

North Carolina District 2 Little League Major Baseball Interleague Local Rules for 2024



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

Players: ages: 9, 10, 11 and 12.

Coaches: Teams may have a maximum of three adult coaches. There must be an adult in the dugout at all times. 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 cleats are not permitted. On-deck circle is not permitted in this division. The host team provides balls and umpires and ensures the field is prepared for a game.

Time Limit/Curfew: Time limit for single-scheduled games is 2 hours. (No new inning.) Time limit for games being played as part of a doubleheader 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.

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 3 innings if the visiting team is ahead and 2 ½ innings if the home team is ahead. The 10-run rule applies after 4 innings if the visiting team is ahead and 3 ½ innings if the home team is ahead.

Games will be played under the Official Regulations and Playing Rules of Little League Baseball including: 1.01, 4.04, 4.16, 4.17, and 6.05. This permits a local league to start and play games with eight (8) players on each team, teams skip over the ninth (9th) position without penalty.

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.

Pitching Rules:

Illegal pitches will be enforced during all games. There are no warnings.

Pitchers playing in multiple divisions: pitch count travels with the pitcher. All rest requirements (regulation VI) apply regardless of division they pitch in.

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).

Thrown Bat: On first offense, all play stands. The umpire shall call time and issues a team warning. On second offense, all play stands. The umpire shall call time and let both managers and the official scorekeeper know that player is removed from the game and may remain on the bench. (This is NOT an ejection and therefore does not carry an additional one-game suspension.)

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.