

North Carolina District 2 Little League Minor Baseball 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

Coaches: Teams may have a maximum of three 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. There is no on-deck circle allowed in this division. The host team provides balls and umpires and ensures the field is prepared for a game.

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. In 10-player alignment, the team is required to have four outfielders. A game may start with as few as seven players. That team would skip over the eighth and/or ninth batting position(s) without penalty. In a game where one team has eight or nine defensive players, the opposing team shall utilize nine defensive players. In the case of a game with seven defensive players, the opposing team will lend the defense a player to create an eight-player defensive alignment.

Time Limit/Curfew: Time limit for all games is 1 hour 45 minutes. (No new inning.) 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.

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.

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.

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: Pitch counts will be utilized. Illegal pitches will be enforced during all games. There are no warnings.

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.