

VIRGINIA DISTRICT 7

LITTLE LEAGUE BASEBALL AND SOFTBALL

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DEER PARK, HAMPTON-WYTHE, NORTHAMPTON, PHOEBUS, POQUOSON, WARWICK, YORK,
CHALLENGER

2015 D7 INTERLEAGUE GROUND RULES - 3/31/2015

Note: These rules are in affect for all interleague play. Exception: If a league is playing interleague games solely between themselves (i.e. YCLL Am/Nat) they are not bound by these interleague ground rules. However, the local rules used must meet minimum Little League Regulation rules and be approved by the District

1. All games must be played by Little League Rules.
2. Games must be played on the date scheduled, unless requested at least 24 hours prior to game by the requesting league president (or designated official). Requests must be coordinated between the two leagues involved and D7 **must** be notified of any changes immediately. Games played without prior D7 notification will not be counted.
3. Leagues will provide/share D7 with Manager/Coach/Scheduler/Coordinator contact information, as appropriate, prior to the season start to help facilitate communication between leagues. D7 will distribute this information to the leagues.
4. Teams must arrive at games at least 30 minutes prior to start of games.
5. All games shall start on time if no games being played before; or games start no later than 30 minutes after previous game is over (start and stop time must be annotated on Home team scorebook).
6. Games canceled due to weather or field being unavailable will be played on the next available open date scheduled between the two league Presidents (or appointed official). The D7 Scheduler shall be informed of the new date/time as soon as possible, and prior to the rescheduled game or the game will not count.
7. Combined leagues Player Pool: Combined Leagues (not to be confused with all teams part of Interleague play) may use the "Alternate Method of Operation" pg 64 of the 2015 Operating Manual and pg 36 of the 2015 Baseball and Softball Rule books, to help reduce events where there are not enough players to field 9 players. Teams/leagues involved in these combo leagues are authorized to use this method to field players, even from their opponents. However, proper "Player Pool" procedures must be followed. Leagues are encouraged to share Player Agent contact info amongst each other.
8. Local ground rules apply to interleague ONLY where they pertain to the field themselves or the locality and will impact the game (i.e. overhead wires, trees, city/county ordinance etc.) and agreed to at start of game between umpire and both teams. Local ground rules where they apply to the field themselves will be posted on the D7 website under the Field Location links.
9. Home team will provide umpires (Games WILL NOT be played without at least a plate umpire).
 - If no are umpires present; teams managers will arrange for an umpire as per rule book, or the games will not be played.
10. Home team will furnish game approved balls (visiting teams will have additional game approved balls available).
11. Each field shall have bathrooms. If not available in a building nearby, portables must be made available.
12. Home team's score book is the official score book and pitch count record. NOTE: Even if there is a central/master scorekeeper, the Home team's score book must annotate the official game information.
 - a. Pitchers (with jersey numbers) and pitch count will be tracked and annotated in both team's score book, validated and initialed by the opposing Manager at the end of the game.
13. Managers are required to sign the opponent's scorebook prior to leaving the game site.
14. The HOME team is responsible for REPORTING game's score, innings, and **pitch counts** to D7 as soon as possible after the game has ended, postponed or cancelled, as applicable. The District 7 website provides a web input program (accessible by smart phone) for this information. The link is located on the D7 website called



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“**Game Summary Input.**” OR you can e-mail to tsherrill04@gmail.com with the following information for each game; Division, both team names, game score (and innings played to include half innings), pitchers and pitch count, and any other necessary information. If either of those options are not convenient, text the same information to 757-593-1756.

15. The team’s regular season scorebook will be required at affidavit signing when a player on the regular season team is an All-Star annotated on the affidavit being certified.
16. All protests will come through the league president to D7 within 24 hours (email is fine) and home league will provide umpire’s letter within 24 hours to D7 (email is fine). The Protest Committee will be: both league presidents involved in game, two D7 staff and DA. Failure to field 9 players is NOT automatic grounds for a forfeit. All forfeits will be decided by the D7 DA, and not by the team Managers/Coaches, League Administrators or Umpires.
17. League presidents and managers are responsible to ensure that all coaching staffs (max 3 adults in dugout/on field) are: board approved coaches and have had the mandatory voluntary background check accomplished.
18. Baseball divisions:
 - a. Batting order:
 - 1) (**Intermediate and above**) – In accordance with Rule 4.04; the continuous batting order option **is not** adopted.
 - 2) (**Majors Only**) Continuous batting order will be used for all games played prior to May 9, 2015. All games starting on May 9, 2015 will use the 9 player line-up with substitution rules.
 - 3) (**Minors**) Continuous batting order is mandatory (Rule 4.04)
 - b. (**Minors only**) In accordance with **LL Rule 5.07**. Last half-inning (suspend 5 run) option **is adopted**.
 - c. **No time** limits on Major and above games (see note on Game Stoppage page 3)
 - d. 2-hour time limit for game (Minors only)
 - e. 10 Run Rule (Rule 4.10(e)) applies
19. Softball divisions:
 - a. Batting order:
 - 1) (**Juniors and above**) – In accordance with Rule 4.04; the continuous batting order option **is not** adopted.
 - 2) (**Majors Only**) Continuous batting order will be used for all games played prior to May 9, 2015. All games starting on May 9, 2015 will use the 9 player line-up with substitution rules.
 - 3) (**Minors**) Continuous batting order is mandatory (Rule 4.04)
 - b. (**Minors only**) In accordance with **LL Rule 5.07**. Last half-inning (suspend 5 run) option **is adopted**.
 - c. **No time** limits on games for majors and above (see note on Game Stoppage page 3)
 - d. 2-hour time limit for game (Minors only)
 - e. 10 Run Rule (Rule 4.10(e)) applies
20. Minor Division does not include Coach/Machine Pitch. Coach Pitch Softball will follow the YCLL Coach Pitch Softball rules approved by District 7. Note: The CP division does not need to report game summaries.
21. Artificial Mounds authorized at all divisions as necessary. Pitchers will wear “non-metal” cleats while pitching.



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GAME STOPPAGE PROGRAM

To prevent regular season games extending beyond reasonable time lengths, LL Inc. has approved the Game Stoppage Program for ending games earlier than regulation games. The intent of this program is to end **only** those games that go beyond a time length where fun and competitive environment no longer exists. This program will be for District 7 Interleague play in Major, Intermediate, Junior and Senior Baseball/Softball Divisions, played within the district. To end a game earlier than currently allowed in Little League rule books, the following criteria must be met: (a through e, and notes MUST be met)

- Games must play at least 2½ hours (start time will be annotated on Home team scorebook along with stop time).
 - NOTE: Game stoppage is NOT automatic, after 2 ½ hours, both managers must agree that in the best interest of the game, for the teams and families the game should be stopped
- ALL players MUST have played the minimum play requirement.
- No more than 40% of scheduled games played, per team, will be allowed.
- Any game stopped under the Game Stoppage Program rule, if found that any of a through c was not met, the game will be resumed till a complete game or till items a through c are met.
- For all games stopped during the regular season under the Game Stoppage Program, both league presidents must verify to D7 that a thru c were met.

MAJOR LEAGUE BASEBALL ONLY

1. Dropped third strike (Rules 6.05(b) and 6.09 (b)). Dropped third strike rules apply for all interleague play in the Major and above baseball leagues. Note: Dropped Third Strike is required for Tournament Play.

MINOR LEAGUE SOFTBALL ONLY

1. A modified coach pitch scenario will be used. The pitcher will pitch to each batter until that batter is retired or reaches base safely or achieves a count of three balls. When the count reaches three balls, an adult member of the Offense team's coaching staff will pitch to the batter until the batter is either retired or reaches base safely. When the adult coach pitches, only strikes will count. The batter will either be retired on strikes, hits the ball and is retired, or reach base safely by hitting the ball (the batter is not permitted to walk). An adult **Offense** coach will take a position behind the pitcher so as to be available when needed and is permitted to coach the players on the field but not interfere with the play of the game. When the adult coach is pitching:
 - a. The player playing the position of pitcher will take a position either to the right or left of the adult coach (but no closer to the plate than the pitching rubber) in order to field her position.
 - b. No base runner can advance stealing or because of a wild pitch/passed ball when adult coach is pitching.
2. A base runner may attempt to advance to second or third as the result of a passed ball or wild pitch ball but may not attempt to score on a passed ball or wild pitch. A base runner that advances as the result of a passed ball, wild pitch, or over throw may advance one base only (per batter).
3. Rules #1 and #2 above are in effective for the games played prior to May 9, 2015. All games starting on May 9 will use the standard pitching and base running rules (i.e. no coach pitch, four (4) balls is a walk, stealing and advancing on passed balls and wild pitches is permitted and advancing on overthrows is permitted).



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