

# 2022 ALASKA DISTRICT 1 LITTLE LEAGUE INTERLEAGUE RULES

## Minors / Majors / Intermediate / Juniors / Seniors Baseball and Softball

Failure to follow these inter-league rules may subject the offending team/league to disciplinary action by the District Administrator

1. **SPECIAL RULES:** Individual League special rules are not to be imposed in Inter-league play. An example would be a local league curfew contrary to Inter-League rule #1, or LL Regulation X(a). [Exception: A curfew stipulated by Parks and Recreation on the use of a particular field or field complex.]

2. **ALTERCATIONS:** Any player, manager, coach, umpire, or league representative who is involved in a verbal or physical altercation or unsportsmanlike conduct is subject to disciplinary action by the District Administrator.

3. **PROTESTS:** The District Administrator and both involved league presidents shall be notified of any protested games. The District 1 protest committee shall rule on the protest.

### 4. **GAME TIME AND DURATION:**

- There will be a time limit of 1 hour 45 minutes (1:45) imposed on ALL Minor Baseball and Minor Softball games and a time limit of 2 hours for all other inter-league divisions. This means that no **new** top half of an inning may start after the time limit has expired. Any inning started before the time limit shall be completed, unless the home team is ahead after the top half of that inning is completed at which point the game will be considered finished. Any game shortened by time limit in accordance with this rule shall be considered a complete game.

- In Majors division and above, the time limit may be extended to 2 1/2 hours if both managers agree, and inform the umpire, before the game begins.

- For Majors and Minors level on school nights no **new** inning shall start after 8:30 pm.

**NOTE 1:** An inning is considered as started when the 3rd out of the previous inning is made or (Minors) after 3 outs are made, the entire batting order has batted, or 5 runs have scored, whichever occurs first. **NOTE 2 :** A game cannot be ended before 6 innings (7 innings Intermediate/Juniors/Seniors) by coaches, umpires, or league officials unless suspended because of weather, darkness, time limits as noted above, or 10 run or 15 run lead per Rule 4.10 (e). Any games ended for any other reason before being played to completion will not count as completed games for All-Star requirements).

5. **GAMES NOT STARTED:** Games not played due to a team having fewer than 9 players is not a forfeit and shall be rescheduled.

6. **RESCHEDULED GAMES:** A game not started due to inclement weather, field conditions or lack of players per Inter-league Rule 5 will be rescheduled. Managers, in consultation with their league Presidents, will reschedule the game and notify District 1 of the new date. If Managers are unable to come to an agreement, District 1 will reschedule the game.

### 7. **HOME AND VISITING TEAMS:**

a. Home Team occupies the field's designated home dugout, provides 2 new balls and two good used balls, provides the plate umpire and if possible one field umpire, and cleans the home dugout after the game. b. Visiting Team on the schedule occupies the designated visitor's dugout, has the option to provide as many as two base umpires, and cleans the visitor's dugout after completion of the game.

8. **FIELD PREPARATION:** The League holding the field use permit is recognized as the Host League and is responsible for field preparation for the game.

9. **PITCHING RECORD:** Each team shall maintain accurate pitching eligibility forms throughout the season. The pitchers of record and the official number pitches thrown (Baseball - all levels) or innings pitched (Softball - Minors and Majors) in a game are to be recorded legibly in ink by the scorekeeper for each team on their respective pitching eligibility forms. Each team's completed log is to be signed legibly by the Plate Umpire. The pitching eligibility forms of both teams are to be jointly inspected by team managers and Plate Umpire prior to the start of a game to identify players ineligible to pitch in the ensuing game. **Note:** A missing or incomplete pitching log mandates a protested game and requires the Plate Umpire to advise the appropriate District 1 staff for further investigation.

10. **MANDATORY PLAY:** Prior to the start of a game, both managers must advise each other and the home plate umpire of those players, if any, who did not complete mandatory play requirements in the previous game. These players must start the game and complete the previous mandatory requirements and the current game mandatory requirements before being removed from the line-up. See Regulation IV (i). **NOTE** – Games shortened due to the 10 run or 15 run rules only waives penalties for the manager. It does not waive the makeup requirement for missed mandatory play for players that were shorted.

11. **SAFETY:** Managers, coaches, or other adults will not be allowed during games to catch warm-up pitches on the field or in the bullpen (LL Rule 3.09.)

12. **CONTINUOUS BATTING ORDER:** The continuous batting order is mandatory for ALL Baseball and Softball games.

13. **END OF INNING: (For minor leagues only)** The offensive half of an inning will end after 3 outs are made, the entire batting order has batted, or 5 runs have scored, whichever occurs first (See LL Rule 5.07). **NOTE:** Effective 2019, there is no last inning exception. The last inning is limited to 5 runs maximum per team. The inning should still be played even if there is a greater than 5 run differential going into the last inning.

14. **ONE FOOT IN BATTERS BOX:** After entering the batter's box, the batter must remain in the box with at least one foot throughout the at-bat See LL Rule 6.02(c) for exceptions and penalties.

15. **STEALING HOME:** In Minors Baseball and Minors Softball there will be no stealing home until June 1st. This means a base runner on third base cannot advance home on a passed ball, wild pitch, or catcher-pitcher exchange before **June 1st**. However, if a play is made on the base runner occupying third base or any other base runner, the base runner on third base may advance home at his/her own peril.

16. **Mercy Rule:** Majors / Minors: If after three (3) innings (two and one-half innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the game shall end. If after four (4) innings, (three and one-half innings if the home team is ahead), one team has a lead of ten (10) runs or more, the game shall end.

Intermediate /Junior/Senior League: If after four (4) innings three and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the game shall end. If after five (5) innings, four and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the game shall end.

**NOTE:** If the visiting team has the lead of fifteen (15) or ten (10) runs or more, the home team must bat in its half of the inning

**ANY DISAGREEMENTS REGARDING THESE RULES SHOULD BE REFERRED TO THE PRESIDENT OF THE HOST LEAGUE FOR RESOLUTION.**

**NOTE: THERE IS NO PROVISION IN LITTLE LEAGUE RULES THAT ALLOWS THE USE OF A BATTING TEE IN MINORS SOFTBALL. THERE IS NO PROVISION IN DISTRICT 1 INTERLEAGUE RULES THAT ALLOWS THE COACH TO PITCH TO THE BATTER IN MINORS SOFTBALL.**

**When four balls have been called by the umpire, the batter is entitled to first base without liability to be put out. No additional action by the batter, such as batting off a tee, is required. (See Rule 6.08(a)(1))**