

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



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

**Players:** ages: 12, 13, 14, 15, and 16.

**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, rubber, or metal. 12-inch softball utilized. Pitchers must wear a safety mask. (Infielder and outfielder safety masks are optional.)

**Time Limit/Curfew:** Time limit for single-scheduled games is 2.5 hours (no new inning after that point). In a doubleheader, each game will have a 2 hour time limit. Friday and Saturday games will have a curfew of 10:30 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. 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.

**Single Games and Doubleheaders:** All single games are 7 innings. Doubleheaders will be played in the following manner: 1<sup>st</sup> game will be 5 innings and 2<sup>nd</sup> game will be 5 innings. Host league will be home team in game 1 and visitor in game 2. Host league provides game balls and umpires for both games.

**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.

**Regulation XIV(b) Requires the on-deck batter to be positioned in the on-deck circle closest to their dugout in the Junior and Senior divisions.**

**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).

The pitching circle shall be chalked and all player pitches must be thrown from the **43' pitching plate**

Senior League reminder: Regulation VI(c): A pitcher may be withdrawn from the game offensively or defensively, and return as pitcher once per inning provided the return does not violate the substitution, visits per pitcher, or mandatory play rule(s).