

## **2021 VIRGINIA DISTRICT 16 LITTLE LEAGUE INTERMEDIATE / JUNIOR / SENIOR DIVISION INTERLEAGUE REGULATIONS AND PLAYING RULES (UPDATE SPRING 2021)**

The following regulations and playing rules are in effect for all Intermediate, Junior, and Senior League Division Interleague play and take precedence over local league regulations and playing rules.

Otherwise, the local league regulations for the host league concerning field and facilities use are to be followed, as applicable. All other regulations and playing rules, unless specifically modified by these Interleague Regulations and Playing Rules, provided in the current Official Little League Baseball Regulations and Playing Rules apply as written and intended. These Interleague Regulations and Playing Rules are subject to modifications as approved and implemented by the Interleague Rules Committee.

**PREGAME:** Home team is responsible for field preparation, which must be completed 30 minutes prior to game time. The visiting team may use the field at 25 minutes prior to game time; the home team 15 minutes prior to game time. If a previous game delays the start of the next game, an abbreviated warm-up of 5 minutes will be imposed. Both the home team and the visiting team shall supply the umpire with 2 new baseballs prior to the start of the game. Managers should be prepared to share information regarding their eligible pitchers prior to the start of the game.

**DUGOUTS:** Only eligible players in uniform, manager, and two coaches, shall occupy the bench or dugout. Players, coaches, and manager should remain in the dugout or on the field throughout the game. An adult manager or coach must be in the dugout at all times. The home team will occupy the first base dugout. Per Regulation XIV(b) A.R., all on deck batters shall be positioned in the on-deck circle closest to their dugout.

**GRACE PERIOD:** There is a 15 minute grace period before the game is suspended due to insufficient players. Games must be played with at least 9 eligible players on each team at all times.

**RAINOUTS / CANCELLATIONS:** Do not assume a rainout! Call the appropriate field closure number AND the manager of the opposing team to verify. The Home Team Manager should then contact the appropriate Commissioner/Divisional Vice President for their league ASAP to cancel the umpires.

**UMPIRES:** A minimum of **two** volunteer or contracted umpire will be scheduled by the home team.

### **BATTING LINEUPS & SUBSTITUTIONS (Spring and Fall):**

Intermediate & Juniors: will use a continuous batting order with all players present and free defensive substitution at all times.

Seniors: will follow the Official Little League Baseball Regulations and Playing Rules in the Spring, and will use a continuous batting order with all players present and free defensive substitution in the

Fall. For the spring, Tournament Rule 3d will be in effect instead of Regular Season Rule 7.14.

All Levels: Late arrivals must be placed at the bottom of the batting order with both teams when continuous batting order is used. Scorekeepers must be notified of any late arrivals and any player leaving the game before the game ends. Any player leaving the game before the game ends will be skipped without penalty (provided 9 eligible players remain in the batting order). Courtesy Runners for pitchers, catchers or any position are never allowed. For Seniors League when batting 9 using the Official Little League Baseball Regulations and Playing Rules you may use a special pinch runner (in accordance with Rule 7.14) provided that this player is not in the game.

**MANDATORY MINIMUM PLAY:** For Interleague Play, Regulation IV(i) Note 4 shall be in effect. If a league uses 15-20 player rosters, and 15 or more eligible players are at a game, mandatory minimum play is reduced to three (3) defensive outs and one (1) at bat. Leagues are reminded that mandatory minimum play is defined as six (6) defensive outs, and one at bat (with the batter not completing his/her at bat until he/she is retired as a batter runner or runner, scores, or the inning or game ends.

**ADOPTION OF RULE 6.03(C):** For Interleague Play, Rule 6.03(c) will be in effect, requiring the batter to remain in the batter's box unless one of the eight exceptions applies.

**ADOPTION OF RULE 9.01(d):** For Interleague Play, Rule 9.01(d) will be in effect. The stealing and relaying of signs will be deemed to be unsportsmanlike behavior.

**ADOPTION OF RULE 7.14(b):** For Interleague Play, Rule 7.14(b) will be in effect. A courtesy runner for the catcher and/or pitcher of record is permitted when there are two outs. When using continuous batting order, the courtesy runner must be the player in the batting order who made the last out. A player whose name is on the team's batting order may not become a substitute runner for another member of the team. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game.

**PLAYER POOL:** Up to 3 eligible players not on the roster of a team may be recruited according to the Local League's regulations and rules governing the player pool to complete a nine player lineup. Consistent with Regulation V, pool players that are called and show up at the game site must play at least nine consecutive defensive outs and bat once. When a player participates in a game on a team other than his/her own team, such player will not be permitted to pitch in that game.

**OFFICIAL SCOREKEEPER:** Both teams should maintain their own scorebook but only the Home Team scorebook is the official scorebook. Scorekeepers should routinely check to be sure both books are in sync.

**OFFICIAL PITCH COUNT RECORDER:** Both teams should maintain their own pitch count record for all pitchers on both teams but only the Home Team pitch count record is the official pitch count record. Pitch count recorders should routinely check to be sure both records are the same. Pitch counts will be reported to the Official Scorekeeper after each half inning.

**BALKS:** Balk warnings for Intermediate, Junior and Senior Divisions is at the discretion of the umpire but will not exceed one warning per pitcher.

**RUN LIMITS:** During the Spring Season, there shall not be any run limits for any division. In the fall, all divisions will have a five (5) run limit per inning, with the declared last inning, 7<sup>th</sup> inning, or any inning following the 7<sup>th</sup> inning (in case of a tied game) allowing unlimited runs. (Exception: If a player hits a home run over the fence in the last inning, 7<sup>th</sup> inning or later inning, all runs scored on that play beyond the winning run will count).

**MERCY RULE:** If after four innings (three 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 five innings (four 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.

**TIME LIMITS AND OFFICIAL GAMES:** For Interleague Play, Regulation VII(h) shall be in effect. A time limit of two hours and fifteen minutes shall be in effect, with no new innings beginning after two hours and fifteen minutes. All games must end no later than two hours and forty-five minutes after the actual start time of the game. As long as a game has been played for a minimum of two hours and fifteen minutes, or five innings in the event the mercy rule applies or the game is called due to weather or an inability of either team to field the required number of minimum players, it shall be deemed an official game. Scorekeepers should note in the scorebook the time the game begins per the umpire-in-chief. Innings already in progress will be completed unless the two hour and forty-five minute time occurs.

**TIE GAMES:** Games cannot end in a tie. Games must be completed until an official game with a winner can be declared.

**PROTEST COMMITTEE:** All protests must follow rule 4.19 of the Official Little League Baseball

Regulations and Playing Rules. All protests must first be submitted by the manager to the umpire on the field of play and then in writing to the local league president within 24 hours. The game umpire-in-chief shall also submit a report immediately. All protests involving two Interleague teams shall be handled by a three person protest committee consisting of the two local league presidents involved (or their designees) and the District Umpire Consultant from the District involved if both teams are from the same District, or from the third non-involved District if the teams are from two different Districts. The committee will report to the District Administrator who is from the District involved if both teams are from the same District, or from the third non-involved District if the teams are from two different Districts. That District Administrator's decision is final.