

REVISED: March 15, 2011

### **VIOLATION OF RULES**

Violations of the Interleague Play Rules and/or Little League Playing Rules constitutes a possible protest situation. If your Interleague Play opponent is in violation, you can protest following the LLB rules on protests. If the protest is upheld, the game may be forfeited and the offending team, Manager, and/or coaches may be suspended from Interleague Play.

### **LITTLE LEAGUE RULES AND REGULATIONS**

All LLB Rules and Regulations apply to all interleague games. These District 6 Interleague Rules are additional rules implemented by our District in order to standardize all Interleague Play. No District rule may be in conflict with any LLB Rule or Regulation. If any conflicts occur, LLB Rules and Regulations shall prevail.

### **DISTRICT AUTHORITY & AGREEMENT**

According to Little League policy, the District is responsible for the oversight of Interleague Play. Each League that participates in Interleague Play must complete an **Interleague Play Agreement** with the District, which outlines adherence to LLB Rules and Regulations, as well as these District Interleague Play Rules. The matter of Interleague Play issues, disputes, and Rules violations are outlined in the Agreement. A copy of this Agreement is available on the District 6 website (FLD6.org), and is hereby incorporated into these Rules. Your league must complete and submit an endorsed Agreement in order to participate in Interleague Play. **Any participation in Interleague Play also signifies your league's endorsement of the Agreement.**

The District Dispute Committee must be notified of all issues, disputes, and Rules violations.

**BB Violations or Issues** = BB.Interleague@FLD6.org

**SB Violations or Issues** = SB.Interleague@FLD6.org

### **GAME START TIME**

Starting time shall be printed on the official game schedule and both teams must be at the game site at least 1/2 hour prior to that start time. 30 minutes after the scheduled start time a team that cannot field nine (9) players will automatically forfeit the game. Failure of a team to show for a scheduled game constitutes an automatic forfeit for that team.

### **RESCHEDULING GAMES**

The Player Agents of programs involved have the responsibility to reschedule rained out games within seven (7) days of the original scheduled date of the game not played or on the first available open date, whichever comes first. The team that cannot show on the rescheduled date will automatically forfeit the game. In the event a team cannot field enough players because of

a scheduled school, church, or scout function the game may be rescheduled within seven (7) days of the original scheduled date of the game not played. The manager must have given at least five (5) days notice (days being Sunday through Saturday) prior to the school function to the District ADA, Player Agents, and opposing team. In the event a rescheduled game is rained out, it will not be rescheduled the second time until the end of the half season and then only if needed to determine the standing of either or both of the teams involved.

### **REPORTING**

The home team is responsible for notifying the District of their Interleague Play game scores. This should be done by the Home Team Manager after every game. To report a game, go to the District 6 website (www.FLD6.org), click-on "Interleague" on the top menu, then click on "Game Reporting"

### **EJECTIONS / INFRACTIONS**

Ejection of a player, manager, or coach must be reported the same night. Per LLB rules, ejections must also be reported in writing within 24 hours to the team's League President. An "Ejection Report" MUST be filed with the District for any Manager, Coach or Player ejections. This report can be found on (www.FLD6.org) in the Interleague section.

**Penalty for ejections are as follows:** (penalty is the same for players, managers, and coaches).

First Ejection: one game suspension;

Second Ejection: two game suspension; and

Third Ejection: removed for remainder of season.

NOTE: The DA (at his/her discretion) may waive or amend any penalty. If the infraction is severe, the DA can suspend the participant at any time for the remainder of the season, including the Tournament of Champions. DA's decision will be final.

### **PROTESTS**

Protests involving two Interleague Play teams shall be handled by the FLD6 Umpire Consultant in Chief (UCC) or their Senior Umpire Consultant (at the discretion of the UCC) and forwarded to the District Administrator for approval. The District Administrator's decision is final.

### **CONTINUOUS BATTING ORDER**

Per LLB Rule 4.04 Note 1 - Continuous batting order is mandatory for all Baseball & Softball T-Ball divisions & Baseball & Softball Minor League divisions. District 6 will allow a continuous batting order in all other divisions (for one or both teams) if, prior to the game, both Managers agree and the Umpire(s) are notified.

### **10-RUN RULE**

The 10 run rule shall prevail.

**TIME LIMITS**

T-Ball Coach-Pitch Baseball and Softball: 75 minutes.  
Minor Coach-Pitch Baseball and Softball: 90 minutes.  
Minor B Softball: 90 minutes.  
Minor A Softball: 2 hours.  
Minor A & B Baseball: 2 hours.  
Little League Baseball and Softball: 2 hours.  
Junior Baseball and Softball: 2 1/2 hours.  
Senior Baseball and Softball: 2 1/2 hours.  
Big League Baseball and Softball: 2 1/2 hours.

The umpires shall keep the official time and shall confer with the official scorekeeper who will note the start and end time in all games.

In Junior and Senior League Baseball no new inning may began after the 2 1/2 hour time limit has been reached (but the inning in progress may be completed). If less than 5 innings (or 4 1/2 innings if the home team is ahead) have been played then those innings completed will constitute a completed game. There will be no reschedule to play more innings.

OPEN LAST INNING: In the Little League (Major) Softball AND Minor A Baseball & Softball there will be a 5-run or 3-out limit, whichever comes first, per inning for innings one (1) through five (5). The 6th inning would be an open inning. If it appears that 6 innings will not be played then the inning that would constitute the last inning of the game would be considered the open inning. Official score keeper and home plate umpire should confer to determine the last inning to be played (open inning).

In all Minor B & C League Baseball & Softball there will be 5-runs or 3-outs per inning whichever comes first (per new LLB Rule 2.00 Definition of "Inning"). There is no open inning.

In Little League (Major) Softball and Minor A Softball no new inning may begin after the 2 hours but the inning in progress may be completed unless a regulation game has already been reached. Exception: When the 2 hour time limit has been reached and less than 4 innings (or 3 1/2 innings if the home team is ahead) have been played then innings completed will constitute a completed game. There will be no reschedule to play more innings.

**CONDUCT**

League officers and Team Managers shall assume responsibility for the conduct and control of their respective coaches, players, parents and spectators. Managers, Coaches and team members will make no remarks to the opposing team or to the Umpires. The District Administrator will not tolerate any misconduct toward District Umpires or League Officials.

**SCOREKEEPER**

Each team must provide a scorekeeper and a scorebook at each game. The Home team will provide the official scorekeeper and official scorebook. **All three (3) books must have the Umpire's signature and printed name (if umpires are paid, please list Ump. Assoc Name).** For each game played all players on the team roster must be accounted for and there must be a clear, well written record of all pitchers, including the number of innings pitched and the number of pitches thrown. Official books will be used by District staff to qualify teams/players for All-Star play at the end of the season.

**INTERLEAGUE TEAM ROSTER FORM**

**Each team MUST carry a FLD6 Interleague Team Roster** to every Interleague Play Game. If you use Pool Players, you must also carry a copy of the Interleague Team Roster from whom you are obtaining the Pool Player. Interleague Team Roster forms can be downloaded from ([www.FLD6.org](http://www.FLD6.org)) in the Interleague section of the website.

**UMPIRES**

Provide two (2) District 6 Registered Umpires (volunteer or paid) for Junior and Senior Baseball and Softball. One District 6 Registered Umpire is acceptable for Minor and Little League (Major) Baseball and Softball. In the Little League (Major) division, two (2) umpires are highly recommended, especially if you are using volunteer umpires.

**BIG LEAGUE SOFTBALL**

The mandatory play rule will be in effect (teams with more than 14 players, 3 defensive innings and one at bat). Option: Teams may elect to use a continuous batting order.

**RESPONSIBILITY OF THE HOME/HOST TEAM:**

1. Provide Umpires.
2. Provide the official scorekeeper.
3. Have concession stand open.
4. Make sure safety equipment and ice is available until the game is completed.
5. Be sure the telephone is accessible at all times.
6. Provide the game balls (at least 3 to start) that meet Little League specifications.
7. If the game is at night, there must be someone present who is familiar with turning the lights on/off.
8. Have a Board Member stay at the game site until the game is over and all visitors have left the complex.
9. Prepare the field for play.
10. Submit an **Interleague Game Report** to FLD6 is the Home Team is from an FLD6 league.

**RESPONSIBILITY OF THE VISITING TEAM:**

1. Let parents and league officials know the location of and directions to the game field. Yahoo maps to all District 6 parks are available on the District website (FLD6.org)
2. Have at least one Board Member attend each game and help the team manager with crowd control and in any other way deemed necessary. Conduct must be above reproach.
3. Provide your own team equipment.
4. It is permissible and advisable for each team to bring their own cooler with water or Gatorade.
5. Submit an Interleague Game Report to FLD6 is the Home Team is NOT an FLD6 league.

**LOCAL LEAGUE RULES**

**A league's local rules are not binding on their Interleague Play opponent.** Each league must, however, comply with their own local rules if required playing time per player is more than LLB Regulation IV (I) requirement. If a manager does not follow their local league rule on mandatory play, then that manager is subject to discipline by his/her league. An infraction of the required playing time as specified in LLB Regulation IV (I) can constitute a protest situation in an Interleague Play game.

**DISTRICT 6 INTERLEAGUE POOL PLAYER RULES**

**LLB OFFICIAL REGULATIONS – V (C) ALTERNATE METHOD OF OPERATION**

To aid leagues that are having a difficult time getting enough players for their regular season teams the following option is available.

A pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game. **NOTE:** Players may not be "borrowed" from an opponent. They must be assigned by (league's) the Player Agent.

**LLB GUIDELINES**

1. The league's Player Agent will create and run the pool. The league's Player Agent will use the pool to assign players to teams that are short of players on a rotating basis. Managers and/or coaches will not have the right to randomly pick and choose players from the pool.
2. Players used from the pool will not be allowed to pitch, except during the player's own (team) regular season scheduled game.
3. Pool players that are called and show up at the game site must play at least nine consecutive defensive outs and bat once.
4. Pool players will be administered through the District ADA during Tournament of Champions.

**DISTRICT 6 POOL PLAYER RULES**

1. Pool Players **MUST** be submitted to the DA by March 1st (unless an extension is granted) on the "Interleague Team Roster Form". The form is available at ([www.FLD6.org](http://www.FLD6.org)) on the Interleague homepage.
2. If you use pool players, you must carry a copy of the Interleague Team Roster for the pool player's team.
3. No team will have more than 10 players if using Pool players.
4. Managers are subject to a protested game if they do not meet the minimum play requirements for a pool player, regardless of a game shortened for any reason.
5. Only 1 pool player can be substituted for 1 rostered team player. You cannot substitute two pool players in a game for one regular rostered team player (to be fair to your regular rostered team players).
6. Once a pool player has been substituted for a rostered team player, the regular rostered team player may not be a substitute for another regular rostered team player. If a pool player starts the game, they must be substituted for a rostered team player after they have met their minimum play requirements.
7. No regular rostered team player may be substituted-for, for more than 9 defensive outs and one time at bat, by a pool player unless the regular rostered team player is injured or ejected from the game.
8. If your team is using two pool players, a pool player may not substitute for a regular rostered team player (pool players must substitute for each-other). If you have three pool players, two pool players must substitute for each other and the third pool player may substitute for one regular rostered team player.
9. No regular rostered team player may be substituted for more than once during the Season until all regular rostered team players have been substituted for. This means that you cannot remove the same regular rostered team player every game for a pool player.
10. Every time a pool player is assigned, the Player Agent will provide notice to the District ADA for that division with the pool player's name and what team they are to be used on. Failure of notification may lead to the ineligibility of that pool player to play in that or future games.
11. Any team using a pool player(s) must designate the pool player on their official lineup card. and notify the official scorekeeper and Umpire in Chief (UIC) on the field prior to the start of the game.

**DISTRICT 6 CONTACTS**

A District 6 Staff Directory is available on the District website (FLD6.org), including email links to Staff.

<b><u>POSITION</u></b>	<b><u>NAME</u></b>	<b><u>EMAIL</u></b>	<b><u>PHONE</u></b>
District Administrator	Greg Sinadinos	DA@FLD6.org	_____
Umpire Consultant in Chief	Kim Roberts	UCC@FLD6.org	_____
Sr Umpire - Softball	Steve Lewis	Steve.L@FLD6.org	_____
<b>ADA &amp; Director of Baseball</b>	Terry Thompson	Terry.T@FLD6.org	_____
ADA - Minor Baseball	_____	_____	_____
ADA - Major Baseball	_____	_____	_____
ADA - Junior Baseball	_____	_____	_____
ADA - Senior / BL Baseball	_____	_____	_____
<b>ADA &amp; Director of Softball</b>	_____	_____	_____
ADA - Minor Softball	Bo Longshore	Bo.L@FLD6.org	_____
ADA - Minor Softball	Chris Gronke	Chris.G@FLD6.org	_____
ADA - Major Softball	Megan Roberts	Megan.R@FLD6.org	_____
ADA - Junior Softball	Beth Johnson	Beth.J@FLD6.org	_____
ADA - Senior / BL Softball	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

**SOFTBALL PLAYING RULES ADDENDUM - MINOR A**

Please refer to Little League Softball Rulebook for all playing rules. No one other than the Manager and his Coaches will be allowed in the dugout or on the field. All coaches and assistants must have a Volunteer Application on file and be board approved. Upon game completion, each team must clean their dugouts and bleachers.

<b>RULE</b>	<b>MINOR A - SOFTBALL</b>
<b>Ages</b>	8-9-10-11 / NOTE: 12 year olds w/ LLB Reg. V(a) Waiver Only
<b>LL Division</b>	Minor Division
<b>Time Limit</b>	2 hour time limit. Prior to this time the visiting team can bat and start the inning. All coaches should be hustling in and out to try to get in as many innings in. Except for rainouts, all games are final regardless if you can not complete four innings.
<b>Pitching</b>	Player Pitch only. Same rules apply as in the Little League Softball Rulebook.
<b>Softball Size</b>	11" Hard Softball
<b>Innings</b>	As per LLB Rules. 5 run limit per inning, including the last inning.
<b>Batting Order</b>	Continuous batting order is applied per LL rules. This is when all players are used in the batting order. If you have 12 players, then the batting roster contains 12 players. All offensive players MUST be in the dugout and NO PLAYER can swing a bat until they appear at the plate.
<b>Bunting / Stealing</b>	As per LLB Rules.
<b>Extra Bases</b>	As per LLB Rules.
<b>Umpire</b>	A minimum of one Little League Umpire is required.
<b>Defensive Players</b>	There are 9 defensive players, 6 infielders (includes pitcher and catcher) and 3 outfielders. Each player must play at least 6 defensive out.
<b>Coaches on field</b>	As per LLB Rules.
<b>Games Final</b>	Except for rainouts, all games are final regardless if you can not complete four innings.

**SOFTBALL PLAYING RULES ADDENDUM - MINOR B**

Please refer to Little League Softball Rulebook for all playing rules. No one other than the Manager and his Coaches will be allowed in the dugout or on the field. All coaches and assistants must have a Volunteer Application on file and be board approved. Upon game completion, each team must clean their dugouts and bleachers.

<b>RULE</b>	<b>MINOR B - SOFTBALL</b>
<b>Ages</b>	7-8-9-10
<b>LL Division</b>	Minor Division
<b>Softball Size</b>	11" Hard Softball
<b>Time Limit</b>	90 minute time limit. Prior to this time the visiting team can bat and start the inning. All coaches should be hustling in and out to try to get in as many innings in.
<b>Pitching</b>	Pitcher will pitch from 35 feet. No pitcher can pitch more than two innings and the two innings will be consecutively. The pitcher will throw four (4) pitches or three strikes. After the pitcher has thrown her 4 pitches, the batter will retain the strikes thrown and the offensive coach throws a maximum of four more pitches, unless the last pitch is foul, from the pitching plate. Three strikes (swinging or called) and the batter is out. During coach pitch, the pitcher must have both feet inside the circle and position behind the pitching plate. Batters hit by a pitch are encourage to shake it off and continue batting, the pitch will be considered a ball. Once a batter is hit by a kid pitcher, the coach will come in and pitch.
<b>Pitching Examples</b>	<b>Example #1:</b> three bad pitches by the coach, the coach will need to tell the batter that she is only getting one more pitch. After the fourth coach pitch and the ball is not hit foul or tipped, then the batter is out even if the coach threw a bad pitch.  <b>Example #2:</b> Batter has two strikes at the time the coach comes into pitch. The coach throws a perfect strike and the batter chooses not to swing, then the pitch should be called a strike and the batter is out.
<b>Walks</b>	There will be no walks.
<b>Innings</b>	As per LLB Rules. 5 run limit per inning, including the last inning.
<b>Batting Order</b>	Continuous batting order is applied per LL rules. This is when all players are used in the batting order. If you have 12 players, then the batting roster contains 12 players. All offensive players <b>MUST</b> be in the dugout and <b>NO PLAYER</b> can swing a bat until they appear at the plate.
<b>Bunting / Stealing</b>	Bunting and stealing will be allowed in the second half of the season off kid pitch only. You may not steal when a coach is pitching. There will be no stealing of home plate.
<b>Extra Bases</b>	In the event of an overthrow to any base, runners may only advance one base. Players may take as many bases as possible on balls hit to the outfield. Once the ball is thrown into the infield, the runners should be held up at the closest base. In the event of an over throw when ball is thrown to first base the runners can only advance one base at own risk.
<b>Umpire</b>	Balls, strikes, outs and base award (or go back) will be called by the offensive coach who will position themselves behind the pitcher.
<b>Defensive Players</b>	There are 10 defensive players, 6 infielders (includes pitcher and catcher) and 4 outfielders. Each player must play at least 6 defensive out.
<b>Coaches on field</b>	The defensive team is allowed one coach in the outfield and one coach in foul territory in addition to the offensive coach that is the umpire and pitcher.
<b>Games Final</b>	All games are final regardless if you can not complete four innings. No holding up a game up due to a lack of players. You will play with the players that you have. <b>NO FORFEITS.</b>

**SOFTBALL PLAYING RULES ADDENDUM - MINOR C**

Please refer to Little League Softball Rulebook for all playing rules. No one other than the Manager and his Coaches will be allowed in the dugout or on the field. All coaches and assistants must have a Volunteer Application on file and be board approved. Upon game completion, each team must clean their dugouts and bleachers.

<b>RULE</b>	<b>MINOR C - SOFTBALL</b>
<b>Ages</b>	6-7-8-9
<b>LL Division</b>	Minor Division
<b>Softball Size</b>	11" Hard Softball
<b>Time Limit</b>	90 minute time limit. Prior to this time the visiting team can bat and start the inning. All coaches should be hustling in and out to try to get in as many innings in.
<b>Pitching</b>	Pitcher will pitch from 35 feet. No pitcher can pitch more than two innings and the two innings will be consecutively. The pitcher will throw four (4) pitches or three strikes. After the pitcher has thrown her 4 pitches, the batter will retain the strikes thrown and the offensive coach throws a maximum of four more pitches, unless the last pitch is foul, from the pitching plate. Three strikes (swinging or called) and the batter is out. During coach pitch, the pitcher must have both feet inside the circle and position behind the pitching plate. Batters hit by a pitch are encourage to shake it off and continue batting, the pitch will be considered a ball. Once a batter is hit by a kid pitcher, the coach will come in and pitch.
<b>Pitching Examples</b>	<b>Example #1:</b> three bad pitches by the coach, the coach will need to tell the batter that she is only getting one more pitch. After the fourth coach pitch and the ball is not hit foul or tipped, then the batter is out even if the coach threw a bad pitch.  <b>Example #2:</b> Batter has two strikes at the time the coach comes into pitch. The coach throws a perfect strike and the batter chooses not to swing, then the pitch should be called a strike and the batter is out.
<b>Walks</b>	There will be no walks.
<b>Innings</b>	As per LLB Rules. 5 run limit per inning, including the last inning.
<b>Batting Order</b>	Continuous batting order is applied per LL rules. This is when all players are used in the batting order. If you have 12 players, then the batting roster contains 12 players. All offensive players <b>MUST</b> be in the dugout and <b>NO PLAYER</b> can swing a bat until they appear at the plate.
<b>Bunting / Stealing</b>	Bunting and stealing will be allowed in the second half of the season off kid pitch only. You may not steal when a coach is pitching. There will be no stealing of home plate.
<b>Extra Bases</b>	In the event of an overthrow to any base, runners may only advance one base. Players may take as many bases as possible on balls hit to the outfield. Once the ball is thrown into the infield, the runners should be held up at the closest base. In the event of an over throw when ball is thrown to first base the runners can only advance one base at own risk.
<b>Umpire</b>	Balls, strikes, outs and base award (or go back) will be called by the offensive coach who will position themselves behind the pitcher.
<b>Defensive Players</b>	There are 10 defensive players, 6 infielders (includes pitcher and catcher) and 4 outfielders. Each player must play at least 6 defensive out.
<b>Coaches on field</b>	The defensive team is allowed one coach in the outfield and one coach in foul territory in addition to the offensive coach that is the umpire and pitcher.
<b>Games Final</b>	All games are final regardless if you can not complete four innings. No holding up a game up due to a lack of players. You will play with the players that you have. <b>NO FORFEITS.</b>

**SOFTBALL PLAYING RULES ADDENDUM - T-BALL / COACH-PITCH**

Please refer to Little League Softball Rulebook for all playing rules. No one other than the Manager and his Coaches will be allowed in the dugout or on the field. All coaches and assistants must have a Volunteer Application on file and be board approved. Upon game completion, each team must clean their dugouts and bleachers.

<b>RULE</b>	<b>( T-BALL C/P ) COACH-PITCH T-BALL - SOFTBALL</b>
<b>Ages</b>	5-6-7-8
<b>LL Division</b>	T-Ball Division
<b>Softball Size</b>	11" Safe/Soft Training Softball
<b>Time Limit</b>	75 minutes Time limit may be extended to 90 minutes mutual agreement of both managers. Prior to this time the visiting team can bat and start the inning. All coaches should be hustling in and out to try to get in as many innings in. Extra inning(s) may be played with agreement of both managers.
<b>Pitching</b>	The coach throws a maximum of five (5) pitches from a position of where the batter can hit the ball. If she does not hit the ball, a tee will be provided. The ball must be put into play.
<b>Walks</b>	There will be no walks.
<b>Innings</b>	Inning is over after 3 outs or 5 runs. 5 run limit per inning, including last inning.
<b>Batting Order</b>	Continuous batting order is applied per LL rules. This is when all players are used in the batting order. If you have 12 players, then the batting roster contains 12 players. All offensive players <b>MUST</b> be in the dugout and <b>NO</b> PLAYER can swing a bat until they appear at the plate.
<b>Bunting / Stealing</b>	There will be no bunting or stealing.
<b>Extra Bases</b>	No batter/runners may advance other than to the base they are going to if a ball is overthrown or missed by an infielder in the attempt of making an out. Runners can advance <b>ONLY</b> one base at a time on balls stopped by an infielder. Batter/runners may advance <b>ONE</b> base (at own risk) when the ball is hit to the outfield. In the event of an overthrow when ball is thrown into the infield from the outfield, runner can only advance one base subject to the judgment of the offensive coach who is the umpire.
<b>Scorekeeping</b>	Runs will not be allowed to count. (THERE IS NO SCORE KEPT)
<b>Umpire</b>	Balls, strikes, and outs will be called by the offensive coach who will position themselves behind the pitcher.
<b>Defensive Players</b>	All players will play on defense. You will be allowed to have 5 infielders plus a pitcher and a catcher. The pitcher <b>MUST</b> have one foot on the rubber during the pitch. All other players will be positioned in the outfield grass. After a ball is hit, they may come in to assist in plays, but will need to return to their outfield positions for the next batter.
<b>Coaches on field</b>	The defensive team is allowed two coaches in the outfield in addition to one backing up the catcher.
<b>Games Final</b>	All games are final regardless if you can not complete four innings. No holding up a game up due to a lack of players. You will play with the players that you have. <b>NO FORFEITS.</b>