

North Carolina District 2 Little League Machine/Coach Pitch Baseball Interleague Local Rules for 2024



No standings or score shall be kept in this division. Each team shall keep a scorebook for the purpose of maintaining batting order. Games will be played under official Little League rules and regulations with these local rules.

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: **All leagues using a pitching machine shall set the machine with the settings 7-3-3 and machine distance of 40 feet.** 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 near each foul line 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. This is no on-deck circle in this division. Host teams will provide standard baseballs for use (no tee-balls or safety balls).

Time Limit: Game length is 6 innings subject to the following time limit. No new inning shall start later than 1.5 hours after the start of the game. An inning begins as soon as the 3rd out or 5th run is made in the previous inning. Friday and Saturday games will have a curfew of 9 pm. On weeknights, a new inning may not start after 8 pm.

Run Rule: To meet our objectives, the run rule (4.10 e) will not be in effect.

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. This rule applies in all innings (including the last).

Playing Time: All players present shall play a minimum of three (3) full defensive innings per game. At least one full defensive inning must be at an infield position which includes 1B, 2B, SS, 3B, C or Pitcher. It is recommended that all players present play a minimum of four full defensive innings per game with at least two of those innings at an infield position. **Please note that infielders must be positioned in at least 2 feet behind the baseline as the pitch is delivered.**

Stopping Play (with less than 3 outs): On a hit ball that does not leave the infield, play is stopped when no further play is being made by the defense. On a ball hit to the outfield, play is stopped when the ball is CONTROLLED BY AN INFIELDER OR THE PITCHER IN THE INFIELD. Runners that are **GREATER THAN HALFWAY** to the next base may advance, otherwise, they must return to the previously tagged base.

Overthrow to first base: If a play is attempted at FIRST BASE and fails for any reason, the runner may advance to 2nd base only, **At their own risk.** Other base runners may advance to next base ONLY if they are forced. This encourages making the right play.

Adult Pitcher: Machine pitch is preferred, but if a league utilizes adult pitch, the following rules apply to each situation. **The coach must throw the ball overhand and be no less than 30 feet and no more than 40 feet away from plate.**

There will be a five-pitch limit maximum per batter. If a batter puts a ball in play or strikes out prior to the 5th pitch, there are no additional pitches to that batter. If the 5th pitch is thrown and the batter does not swing or swings and misses, the batter is declared out. If the player fouls off the ball, they remain at bat. **There are no bases on balls. Pitcher Interference: A batted ball that touches the Adult Pitcher or pitching machine before being touched by a player, the batter will be awarded first base. Only runners forced to advance shall do so.**

Catcher Back-Up: One coach for the defensive team may be positioned in the proximity of home plate, in foul territory, for the purpose of expediting play by retrieving passed balls. This coach may not interfere with an attempted play.

One umpire should be assigned to the game and will stand behind the pitcher.

No "digging" is allowed. To maintain fields and prevent injuries, players may not dig while on defense. First offense is a warning, second offense is removal for that inning, and third offense is removal from the game.