

2023
BASEBALL
INTER-LEAGUE
RULES
OREGON DISTRICT 7

(Revised 3.28.23)

INTER-LEAGUE REGULATIONS - FOR AA BASEBALL

District Admin – Sarah Hoppe - 503-779-6880

1. All games are important and must count when we inter-league. **THESE ARE NOT PRACTICE GAMES.** If all games do not count, you are participating in practice games with another league. This is not allowed by Little League and would disqualify your teams from tournament play. It is imperative that managers/coaches make every effort to be at all games with the best that their team has to offer. **Check your schedules weekly, show up for all games and remember: All games count towards your win/loss record.**
 2. Each team will provide a qualified scorekeeper who will be responsible for keeping the teams' official scorebook. At any time, you may be asked to show your scorebook and pitching records to an opposing team. **A player's LAST NAME and FIRST NAME (INITIAL) is REQUIRED for all scorebook records.** Please include the player's jersey number.
 3. If you are unable to play you must give the manager of the opposing team at least a 3-hour cancellation notice. Preferably 24 hours when possible.
 4. Home team: [00]- Line the field and furnish the bases - Responsible for field preparations
 - 3 baseballs available for each game. Others should be available due to the weather.
 - seated in the third base dugout
 - Recommendation: Furnish at least 1 **ADULT** umpire per game when possible. The second umpire must be at least 14 years of age. **If no adult umpire is available, non-adult umpire may be used only with an assigned Game Coordinator per Rule 9.03(d).**
 5. If the home league has pitching machines they may be used. 2 inning machine pitch (6 pitched balls per player) and 2 inning kid pitch (6 pitched balls per batter). **ONLY IF LEAGUE HOSTING HAS PITCHING MACHINES!** Coach/player pitch - (4 pitches kid pitch & 2 pitches coach pitch). Umpires will call balls or strike per pitched ball.
- 6-year-old players: If they have 1 year of t-ball then they can have coach and/or machine pitch only.**
6. Length of games: No new inning can begin after 1:30 hours. **(Regulation VII(h))**
 7. Both teams will call in the score through their league.
 8. Continuous batting: Each team bats the team's entire roster in order. **(Rule 4.04)**
 9. A team can play with 8 players. The 9th player will be skipped with no penalty. **(Rule 4.04)**
 10. 2 Coaches are allowed on the defensive field for instructional purposes (as long as there is 1 coach in the dugout at all times). Coaches will make every attempt to not hold up the game or to distract players once play has begun.
 11. Five run rule OR 3 outs – 6th inning open. **(Rule 2.0 - Inning)** Keep the game moving with players pitching.
 12. 15, 10, and 8 run rule. If after 3 innings, two and a half if the home team is ahead, one team has a lead of 15 runs or more; 4 innings, three and a half if the home team is ahead, one team has a lead of 10 runs or more; or after 5 innings, four and a half if the home team is ahead, one team has a lead of 8 runs or more, the Manager of the team with fewer runs shall concede the victory to the opponent. **(Rule 4.10(e))**
 13. For regular season, there is no implementation of the steal sign rule. **(Rule 9.01(d) NOTE)**

14. Courtesy Runner is allowed. For CBO, last out of the inning. (Rule 3.04 and 7.14(b))
15. All catchers must wear a mask, “dangling” type throat protector, and a catcher’s helmet during infield/outfield practice, pitcher warm-up, and games. (Rule 1.17)
16. Rain out games should be made up within 1 to 2 weeks when possible and arranged by the teams involved and scheduler (league or district) of that level of play. If there is a problem and they cannot agree on a make-up day, the District will work the problem out.
17. Protest and possible forfeitures will revert back to District not the leagues. You must contact Sarah Hoppe within 24 hours. See Rule 4.14, 4.16, 4.17 4.18 for forfeitures and 4.19 for protests.
18. Please follow the LLBB Rule Book regarding mandatory play (Regulation IV(i) and Rule 3.03) and use of pitchers (Regulation VI). Failure to do so will result in the penalties identified in the applicable Rules and Regulations, including manager suspension up to the remainder of the season.
19. Communication is the key to having a good season when inter-leaguering. Sunday of each week the managers need to call the other teams they will be playing for the week to make sure that everyone is on the same schedule.

INTER-LEAGUE REGULATIONS - FOR AAA BASEBALL

1. All games are important and must count when we inter-league. **THESE ARE NOT PRACTICE GAMES.** If all games do not count, you are participating in practice games with another league. This is **not allowed** by Little League and would disqualify your teams from tournament play. It is imperative that managers/coaches make every effort to be at all games with the best that their team has to offer. **Check your schedules weekly, show up for all games and remember: All games count towards your win/loss record.**
2. Each team will provide a qualified scorekeeper who will be responsible for keeping the teams' official scorebook. At any time, you may be asked to show your scorebook and pitching records to an opposing team. **A player's LAST NAME and FIRST NAME (INITIAL) is REQUIRED for all scorebook records.** This will also help meet the Little League all-star verification criteria. Please include the player's jersey number.
3. If you are unable to play you must give the manager of the opposing team and umpires scheduled to work your game at least a 3-hour cancellation notice. Preferably 24 hours when possible.
4. Home team: [OB]- Line the field and furnish the bases - Responsible for field preparations
 - 3 baseballs available for each game. Others should be available due to the weather.
 - seated in the third base dugout
 - Recommendation: Furnish at least 1 **ADULT** umpire per game when possible. The second umpire must be at least 14 years of age. **If no adult umpire is available, non-adult umpire may be used only with an assigned Game Coordinator per Rule 9.03(d).**
5. Continuous batting (Rule 4.04) – no coach or machine pitch. Time limits at some field complexes – 1 hour & 50 min. No new inning after 2 hours. (Rule 4.10(c)(2))
6. Both teams will call in the score through their league.
7. A team can play with 8 players. The 9th player will be skipped with no penalty. (Rule 4.04)
8. Five run rule OR 3 outs – 6th inning open. (Rule 2.0 - Inning) Keep the game moving with players pitching.
9. 15, 10, and 8 run rule. If after 3 innings, two and a half if the home team is ahead, one team has a lead of 15 runs or more; 4 innings, three and a half if the home team is ahead, one team has a lead of 10 runs or more; or after 5 innings, four and a half if the home team is ahead, one team has a lead of 8 runs or more, the Manager of the team with fewer runs shall concede the victory to the opponent. (Rule 4.10(e))
10. Only one minute in between innings, so we can keep the game going. (Rule 8.03)
11. For regular season, there is no implementation of the steal sign rule. (Rule 9.01(d) NOTE)
12. Courtesy Runner is allowed. For CBO, last out of the inning. (Rule 3.04 and 7.14(b))
13. **All catchers must wear a mask, “dangling” type throat protector, and a catcher’s helmet during infield/outfield practice, pitcher warm-up, and games. (Rule 1.17)**
14. Rain out games should be made up within 1 to 2 weeks when possible and arranged by the teams involved and scheduler (league or district) of that level of play. If there is a problem and they cannot agree on a make-up day, the District will work the problem out.
15. Protest and possible forfeitures will revert back to the District not the leagues. You must contact Sarah Hoppe within 24 hours. See Rule 4.14, 4.16, 4.17 4.18 for forfeitures and 4.19 for protests.

16. Please follow the LLBB Rule Book regarding mandatory play (Regulation IV(i) and Rule 3.03) and use of pitchers (Regulation VI). Failure to do so will result in the penalties identified in the applicable Rules and Regulations, including manager suspension up to the remainder of the season.
17. Communication is the key to having a good season when inter-leaguering. Rainouts will be arranged by the teams.

INTER-LEAGUE REGULATIONS - MAJOR BASEBALL

District Admin – Sarah Hoppe - 503-779-6880

1. All games are important and must count when we inter-league. **THESE ARE NOT PRACTICE GAMES.** If all games do not count, you are participating in practice games with another league. This is **not allowed** by Little

League and would disqualify your teams from tournament play. It is imperative that managers/coaches make every effort to be at all games with the best that their team has to offer. **Check your schedules weekly, show up for all games and remember: All games count towards your win/loss record.**

2. Each team will provide a qualified scorekeeper who will be responsible for keeping the teams' official scorebook. At any time, you may be asked to show your scorebook and pitching records to an opposing team. **A player's LAST NAME and FIRST NAME (INITIAL) is REQUIRED for all scorebook records.** This will also help meet the Little League all-star verification criteria. Please include the player's jersey number.
3. If you are unable to play you must give the manager of the opposing team and umpires scheduled to work your game at least a 3-hour cancellation notice. Preferably 24 hours when possible.
4. Home team: ~~OBJ~~- Line the field and furnish the bases
 - 3 baseballs available for each game. Others should be available due to the weather.
 - seated in the third base dugout
 - Recommendation: Furnish at least 1 **ADULT** umpire per game when possible. The second umpire must be at least 14 years of age. **If no adult umpire is available, non-adult umpire may be used only with an assigned Game Coordinator per Rule 9.03(d).**
 - Responsible for field preparations
5. Both teams will call in the score through their league.
6. Leagues will bat continuous. **(Rule 4.04)**
7. 15, 10, and 8 run rule. If after 3 innings, two and a half if the home team is ahead, one team has a lead of 15 runs or more; 4 innings, three and a half if the home team is ahead, one team has a lead of 10 runs or more; or after 5 innings, four and a half if the home team is ahead, one team has a lead of 8 runs or more, the Manager of the team with fewer runs shall concede the victory to the opponent. **(Rule 4.10(e))**
8. Time limit of two hours. No new inning can start after two hours. **(Rule 4.10(c)(2))**
9. Only one minute in between innings, so we can keep the game going.
10. A team can play with 8 players. The 9th player will be skipped with no penalty. **(Rule 4.04)**
11. The batter must keep one foot in the batters box at all times unless an exception applies. **(Rule 6.02(c))**
12. For regular season, there is no implementation of the steal sign rule. **(Rule 9.01(d) NOTE)**
13. Courtesy Runner is allowed. For CBO, last out of the inning. **(Rule 3.04 and 7.14(b))**
14. **All catchers must wear a mask, "dangling" type throat protector, and a catcher's helmet during infield/outfield practice, pitcher warm-up, and games. (Rule 1.17)**
15. Rain out games should be made up within 7 days and arranged by the teams involved and scheduler (league or district) of that level of play. If there is a problem and they cannot agree on a make-up day, the District will work the problem out.
16. Protest and possible forfeitures will revert back to the District not the leagues. You must contact Sarah Hoppe within 24 hours. See Rule 4.14, 4.16, 4.17 4.18 for forfeitures and 4.19 for protests.
17. Please follow the LLBB Rule Book regarding mandatory play **(Regulation IV(i) and Rule 3.03)** and use of pitchers **(Regulation VI)**. Failure to do so will result in the penalties identified in the applicable Rules and Regulations, including manager suspension up to the remainder of the season.

18. Communication is the key to having a good season when inter-leaguering. Rainouts will be arranged by the teams.
19. Majors' umpires need to be notified if games are canceled. Each week the baseball VP of each league should be given a list of umpires scheduled for games for the following week. **NOTE: If a league uses paid umpires and you do not show for a game, your league (President) will be sent a bill for that game's umpires' costs.**

INTER-LEAGUE REGULATIONS – 50/70 BASEBALL

District Admin – Sarah Hoppe - 503-779-6880

1. All games are important and must count when we inter-league. **THESE ARE NOT PRACTICE GAMES.** If all games do not count, you are participating in practice games with another league. This is **not allowed** by Little League and would disqualify your teams from tournament play. It is imperative that managers/coaches make

every effort to be at all games with the best that their team has to offer. **Check your schedules weekly, show up for all games and remember: All games count towards your win/loss record.**

2. Each team will provide a qualified scorekeeper who will be responsible for keeping the teams' official scorebook. At any time, you may be asked to show your scorebook and pitching records to an opposing team. **A player's LAST NAME and FIRST NAME (INITIAL) is REQUIRED for all scorebook records.** This will also help meet the Little League all-star verification criteria.
3. If you are unable to play you must give the manager of the opposing team and umpires scheduled to work your game at least a 3-hour cancellation notice. Preferably 24 hours when possible. Remember, there may be substantial travel involved.
4. Home team: ~~OBJ~~- Line the field and furnish the bases
 - 3 baseballs available for each game. Others should be available due to the weather.
 - seated in the third base dugout
 - Recommendation: Furnish at least 1 **ADULT** umpire per game when possible. The second umpire must be at least 14 years of age. **If no adult umpire is available, non-adult umpire may be used only with an assigned Game Coordinator per Rule 9.03(d).**
 - Responsible for field preparations
5. Sunday games will not start earlier than 1 pm. Eugene area games can begin at 1pm.
6. Both teams will call in the score through their league.
7. All leagues involved at 50/70 will bat 9.
8. Time limit of 2 hour and 15 minutes. No new inning can start after this. **(Rule 4.10(c)(2))**
9. A team can play with 8 players. The 9th player will be skipped with no penalty. **(Rule 4.04)**
10. 15, 10, and 8 run rule. If after 3 innings, two and a half if the home team is ahead, one team has a lead of 15 runs or more; 4 innings, three and a half if the home team is ahead, one team has a lead of 10 runs or more; or after 5 innings, four and a half if the home team is ahead, one team has a lead of 8 runs or more, the Manager of the team with fewer runs shall concede the victory to the opponent. **(Rule 4.10(e))**
11. For regular season, there is no implementation of the steal sign rule. **(Rule 9.01(d) NOTE)**
12. The batter must keep one foot in the batter's box at all times unless an exception applies. **(Rule 6.02(c))**
13. Courtesy Runner is allowed. For bat 9, someone not in lineup. **(Rule 3.04 and 7.14(b))**
14. **All catchers must wear a mask, "dangling" type throat protector, and a catcher's helmet during infield/outfield practice, pitcher warm-up, and games. (Rule 1.17)**
15. Eugene Complex Rule – On Deck Batter goes behind at bat batter.
16. For doubleheader games, the site where the game is played is responsible for umpires.
17. Doubleheader games will consist of two (7) inning games (unless run rule applies).
18. Rain out games should be made up within 7 days and arranged **by the scheduler** (league or district) of that level of play. If there is a problem and they cannot agree on a make-up day, the District will work the problem out.

19. Protest and possible forfeitures will revert back to the District not the leagues. You must contact Sarah Hoppe within 24 hours. See Rule 4.14, 4.16, 4.17 4.18 for forfeitures and 4.19 for protests.
20. Please follow the LLBB Rule Book regarding mandatory play **(Regulation IV(i) and Rule 3.03)** and use of pitchers **(Regulation VI)**. Failure to do so will result in the penalties identified in the applicable Rules and Regulations, including manager suspension up to the remainder of the season.
21. Communication is the key to having a good season when inter-leaguining. Rainouts will be arranged by the teams.
22. 50/70 umpires need to be notified if games are canceled. Each week the baseball VP of each league should be given a list of umpires scheduled for games for the following week. **NOTE: If a league uses paid umpires and you do not show for a game, your league (President) will be sent a bill for that game's umpires' costs.**

INTER-LEAGUE REGULATIONS – JUNIOR & SENIOR BASEBALL

District Admin – Sarah Hoppe - 503-779-6880

1. All games are important and must count when we inter-league. **THESE ARE NOT PRACTICE GAMES.** If all games do not count, you are participating in practice games with another league. This is **not allowed** by Little League and would disqualify your teams from tournament play. It is imperative that managers/coaches make

every effort to be at all games with the best that their team has to offer. **Check your schedules weekly, show up for all games and remember: All games count towards your win/loss record.**

2. Each team will provide a qualified scorekeeper who will be responsible for keeping the teams' official scorebook. At any time, you may be asked to show your scorebook and pitching records to an opposing team. **A player's LAST NAME and FIRST NAME (INITIAL) is REQUIRED for all scorebook records.** This will also help meet the Little League all-star verification criteria.
3. If you are unable to play you must give the manager of the opposing team and umpires scheduled to work your game at least a 3-hour cancellation notice. Preferably 24 hours when possible. Remember, there may be substantial travel involved.
4. Home team: ~~08J~~ - Line the field and furnish the bases
 - 3 baseballs available for each game. Others should be available due to the weather.
 - seated in the third base dugout unless designated by the home league.
 - Recommendation: Furnish at least 1 **ADULT** umpire per game when possible. The second umpire must be at least 14 years of age. **If no adult umpire is available, non-adult umpire may be used only with an assigned Game Coordinator per Rule 9.03(d).**
 - Responsible for field preparations
5. Sunday games will not start earlier than 1 pm. Eugene area games can begin at 10 am.
6. Both teams will call in the score through their league.
7. A team can play with 8 players. The 9th player will be skipped with no penalty. **(Rule 4.04)**
8. Time limit of 2 hours and 30 minutes. No new inning can start after this. **(Rule 4.10(c)(2))**
9. 15, 10, and 8 run rule. If after 4 innings, three and a half if the home team is ahead, one team has a lead of 15 runs or more; 5 innings, four and a half if the home team is ahead, one team has a lead of 10 runs or more; or after 6 innings, five and a half if the home team is ahead, one team has a lead of 8 runs or more, the Manager of the team with fewer runs shall concede the victory to the opponent. **(Rule 4.10(e))**
10. For regular season, there is no implementation of the steal sign rule. **(Rule 9.01(d) NOTE)**
11. Batters must keep one foot in the batter's box during their at bat unless an exception applies. **(Rule 6.02(c))**
12. Courtesy Runner is allowed. **(Rule 3.04 and 7.14(b))**
13. Junior and Senior baseball will bat 9.
14. **All catchers must wear a mask, "dangling" type throat protector, and a catcher's helmet during infield/outfield practice, pitcher warm-up, and games. (Rule 1.17)**
15. Eugene Complex Rule – On Deck Batter goes behind at bat batter.
16. Juniors – 15-year old's will be allowed to pitch. Waiver required if 15-year-old on team. **(Regulation IV(a))**
17. For doubleheader games, the site where the game is played is responsible for umpires.
18. Doubleheader games will consist of two (7) inning games (unless run rule applies).

19. Rain out games should be made up within 7 days and arranged **by the scheduler** (league or district) of that level of play. If there is a problem and they cannot agree on a make-up day, the District will work the problem out.
20. Protest and possible forfeitures will revert back to the District not the leagues. You must contact Sarah Hoppe within 24 hours. See Rule 4.14, 4.16, 4.17 4.18 for forfeitures and 4.19 for protests.
21. Please follow the LLBB Rule Book regarding mandatory play **(Regulation IV(i) and Rule 3.03)** and use of pitchers **(Regulation VI)**. Failure to do so will result in the penalties identified in the applicable Rules and Regulations, including manager suspension up to the remainder of the season.
22. Communication is the key to having a good season when inter-leaguering. Rainouts will be arranged by the teams.
23. Junior/Senior umpires need to be notified if games are canceled. Each week the baseball VP of each league should be given a list of umpires scheduled for games for the following week. **NOTE: If a league uses paid umpires and you do not show for a game, your league (President) will be sent a bill for that game's umpires' costs.**

EJECTION POLICY FOR INTER-LEAGUE PLAY

THE FOLLOWING IS THE PROCEDURE THAT WILL BE FOLLOWED WHEN A MANAGER, COACH, AND/OR PLAYER HAS BEEN EJECTED FROM A GAME FOR ANY REASON:

- I The umpire shall report such incidents according to the rules found in the LLBB Rule Book – Rule 9.05. The report shall contain all needed information and is to include the rule numbers that apply.
- II The umpire shall report to the District Administrator and the league President(s) (within 24 hours).
- III Once the report has been received, the DA and/or the League President shall notify those who will serve as a hearing committee. The committee could be made up of the following:
 - A. District Administrator or ADA of Division involved
 - B. District Umpire Consultant
 - C. President/Vice President of the league involved

At the time of notification, a meeting will be scheduled to include the above people. This meeting will be held within **72 hours (about 3 days) of the ejection.**

- IV In addition to the hearing committees, members of all others directly involved will be allowed to present information concerning the ejection.
- V The hearing will be chaired by the DA or ADA. After all information has been presented, the committee will adjourn to a closed session to review all information. This meeting shall remain confidential within the committee.
- VI The following penalty shall be imposed:

FIRST OFFENSE: LETTER OF REPRIMAND & SUSPENSION FOR NEXT SCHEDULED GAME
or
SUSPENSION FOR MULTIPLE GAMES, UP TO REMAINDER OF THE SEASON

SECOND OFFENSE: LETTER OF REPRIMAND & SUSPENSION FOR NEXT SCHEDULED GAME
or
SUSPENSION FOR MULTIPLE GAMES, UP TO REMAINDER OF THE SEASON

THIRD OFFENSE: SUSPENSION FOR REMAINDER OF THE SEASON

In all cases a written report of action shall be sent to the DA, ADA, Umpire in Chief, League President of Individual(s) involved and the committee.