

N.J. District 20 Interleague Rules

2019

Minors(9-10-year-old)

Majors (11-12-year-old)

(Approved at the District 20 meeting on 3/26/2019)



ALL LEAGUE OFFICIALS, MANAGERS AND COACHES ARE RESPONSIBLE TO READ THESE RULES AND REGULATIONS IN THEIR ENTIRETY

SCHEDULES:

- The official schedules will be created by a representative from each Interleague group or League and posted on their respective websites.
- Sundays will not be scheduled but should remain available for makeup games.
- Each manager should contact the opposing manager at least 24 hours in advance to confirm game site and time. In addition, this helps begin the communication process in the event of a rainout or game cancellation.
- Scheduled week day games shall commence at 6:00 p.m. sharp, subject to the discretion of the home plate umpire.

LOCAL/INTERLEAGUE RULES:

- 1. All Umpires, Managers and Coaches are expected to know, understand and abide by these rules.** No District 20 Interleague rule can be changed or established without written approval from the District Administrator.
- 2. All other rules not listed are as established in the current Little League rule book.**
- 3. Umpires:**
 - a. Scheduled Home Team Pays and Schedules the umpires and will provide a sufficient number of game balls.
 - b. **Majors/Minors-**
 - I. Must have a least 1 Umpire positioned behind home plate
 - II. Plate Umpire must be at least 15 years old for Minors and at least 16 years old for Majors.
****NOTE- If the plate Umpire is under the age of 18, they must be supervised by an official appointed by the League.**
 - III. Base Umpire must be High School age or older.
 - c. It is the umpires' discretion as to whether to:
 - I. Suspend a game due to inclement weather or improper playing conditions (rule 3.10)
 - II. Continue any inning or the game due to weather or improper playing conditions (including darkness).
- 4. PRE-GAME PROCEDURES:**
 - a. Please allow enough time for each team to have proper warm-ups.
 - b. The visiting team will use the field for the last 10 minutes prior to the start of the game for warm-ups.

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5. FIELD CLOSURES:

- a. Playability of a field will be according to the 2019 Little League rule book. Rule 3.10(page 82)
- b. Make-up games are to be scheduled between the Managers. However, please email your scheduler and advise them of the new date and time so they can attempt to update the website.

6. Game Length:

- a. Week night: No NEW/FULL inning is to start after 8:00 PM
- b. Day games-Saturday/Sundays:
 - i. **Minors-** No new inning can begin after 2 hours
 - ii. **Majors-** No new inning can start after 2 ½ hours
 - I. If the game is stopped after 4 full innings of play due to weather or darkness, the game will revert to the score at the last full inning of play and that will be the final score.

7. Playing Rules

- a. All rules and regulations are per the 2019 Little League Rulebook and/or adaptations/additions approved by Little League International.
- b. Absolutely no local rules. (**Anyone that wishes to violate this rule is putting at jeopardy their eligibility to manage or coach in the 2019 District Tournament Season.**)
- c. There is **unlimited** defensive substitution.
- d. **Courtesy Runner/Speed Up-** Courtesy runners will be allowed for the Catcher only.
 - i. Must be the last batted out at the time of the catchers at bat.
- e. There **WILL BE** a 10-run mercy rule. Please see your rule book for that definition.

8. Special Interleague Minors Rules: The Goal of the Minor League is to develop advanced knowledge of baseball to play standard and real Little League baseball rules established by Williamsport. Learning about winning and losing is part of the game.

- a) There is no dropped 3rd strike rule in Minors.
- b) **An inning is:**
 - i. **For innings 1 thru 5:**
 - a. 3 outs
 - b. 5 runs
 - c. 9 batters (EXCEPTION, more than 5 runs can be scored ONLY on an over the fence home run)
 - ii. **For the 6th inning**
 - a. 3 outs
 - b. 9 batters (EXCEPTION, more than 5 runs can be scored ONLY on an over the fence home run)

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c) **Stealing-**

- i. There **WILL NOT** be a limit on the number of steals per inning EXCEPT there will be NO stealing of home at the Minor level, even on the catcher to pitcher exchange., the only way for a runner to score from 3rd base is by a batted ball or a walk/hit by pitch with the bases loaded.
- ii. **Only one base at a time. Even on a catcher's attempt to throw out the advancing runner, you get the base you were going to and that is all.**

****NOTE**** Coaches must still stress the importance of the catcher's return of the baseball to the pitcher (catcher-pitcher exchange)

The intent of the above stealing rule is to:

- 1) *Limit the number of runs that can be scored by steals without taking the need to defend against a steal out of the game.*
- 2) *Allow the catcher to practice throwing to the advancing base in a steal situation without the offensive team taking additional bases based on the catchers throw or fielding of that throw by the defensive team.*

9. LL Pitching and Catching Rules-

- a. Managers and Coaches must adhere to LL pitching and catching rules. (Note the highlighted changes to this rule, Regulation VI, page 44)

10. Pitch Count:

- a. Each team is required to track the pitch count for both pitchers and compare at the end of each half inning, the teams will compare numbers and come to an agreement as to what the count is. This will avoid conflicts later in the game... We recommend all teams use the Little League "Game Pitch Log" sheet.
- b. Each team is required to maintain a per game record of each pitcher and the number of pitches thrown each game using the Little League "Pitcher Eligibility Tracking Form".
- c. This form **MUST** be signed by the opposing Manager after the game and be available for review before each game upon request by the opposing manager of the following game/s.
****NOTE- The "Scorekeeper/Umpire Signature" is NOT required during the regular season**
- d. In the event a manager does not have or will not provide a "Pitcher Eligibility Tracking Form" prior to the game, then the violating team will be limited to having its pitchers pitch a maximum of 20 pitches in that game. This is also a reason for protest.

- 11.** If a team only has 8 players at game time, they are allowed a 15-minute grace period to get 1 more player otherwise, by LL rules (4.15) they must forfeit.

12. Sub Rules: A Sub is defined as player from another team needed to fill a roster.

- a. We will allow subs **only** if necessary. If you have 9, no subs, you must play with your 9.
- b. If you need to sub you cannot **Pitch or Catch a sub.**

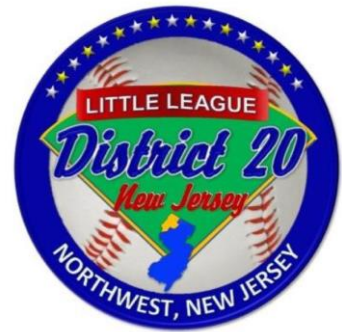
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- c. The most you can sub is 2 players. If more are needed you must have approval by the opposing manager or forfeit.
- d. Managers must notify the opposing team of who, and how many subs are being used.
- e. If more than 1 sub is required to play than only one can play the infield during any one inning. They may be rotated.
- f. It is the expectation that subs will not play a primary position the entire game and the core team will be substituted in at these positions to give them the best chance at learning the game.

- 13. Continuous Batting Order- Rule 4.04:** The continuous batting order has been adopted as a local rule. With this option, each player is required to bat his/her respective spot in the batting order. However, a player may be entered and/or re-entered defensively in the game anytime provided he/she meets the requirement of mandatory play.

Continuous Batting Order Notes: If a player is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If injured, ill or absent player returns he/she is merely inserted into their original spot in the batting order and the game continues. Also, if a child arrives late to the game site, he/she would be entered at the end of the current line-up (Little League rule 4.01 note 2 page 81)

- 14. Ten (10) Run Mercy Rule:** There is a mandatory ten (10) run rule after 4 innings

- IT IS VITALITY IMPORTANT that prior to the game, the managers discuss and agree upon the above rules. The last thing we want is a misunderstanding that leads to controversy.