

North Carolina District 2 Little League Minors Softball Interleague Local Rules for 2024



Games will be played under official Little League rules and regulations with these local rules.

Players: ages: 8, 9, 10 and 11.

Beginning a game: Teams use a maximum of 10 players defensively. If one team has less than 10 players, a nine-player defensive alignment shall be utilized by both teams. In 10-player alignment, the team is required to have four outfielders. A game may start with eight players. That team would skip over the ninth batting position without penalty. In a game where one team has eight defensive players, the opposing team shall utilize nine defensive players.

Coaches: Teams may have a maximum of four coaches. There must be an adult in the dugout at all times. Teams may place two coaches in the outfield on defense provided an adult remains in the dugout. (A thrown or batted ball that hits an outfield coach shall remain in play.) A team cannot have two adult base coaches if there is no adult in the dugout (Rule 4.05b).

Equipment: Cleats may be plastic or rubber. Metal spikes are not permitted. 11-inch softball is used. Pitchers must wear a safety mask. (Infielder and outfielder safety masks are optional.) There is no on-deck circle permitted in this division.

Time Limit/Curfew: Time limit for all games is 1 hour 45 minutes. Friday and Saturday games will have a curfew of 10 pm. All other games will have a curfew of 9 pm. No inning can start after the designated curfew times. The chief umpire should keep official time at home plate. An inning must continue if it begins before curfew. If a game is tied at the time of curfew, the continuation of that game will need to be scheduled by the representatives of each league involved. If a doubleheader is played, both games will consist of five innings and each game will have a 1 hour 45 minute time limit.

Ending an Inning: An inning shall end when 3 outs are made or when 5 runs have scored (rule 5.07). In the instance a team is trailing by more than 5 runs in the last inning, the inning shall be completed in order to allow for maximum playing time for all players. If the visiting team is ahead by 6 runs or more when the time limit is reached, the home team may bat, but are limited to 5 runs. If the home team is ahead and batting when the time limit is reached, they will continue to bat until 3 outs are made or 5 runs are scored. If the visiting team is batting when the time limit is reached, they will continue to bat until 3 outs are made or 5 runs are scored. If the home team is ahead after the completion of this inning, the game is over.

Local Option for Rule 4.10e: The 15-run rule and 10 run rules are in effect. Note that the 15-run rule applies after 4 innings if the visiting team is ahead and 3 ½ innings if the home team is ahead. The 10-run rule applies after 5 innings if the visiting team is ahead and 4 ½ innings if the home team is ahead.

Batting Order: All players present shall be in the batting order (continuous batting order) for the entire game (rule 4.04). Free defensive substitution as per rule 4.04.

Rule 6.02c is enforced: After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat except for instances outlined in the rule book.

Rule 2.00, 3.04, and 7.14 – For the Regular Season, allows a local league to implement a courtesy runner for the pitcher and/or catcher of record when there are two (2) outs during the Regular Season. Because continuous batting order is used, the "courtesy runner" must be the player in the batting order who made the last out. See 7.14(b).

Pool Players: We will follow the Little League Regulation V (Pool players must be noted in the line up and be pointed out at the plate meeting before the game starts. Pool players cannot pitch but can play any other position, bat anywhere in the lineup and must play at least 9 consecutive outs and bat once).

Pitching: The pitching circle shall be chalked and all player pitches must be thrown from the **35-foot pitching plate**. (Infielder and outfielder safety masks are optional.) **The entire game is kid pitch (35') starting 4/29/2024.** Prior to that date and in fall ball, teams will play **Coach Rescue**.

If the player-pitcher hits a batter, rule 6.08 (b) is in effect. If the player/pitcher throws 4 balls to a batter, the count is reset/cleared, and the coach of the batting team will come in and pitch to the batter. The batter is allowed 3 pitches from the coach; if there is a foul ball on the 3rd pitch, the batter continues to bat. A batter can foul off an unlimited number of balls from the coach. If the batter "takes" the 3rd pitch (or successive pitch if the 3rd was fouled), they are out. **During Coach Rescue, Coaches must deliver pitches with both feet inside the circle.** Players cannot steal or bunt while the coach is pitching. The kid pitcher then returns to face the next batter following coach rescue. During Coach Rescue, a batted ball that hits the pitching coach shall be declared dead and "no pitch".

Minor League reminder Regulation VI(c): If a pitcher is replaced, they must stay in the game defensively to be eligible to return as pitcher.