



## 2019 District 41 Inter-League Rules

### Objective:

Promote, develop, supervise, and voluntarily assist in all lawful ways, the interest of those who will participate in Little League Baseball.

District 41 leagues participating in Inter- league play will adhere to the same rules for the 2019 Season.

### General:

The “2019 Official Regulations and Playing Rules of Little League Baseball” will be strictly enforced, except those rules adopted by these Bylaws.

All Managers, Coaches and Umpires shall familiarize themselves with all rules contained in the 2019 Official Regulations and Playing Rules of Little League Baseball (Green Book).

All Managers, Coaches and Umpires shall familiarize themselves with District 41 2019 Inter-league Bylaws

## District 41 Division Bylaws

### • **Tee-Ball Division:**

- Teams can either use the tee or coach pitch
- Each field must have a tee at their field
- A Tee-ball game is 60-minutes maximum.
- Each team will bat the entire roster each inning. Official scores or standings shall not be maintained.
- Each batter will advance one base on a ball hit to an infielder or outfielder, with a maximum of two bases on a ball hit past an outfielder. The last batter of each inning will clear the bases and run as if a home run and teams will switch sides.
- No stealing of bases or advancing on overthrows.
- A coach from the team on offense will place/replace the balls on the batting tee.
- On defense, all players shall be on the field. There shall be five/six (If using a catcher) infield positions. The remaining players shall be positioned in the outfield.
- A hit ball is foul if it leaves the 1st or 3rd baseline prior to crossing the bag or is not hit beyond the 10-foot arc drawn in front of home plate.
- Managers and coaches of the team on defense are allowed on the field, but must avoid interfering with a ball in play.
- Games will be “suspended” if the game cannot begin thirty (30) minutes after the scheduled start time. All “suspended” games will be referred back to the respective League Presidents.
- Make-up games may only be scheduled by the agreement of the local league Presidents involved. Games will be made up at the first available time and field.
- The Local league will handle any disciplinary action
- NO Dogs are allowed at any game site
- Smoking/Vaping or use of alcohol is strictly prohibited at all Little League games or events, including spectators
- The Home Team is responsible for preparing and lining the field prior to each game. If there is another game immediately following your game, the visiting team from the earlier game will assist the home team with prepping the field.
- The Manager for all games MUST carry medical Release's for each player.

- **Minor C “ROOKIES” Division: Coach/Machine Pitch**

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- Win-loss records or official standings will not be kept nor published.
- If using a pitching machine, the speed must be set at or below 40 mph.
- There must be one approved coach in the dugout at all times
- A Rookies game is six innings unless the game is shortened by time limit. No new inning can start after 1 hour and 15 minutes of the scheduled start of play. An inning begins at the moment the last out of the preceding inning is made.
- There are NO Protests
- Each team will bat their entire roster in order.
- On defense, all players must be on the field. There shall be no benching of players. There shall be six infield positions. The remaining players shall be positioned in the outfield. The outfielders must be out of the infield
- Each player must play at least two innings per game on defense in an infield position. If the coach/parent determines the player is a safety risk in the infield, then the coach/parent may decide to have the player only play the outfield.
- Runners may not steal any bases including home.
- The play is dead when the ball is returned to the vicinity of the pitcher’s mound and will be the call of the coach on the pitching mound.
- Coaches shall develop their catchers.
- A parent may be behind the catcher to speed up play.
- No bunting.
- No Walks.
- No Stealing
- No enforcement of the infield fly rule.
- If 3 outs are recorded by the defense, the batting team will clear the bases of any runners and continue with the batting until the end of their line-up
- Managers and coaches of the team on defense are allowed on the field, but must avoid interfering with a ball in play.
- Coach on the pitching mound will call plays dead.
- **SEGMENT 1 (Start of the Season Until April 5, 2019) MINORS C:**
- A coach from the team on offense will pitch 5 pitches to the batter. If batter fouls last pitch, then he gets another. If the batter does not put the last pitch in play, then the batter will get three swings from the tee. If the third attempt is not put in the field of play, then the batter is out.
- A half inning is complete when the lineup has batted in full

- **SEGMENT 2 (Starting April 6th – End of Season) MINORS C:**
- A coach from the team on offense will pitch 5 pitches to the batter. If batter fouls last pitch, then he gets another. If the batter does not put the last pitch in play the player will be out.
- A half inning is complete when the lineup has batted in full or the batting team scores 5 runs.
- Runners may advance only one base on an overthrow per batter.
- Once a player reaches third, the player must either be walked or hit home, they cannot advance home on an overthrow
  
- Games will be “suspended” if the game cannot begin thirty (30) minutes after the scheduled start time. All “suspended” games will be referred back to the respective League Presidents.
- Make-up games may only be scheduled by the agreement of the local league Presidents involved. Games will be made up at the first available time and field.
- The Local league will handle any disciplinary action.
  - a. The ejection of a player, manager or coach will result in an automatic and mandatory one (1) game suspension. The suspended player, manager or coach may NOT be present at their next physically played game.
  - b. Any physical or verbal altercation between player, manager, coach, umpire or spectator will require disciplinary action.
  
- NO Dogs are allowed at any game site
- Smoking/Vaping or use of alcohol is strictly prohibited at all Little League games or events, including spectators
- The Home Team is responsible for preparing and lining the field prior to each game. If there is another game immediately following your game, the visiting team from the earlier game will assist the home team with prepping the field.
- The Manager for all games MUST carry medical Release’s for each player.

## Minor B “CAPS” Division: Coach/Player Pitch

- Win-loss records or official standings will not be kept or published.
- Home team will decided to use Coach Pitch or Pitching Machine
- A Minor B game is six innings unless the game is shortened by time limit. No new inning can start after 1 hour and 30 minutes after the scheduled start of play. An inning begins at the moment the last out of the preceding inning is made.
- There are NO Protest.
- Continuous batting order
- A half inning is complete when either three outs are registered or the batting team scores 5 runs.
- There shall be six infield positions, and up to 4 outfielders. The outfielders must be out of the infield and play on the outfield grass.
- Each player must play at least two innings per game on defense in an infield position. If the coach/parent determines the player is a safety risk in the infield, then the coach/parent may decide to have the player only play the outfield.
- No enforcement of the infield fly rule.
- If the batter is hit by a player pitch, then the batter will advance to first base.
- The Coaches will develop their catchers and pitchers
  
- **SEGMENT 1 (Start of the Season- April 5, 2019) MINOR B:**
- The first half of the season will be a combination of player/coach pitch. Coaches will pitch the first two innings. From the third inning on kids will pitch as follows:
- A pitcher will throw until a hit or an out (including strikeout) is recorded or the player throws 4 balls; after 4 balls the count will carry over if a coach comes in to pitch. The coach will then have up to a maximum of 3 pitches, unless the batter fouls off the last pitch. The batter is out if the batter misses or does not swing at the 3rd pitch (Concessions can be made for poorly thrown coach pitches; however, no concessions shall be made for any pitch in the vicinity of the strike zone – the strike zone is considered shoulder to knees). There will be no walks. The pitching team coach standing behind the pitcher will call balls and strikes and the fielding team can have a coach backing up the catcher to help collect passed balls.
- Batting team coach will pitch to their own players once summoned by the coach calling balls and strikes.
- Bunting is not allowed
- Runners may not steal any bases including home.
- There will be no advancing on overthrows
- A batter or runner may not advance more than two bases on any play.
- On defense, two coaches may be in the outfield to provide players with instruction and direction.

- The play becomes dead when the ball is properly returned to the pitcher in the vicinity of the pitcher's mound and will be the call of the coach on the pitching mound.
- If the Coach pitching is hit with a batted ball, the ball is dead and the player will receive first base.
- **SEGMENT 2 (April 6th- End of Season) MINOR B:**
- Player pitch only, no coach pitch. Walks are allowed.
- A batted ball will play what a normal play will allow.
- The play becomes dead when the ball is properly returned to the pitcher in the vicinity of the pitcher's mound and will be the call of the coach on the pitching mound.
- A runner may advance on one overthrow per play (batter), but may only advance one base. (I.e. player puts a ball in-play and an overthrow is made at first, the player may choose to advance to 2<sup>nd</sup>, but is still subject to being tagged out. However, in the process of trying to tag out advancing runner, the defense makes another overthrow, the batter must hold their position at 2<sup>nd</sup> and cannot advance again).
- Stealing will be allowed Starting April 6th. Stealing may only occur after the ball has crossed the plate per green book rules. 3<sup>rd</sup> base is "locked," however. Once a player reaches third and the play has stopped, they must either be walked or hit home. There will be no stealing of home.
- No coaches will be on the field. Coaches will coach from the dugout or from the first and third coach's box.
- Games will be "suspended" if the game cannot begin thirty (30) minutes after the scheduled start time. All "suspended" games will be referred back to the respective League Presidents.
- Make-up games may only be scheduled by the agreement of the local league Presidents involved. Games will be made up at the first available time and field.
- The Local league will handle any disciplinary action.
  - c. The ejection of a player, manager or coach will result in an automatic and mandatory one (1) game suspension. The suspended player, manager or coach may NOT be present at their next physically played game.
  - d. Any physical or verbal altercation between player, manager, coach, umpire or spectator will require disciplinary action.
- NO Dogs are allowed at any game site
- Smoking/Vaping or use of alcohol is strictly prohibited at all Little League games or events, including spectators

- The Home Team is responsible for preparing and lining the field prior to each game. If there is another game immediately following your game, the visiting team from the earlier game will assist the home team with prepping the field.
- The Manager for all games MUST carry medical Release's for each player.

## Minor A Division: Player Pitch

- A Minor A game is six innings unless game is shortened by time limit. No new inning can start after 2 hours. An inning begins at the moment the last out of the preceding inning is made.
- Official score and standings are kept for the entire season.
- Each team will use Continuous Batting Order. Latecomers must be added at the bottom of the order.
- All players must be listed on the lineup card, even if they are absent. Players must be listed on the lineup card in this format: last name, first name or initial and uniform number.
- If a team cannot field nine players, a player(s) from the opposing team may play defensively for the opposing team but may only play in the outfield. The borrowed player must bat for his or her own team in the spot designated on the line-up card.
- There must be at least one approved coach in the dugout at all times.
- When utilizing the Continuous Batting Order (CBO) and a player gets injured, becomes ill or must leave the game site after getting on base the policy will be to use the last out as a runner for that player. In the event that there were no outs yet recorded in the inning then it will revert to the last out of the previous inning
- There is a 5-run limit imposed per inning except for the sixth/last inning, when either team has a chance to win the game. In the 6th inning all runs will count towards the official game score. In innings 1-5, a maximum of 5 runs will count towards the official game score regardless of the manner in which the 5th run was scored exception of a bases-clearing **over-the-fence** home run.
- The 6<sup>th</sup> inning will be an automatic open inning, if due to time or light constraints a game will not reach the 6<sup>th</sup> inning, then an open and last inning can be declared by the Umpire at the start of the inning and will therefore be open. If the inning was not declared "last" or "open" then the inning will adhere to the 5-run rule above, even if the game is shortened and therefore never reaches the 6<sup>th</sup> inning.
- Players may advance to any base on a throwback to the pitcher or on overthrows at any base (including home).
- There is a 10-run rule after 4 innings or 3 ½ if Home Team.
- Pitching Rest requirements will be based upon the 2019 Little League Rule Book. A completed pitching Affidavit must be carried by each team to every game; it is the sole responsibility of the team manager to maintain the affidavit. The Home scorekeeper must sign the affidavit after every game. If a *completed* pitching affidavit is not provided prior to the start of the game to the Home Scorekeeper, the game will be suspended, and the manager will be subject to disciplinary action by their league.



- Managers are responsible for maintaining written proof of adherence to mandatory play rules and are required to submit proof if requested by the league Player Agent or President.
- The **HOME TEAM** will supply at least one (1) umpire for all games.
- Home team will provide the Official Scorekeeper for each game. The host league will supply the official scorebook. The Official Scorekeeper will be placed behind home plate, as close to the home plate umpire as possible. The scorekeeper's area will be considered the same as the closed dugout. Scorekeepers will not allow themselves to be distracted, as not to follow the events of the game.
- Visiting team will provide an Official Pitch Counter. The Official Pitch Counter will be placed behind home plate, as close to the home plate umpire as possible. It's recommended that the Official Pitch Counter be placed with the Official Scorekeeper.
- The official score book will be **retained** by the host league for the remainder of the current season, in order to resolve any disputes that may arise.
- All player changes for any substitution or pitching will be made to the home plate umpire, who will then relay the information to the official scorekeeper
- Games will be "suspended" if the game cannot begin thirty (30) minutes after the scheduled start time. All "suspended" games will be referred back to the respective League Presidents.
- Make-up games may only be scheduled by the agreement of the local league Presidents involved. Games will be made up at the first available time and field.
- The Local league will handle any disciplinary action.
  - e. The ejection of a player, manager or coach will result in an automatic and mandatory one (1) game suspension. The suspended player, manager or coach may NOT be present at their next physically played game.
  - f. Any physical or verbal altercation between player, manager, coach, umpire or spectator will require disciplinary action.
- NO Dogs are allowed at any game site
- Smoking/Vaping or use of alcohol is strictly prohibited at all Little League games or events, including spectators
- The Home Team is responsible for preparing and lining the field prior to each game. If there is another game immediately following your game, the visiting team from the earlier game will assist the home team with prepping the field.
- The Manager for all games MUST carry medical Release's for each player.

- **POOL PLAY GUIDELINES:**

Pool Players can be utilized during Interleague Play. Pool players must be from the same league as the team requesting the player(s). The leagues shall keep a Pool Player list.

- a. Managers/Coaches shall not contact Pool Players. This will be the Local Leagues Player Agents duty.
- b. Pool players may be utilized to ensure a team has at least ten (10) players available for a game. Pool players must play nine (9) consecutive outs, and bat once in each game and may not pitch.
- c. Pool players shall wear their regular season uniform.

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## Majors Division:

- A Major game is six innings unless shortened due to weather or curfew.
- Each game will have a drop-dead time of 20 minutes prior to the next scheduled game on that field.
- There is a 10-run rule after the four innings or 3 ½ if Home Team.
- Every player on the roster present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one time.
- Continuous batting order will be utilized
- When utilizing the Continuous Batting Order and a player gets injured, becomes ill, or must leave the game site after getting on base the policy will be to use the last out of the previous inning as a runner for that player.
- All players must be listed on the lineup card, even if they are absent. Players must be listed on the lineup card in this format: last name, first name or initial and uniform number.
- The Uncaught Third Strike rule will be enforced. See Little League Rule 6.05(b) (2).
- Pitching Rest requirements will be based upon the 2019 Little League Rule Book. A completed pitching Affidavit must be carried by each team to every game; it is the sole responsibility of the team manager to maintain the affidavit. The Home scorekeeper must sign the affidavit after every game. If a *completed* pitching affidavit is not provided prior to the start of the game to the Home Scorekeeper, the game will be suspended, and the manager will be subject to disciplinary action by their league.
- Managers are responsible for maintaining written proof of adherence to mandatory play rules and are required to submit proof if requested by the league Player Agent or President.
- The **HOME TEAM** will supply at least one (1) umpire for all games.
- Home team will provide the Official Scorekeeper for each game. The host league will supply the official scorebook. The Official Scorekeeper will be placed behind home plate, as close to the home plate umpire as possible. The scorekeeper's area will be considered the same as the closed dugout. Scorekeepers will not allow themselves to be distracted, as not to follow the events of the game.
- Visiting team will provide an Official Pitch Counter. The Official Pitch Counter will be placed behind home plate, as close to the home plate umpire as possible. It's recommended that the Official Pitch Counter be placed with the Official Scorekeeper.
- The official score book will be **retained** by the host league for the remainder of the current season, in order to resolve any disputes that may arise.
- All player changes for any substitution or pitching will be made to the home plate umpire, who will then relay the information to the official scorekeeper

- Games will be “suspended” if the game cannot begin thirty (30) minutes after the scheduled start time. All “suspended” games will be referred back to the respective League Presidents.
- Make-up games may only be scheduled by the agreement of the local league Presidents involved. Games will be made up at the first available time and field.
- The Local league will handle any disciplinary action.
  - g. The ejection of a player, manager or coach will result in an automatic and mandatory one (1) game suspension. The suspended player, manager or coach may NOT be present at their next physically played game.
  - h. Any physical or verbal altercation between player, manager, coach, umpire or spectator will require disciplinary action.
  
- NO Dogs are allowed at any game site
- Smoking/Vaping or use of alcohol is strictly prohibited at all Little League games or events, including spectators
- The Home Team is responsible for preparing and lining the field prior to each game. If there is another game immediately following your game, the visiting team from the earlier game will assist the home team with prepping the field.
- The Manager for all games MUST carry medical Release’s for each player.
- **DOUBLEHEADERS:**
  - a. Doubleheaders are only allowed in Majors, Intermediate, Juniors and Seniors.
  - b. There will be a thirty (30) minute break between games. With the second game starting with the first pitch. The home plate umpire shall notate and inform the official scorekeeper with the start time.
  
- **POOL PLAY GUIDELINES:**

Pool Players can be utilized during Interleague Play. Pool players must be from the same league as the team requesting the player(s). The leagues shall keep a Pool Player list.

  - a. Managers/Coaches shall not contact Pool Players. This will be the Local Leagues Player Agents duty.
  - b. Pool players may be utilized to ensure a team has at least ten (10) players available for a game. Pool players must play nine (9) consecutive outs, and bat once in each game and may not pitch.
  - c. Pool players shall wear their regular season uniform.

