 4.10 or 4.11 to be official.

- If a time limit is to be imposed, it **MUST** be agreed upon by both managers and the umpire at the plate meeting.
- It must utilize a “No new inning” format and meet the 1 hr 45 min minimum time as outlined in Reg VII(h).
- A “DROP DEAD” time limit may not be used.
- Local jurisdiction initiated curfews may prevail

Minor League – “7-8” 100% Coach Pitch

(Instructional Level of Play)

INNINGS: Games will be 4 innings instead of 6.

REGULATION GAME: A regulation game shall be considered complete after 3 innings.

PITCHING: Balls and strikes will be kept by league supplied umpire or by someone mutually agreed upon by both teams' managers (this person may call from behind the mound. If calling from behind the plate mask, chest protector, cup & shin guards are required)

- The offensive team will provide a coach to pitch to his batter
- A hit batter will NOT be awarded 1st base
- Coach will continue to pitch until the batter hits the ball or strikes out
- There are no walks.

Strikes are – balls not swung at but called strike by umpire, balls swung on and missed, balls fouled off with zero or one strikes on the batter.

Pitching distance will be 46'-0"

It is expected that the coach pitching will pitch in such a fashion as to adequately challenge his batter while simultaneously providing him a reasonable opportunity to hit the ball and put it into play. While this can be a difficult balance to achieve it is in the best interest of all the kids.

BATTING: Continuous Batting Order is required

SUBSTITUTION / PARTICIPATION: Free substitution of players is permitted. Special pinch runner is not in effect. Mandatory play – 3 defensive outs.

DEFENSIVE PLAYERS: All players on the team roster may be given a defensive position. Only one player may occupy the catcher's position at any given time.

SPECIAL PINCH RUNNERS: Special Pinch Runners are **NOT** permitted due to the fact that everyone is already in the line-up. [Rule 7.14 NOTE] **The League Option, Courtesy Runner rule will not be used for any interlock games.**

COACHES A maximum of 1 manager and 3 coaches are allowed per team. (4 total)

Only appointed managers and coaches shall coach or instruct players during the game!

- Defensive coaches may be on the field during live action, to assist with ***instruction only***. They may not have a glove in their possession, may not touch the ball, and may not physically assist the players in any way.

NUMBER OF PLAYERS: Local League Option: A game may not be started with less than eight (8) players on each team. **Local League Option:** A game may not be continued with less than eight (8) players on each team. When playing with eight (8) players, the ninth (9th) position in the batting order will be skipped over without penalty. No out will be recorded for that spot.

TEN (10) RUN RULE: If after four (**3**) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs **shall** concede the victory to the opponent. If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.

Minor League – “7-8” 100% Coach Pitch

(Instructional Level of Play)

CONTINUED

FOUR RUN RULE: The **fourth** run scored by a team in their half inning ends the inning. It is expected that if the fourth run is scored during a play the play will be allowed to continue to its natural conclusion and **only 4 runs will be counted**. RULE: DEFINITION of INNING.

The four-run rule is suspended in the last inning of the game. [Rule 5.07]. If the game is running long or getting dark prior to the 4th inning, then both teams and umpires will get together prior to the start of an inning to state which inning will be the last.

BASERUNNING:

- A runner may not advance to home on balls past the catcher.
- Runners may steal from 1st to 2nd, however they may NOT advance to 3rd on errant plays on that runner.
- Runners may steal from 2nd to 3rd, however they may NOT advance to home on errant plays on that runner.
- On errant throws back to the pitcher, runners may advance from 1st to 2nd or 2nd to third but may not advance from 3rd to home.
- Runners on 3rd may only advance home if forced or on a batted ball put in play
- With runners on 1st & 3rd, should the runner on 1st steal the runner on 3rd may not advance home.
- On an overthrow at 1st base, the runner may attempt to advance, is limited to one base only and does so at his own peril (ie: he can be put out)

Coaches are encouraged NOT to have base runners continue to run the bases on overthrows by the defense...this does nothing for teaching the fundamentals of the game. Run fests are not a positive display, and benefit no one. Adherence to this will be on the honor system.

INFIELD FLY: The infield fly rule is **NOT** in effect

EQUIPMENT: Regular baseball RS or RS-T baseball will be used not soft T-ball or Safety Balls.

Helmets are required by all player base coaches and players warming up outfielders between innings. **(D14 Rule)**

TIME LIMITS: Per Regulation VII(h) and Regulation X(c); When field availability makes it a necessity, time limits may be imposed on games. However, the game must meet the requirements of Rule 4.10 or 4.11 to be official.

- If a time limit is to be imposed, it **MUST** be agreed upon by both managers and the umpire at the plate meeting.
- It must utilize a “No new inning” format and meet the 1 hr 45 min minimum time as outlined in Reg VII(h).
- A “DROP DEAD” time limit may not be used.
- Local jurisdiction initiated curfews may prevail

PA D-14 Minor Division PILOT PROGRAM

Rules Clarifications:

Minor League - AAA Division

(Note: Minor League – AAA Division Pilot Interlock Rules are identical to Minor League “9-11” Player Pitch)

BATTING: The Continuous Batting order is mandatory at the Minors Level. A batting order consisting of all players **MUST** be used. Players do not have to be playing a defensive position in order to bat. [RULE 4.04]

SUBSTITUTION / PARTICIPATION: Free substitution of players is permitted with CBO. [4.04]

SPECIAL PINCH RUNNERS: Special Pinch Runners are **NOT** permitted due to the fact that everyone is already in the line-up. [Rule 7.14 NOTE] **The League Option, Courtesy Runner rule will not be used for any interlock games.**

TEN (10) RUN RULE AND FIFTEEN (15) RUN RULE: The 10-run rule, and 15-run rule are in effect for all games. [Rule 4.10(e)]

If after **three (3) innings**, (two and one-half innings if the home team is ahead) one team has a lead of **fifteen (15)** runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

If after **four (4) innings**, (three and one-half innings if the home team is ahead) one team has a lead of **ten (10)** runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

NOTE: (1) If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning. (2) The local league may adopt the option of not utilizing this rule.

FIVE-RUN RULE: The side is retired when three offensive players are legally put out, or when all players on the roster have batted one time in the half inning, or when the offensive team score five (5) runs. It is expected that if the fifth run is scored during a play the play will be allowed to continue to its natural conclusion and **only 5 runs will be counted**. RULE: DEFINITION of INNING.

The five-run rule is suspended in the last inning of the game. [Rule 5.07]. If the game is running long or getting dark prior to the 6th inning, then both teams and umpires will get together prior to the start of an inning to state which inning will be the last.

INFIELD FLY RULE: The Infield Fly rule is in effect for all games. [Rule 6.05(d) and 2.00]

NUMBER OF COACHES: No one except eligible players in uniform, a manager and not more than three coaches (4 total) shall occupy the bench or dugout. [Rule 3.17] There **MUST** be at least one adult coach in the dugout at all times. [4.05(b)]

NUMBER OF PLAYERS: Local League Option: A game may not be started with less than eight (8) players on each team. **Local League Option:** A game may not be continued with less than eight (8) players on each team. When playing with eight (8) players, the ninth (9th) position in the batting order will be skipped over without penalty. No out will be recorded for that spot.

UNCAUGHT THIRD STRIKE RULE: The uncaught third strike rule is **NOT** in effect for Minors games. [Rule 6.05(b)(2) and 6.09(b)]

EQUIPMENT: Helmets are required by all player base coaches and players warming up outfielders between innings. **(D-14 Rule).**

ONE FOOT IN THE BATTER’S BOX: The batter must keep one foot in the batter’s box at all times, unless one of the 8 exceptions listed in 6.02(c) occurs. [6.02(c)]

STEALING SIGNS: The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, both the player and the manager may be ejected from the game. [9.01(d)]

TIME LIMITS: Per Regulation VII(h) and Regulation X(c); When field availability makes it a necessity, time limits may be imposed on games. However, the game must meet the requirements of Rule 4.10 or 4.11 to be official.

- If a time limit is to be imposed, it **MUST** be agreed upon by both managers and the umpire at the plate meeting.
- It must utilize a “No new inning” format and meet the 1 hr 45 min minimum time as outlined in Reg VII(h).
- A “DROP DEAD” time limit may not be used.
- Local jurisdiction initiated curfews may prevail

Minor League - AA Division

(Instructional Level of Play)

INNINGS: Games will be 5 innings instead of 6.

REGULATION GAME: A regulation game shall be considered complete after 4 innings.

PITCHING: Regular Season Pitching rules and pitch count apply.

BATTING: Continuous Batting Order is required

SUBSTITUTION / PARTICIPATION Free substitution of players is permitted. Special pinch runner is not in effect. Mandatory play – 3 defensive outs.

SPECIAL PINCH RUNNERS: Special Pinch Runners are **NOT** permitted due to the fact that everyone is already in the line-up. [Rule 7.14 NOTE] The League Option, Courtesy Runner rule will not be used for any interlock games.

NUMBER OF COACHES: No one except eligible players in uniform, a manager and not more than three coaches (4 total) shall occupy the bench or dugout. [Rule 3.17] There **MUST** be at least one adult coach in the dugout at all times. [4.05(b)]

NUMBER OF PLAYERS: Local League Option: A game may not be started with less than eight (8) players on each team. **Local League Option:** A game may not be continued with less than eight (8) players on each team. When playing with eight (8) players, the ninth (9th) position in the batting order will be skipped over without penalty. No out will be recorded for that spot.

TEN (10) RUN RULE AND FIFTEEN (15) RUN RULE: The 10-run rule, and 15-run rule are in effect for all games. [Rule 4.10(e)]

If after **three (3) innings**, (two and one-half innings if the home team is ahead) one team has a lead of **fifteen (15)** runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

If after **four (4) innings**, (three and one-half innings if the home team is ahead) one team has a lead of **ten (10)** runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

NOTE: (1) If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning. (2) The local league may adopt the option of not utilizing this rule.

FIVE-RUN RULE: The side is retired when three offensive players are legally put out, or when all players on the roster have batted one time in the half inning, or when the offensive team score five (5) runs. It is expected that if the fifth run is scored during a play the play will be allowed to continue to its natural conclusion and **only 5 runs will be counted**. RULE: DEFINITION of INNING.

The five-run rule is suspended in the last inning of the game. [Rule 5.07]. If the game is running long or getting dark prior to the 6th inning, then both teams and umpires will get together prior to the start of an inning to state which inning will be the last.

BASERUNNING: Stealing is permitted however a runner may not steal home. A runner may only advance to home with a walk, HBP, a ball put in play, a ball that goes out of play, or a play on a runner at 3rd. If the catcher tries to throw out a runner advancing to second after a pitch, the runner on third may NOT advance. Additionally, if the catcher misses a pitched ball, or if the pitcher misses a throw back to the mound, the runner at third may not advance.

INFIELD FLY: The infield fly rule **IS** in effect

EQUIPMENT: Regular baseball RS or RS-T baseball will be used not soft T-ball or Safety Balls
Helmets are required by all player base coaches and players warming up outfielders between innings. **(D-14 Rule)**

ONE FOOT IN THE BATTER'S BOX: The batter must keep one foot in the batter's box at all times, unless one of the 8 exceptions listed in 6.02(c) occurs. [6.02(c)]

STEALING SIGNS: The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, both the player and the manager may be ejected from the game. [9.01(d)]

TIME LIMITS: Per Regulation VII(h) and Regulation X(c); When field availability makes it a necessity, time limits may be imposed on games. However, the game must meet the requirements of Rule 4.10 or 4.11 to be official.

- If a time limit is to be imposed, it **MUST** be agreed upon by both managers and the umpire at the plate meeting.
- It must utilize a "No new inning" format and meet the 1 hr 45 min minimum time as outlined in Reg VII(h).
- A "DROP DEAD" time limit may not be used.
- Local jurisdiction initiated curfews may prevail

Minor League - A Division

(Instructional Level of Play)

INNINGS: Games will be 5 innings instead of 6.

REGULATION GAME: A regulation game shall be considered complete after 4 innings.

PITCHING: Balls and strikes will be kept by league supplied umpire or by someone mutually agreed upon by both teams' managers (this person may call from behind the mound. If calling from behind the plate mask, chest protector, cup & shin guards are required)

The Minor A division utilizes a combination of 100% coach pitch innings and Player/Coach Pitch innings.

1. All April games:
 - a. Innings 1-5: 100% Coach pitch
2. All May games (and beyond):
 - a. Innings 1-3: 100% Coach pitch
 - b. Innings 4-5: Player / Coach pitch

During 100% Coach Pitch Innings:

- The offensive team will provide a coach to pitch to his batter
- A hit batter will NOT be awarded 1st base
- Coaches will pitch a maximum of six pitches to a batter. If the batter has not hit the ball, or already recorded an out, the at-bat will be terminated after six pitches and an out will be recorded.
 - If a player fouls the sixth pitch, another pitched ball will be offered.
 - If a player is hit by a coach pitched ball on the sixth pitch, another pitched ball will be offered.
- Strikes are called when a player swings and misses the ball or hits a ball into foul territory with less than 2 strikes. Strikes are not called on pitches the batter does not swing at.
- Coaches are to avoid contact with the ball, a ball that hits a coach remains live and in play.
- There are no walks.

During Player/Coach Pitch Innings:

- Player will pitch until the batter is out, reaches base or 4 balls are thrown
- A batter hit by a player pitcher will be awarded 1st base. There is no rule requiring a pitcher to be removed following any number of hit batters
- If 4 balls are thrown
 - For the first occurrence in an inning the batter is awarded 1st base
 - For subsequent occurrences in that inning the offensive teams coach comes in to pitch
 - The strike count will remain when the coach comes in to pitch
 - Coaches will continue to pitch a maximum of six pitches to a batter. If the batter has not hit the ball, or already recorded an out, the at-bat will be terminated after six pitches and an out will be recorded.
 - If a player fouls the sixth pitch, another pitched ball will be offered.
 - If a player is hit by a coach pitched ball on the sixth pitch, another pitched ball will be offered.
- Balls and strikes are called by the offensive team's coach if no umpire is used.

Coaches are to pitch overhand, with a full range of motion and avoid pitching with an arc It is expected that the coach pitching will pitch in such a fashion as to adequately challenge his batter while simultaneously providing him a reasonable opportunity to hit the ball and put it into play.

Pitching distance will be 46'-0" for both players and coaches.

Little League pitch count regulations and days of rest will apply.

Minor League- A Division

(Instructional Level of Play)

CONTINUED

BATTING:

- Continuous Batting Order is required
- During player pitch innings only one walk is permitted. After the one allowed walk, after four balls are called the coach comes in to pitch and finish the batter. (see Pitching rules)
- **Coaches will pitch a maximum of six pitches to a batter.** If the batter has not hit the ball, or already recorded an out, the at-bat will be terminated after six pitches and an out will be recorded.
 - If a player fouls the sixth pitch, another pitched ball will be offered.
 - If a player is hit by a coach pitched ball on the sixth pitch, another pitched ball will be offered
- Bunting is not permitted

BASERUNNING:

- All infield hits are one (1) base only: intent is to encourage plays at 1st and avoid a running/throwing melee
 - No additional bases are awarded to any runner for overthrows at 1B that go out of play.
 - Base awards shall be made for all other plays where the ball goes out of play.
 - No runners may advance beyond one base on infield plays at 1B that remain in play.
- Outfield hits are not limited to one (1) base per base runner.
 - The ball is not dead once it is returned to the infield; the ball will remain live and in-play.
 - Note: Coaches are strongly encouraged to not take extra bases that they normally would not take. Please remember we are here to teach fundamental baseball.
- Runners may not steal home. A runner may only advance to home with a walk, HBP, a ball put in play, a ball that goes out of play, or a play on a runner at 3rd. If the catcher tries to throw out a runner advancing to second after a pitch, the runner on third may NOT advance. Additionally, if the catcher misses a pitched ball, or if the pitcher misses a throwback to the mound, the runner at third may not advance.

When Coach is pitching (both during coach pitch innings and when coach relieves player)

- No base stealing is permitted
- Runners may not steal home or advance to home on throws past the catcher or errant throws returned to the pitcher.

When Player is pitching

- Base Stealing is permitted only as outlined below:
 - No stealing from 1B to 2B is permitted. (Intended to maintain the defensive force out situation at 2B)
 - Stealing from 2B to 3B is permitted on any player pitched ball.
 - Runners may advance only one (1) base on steal. Runners may not advance extra bases, beyond the stolen base on any overthrow of a steal. If a runner advances on an overthrow he does so at his own peril and may be tagged out. If the runner does successfully reach an additional base play shall be stopped only when the play is over and runners sent back to the original base stolen and are not considered safe at extra base taken.
 - Runners may not steal home or advance to home on throws past the catcher or errant throws returned to the pitcher. Runners on 3rd may only advance home if forced or on a batted ball put in play

Coaches are encouraged NOT to have base runners continue to run the bases on overthrows by the defense...this does nothing for teaching the fundamentals of the game. Run fests are not a positive display, and benefit no one. Adherence to this will be on the honor system.

SUBSTITUTION / PARTICIPATION: Free substitution of players is permitted. Special pinch runner is not in effect. Mandatory play – 3 defensive outs.

DEFENSIVE PLAYERS: All players on the team roster may be given a defensive position. Only one player may occupy the catcher's position at any given time. [Rule 4.01 NOTE1]

SPECIAL PINCH RUNNERS: Special Pinch Runners are ***NOT*** permitted due to the fact that everyone is already in the line-up. [Rule 7.14 NOTE]

The League Option, Courtesy Runner rule will not be used for any interlock games.

Minor League - A Division

(Instructional Level of Play)

CONTINUED

NUMBER OF COACHES: No one except eligible players in uniform, a manager and not more than three coaches (4 total) shall occupy the bench or dugout. [Rule 3.17] There **MUST** be at least one adult coach in the dugout at all times. [4.05(b)]

- Defensive coaches may be on the field during live action, to assist with **instruction only**. They may not have a glove in their possession, may not touch the ball, and may not physically assist the players in any way.

NUMBER OF PLAYERS: Local League Option: A game may not be started with less than eight (8) players on each team. **Local League Option:** A game may not be continued with less than eight (8) players on each team. When playing with eight (8) players, the ninth (9th) position in the batting order will be skipped over without penalty. No out will be recorded for that spot.

TEN (10) RUN RULE AND FIFTEEN (15) RUN RULE: The 10-run rule, and 15-run rule are in effect for all games. [Rule 4.10(e)]

If after **three (3) innings**, (two and one-half innings if the home team is ahead) one team has a lead of **fifteen (15) runs** or more, the manager of the team with the least runs shall concede the victory to the opponent.

If after **four (4) innings**, (three and one-half innings if the home team is ahead) one team has a lead of **ten (10) runs** or more, the manager of the team with the least runs shall concede the victory to the opponent.

NOTE: (1) If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning. (2) The local league may adopt the option of not utilizing this rule.

FOUR RUN RULE: The **fourth** run scored by a team in their half inning ends the inning. It is expected that if the fourth run is scored during a play the play will be allowed to continue to its natural conclusion and **only 4 runs will be counted**. RULE: DEFINITION of INNING.

The four-run rule is suspended in the last inning of the game. [Rule 5.07]. If the game is running long or getting dark prior to the 4th inning, then both teams and umpires will get together prior to the start of an inning to state which inning will be the last.

INFIELD FLY: The infield fly rule is **NOT** in effect

EQUIPMENT: Regular baseball RS or RS-T baseball will be used. Not soft T-ball or Safety Balls

Helmets are required by all player base coaches and players warming up outfielders between innings. **(D-14 Rule)**

TIME LIMITS: Per Regulation VII(h) and Regulation X(c); When field availability makes it a necessity, time limits may be imposed on games. However, the game must meet the requirements of Rule 4.10 or 4.11 to be official.

- If a time limit is to be imposed, it **MUST** be agreed upon by both managers and the umpire at the plate meeting.
- It must utilize a “No new inning” format and meet the 1 hr 45 min minimum time as outlined in Reg VII(h).
- A “DROP DEAD” time limit may not be used.
- Local jurisdiction initiated curfews may prevail