



# NORTH CAROLINA DISTRICT 2 OPERATIONS HANDBOOK

**Approved October 2023**

Chris Swink, District Administrator

All recent changes are shown in highlighted text.

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### SECTION 1 – DISTRICT SUMMARY

North Carolina District 2 is chartered by Little League International to act as a liaison between its member leagues and the Southeast Region and International Headquarters. North Carolina District 2 covers the counties of Guilford, Forsyth, Davie, Stokes, Surry, Rowan, Alamance, Rockingham, Yadkin, Davidson, Randolph and Chatham.

The following chartered leagues are members of North Carolina District 2 offering Baseball, Softball, and Challenger Divisions: Davie County, East Chatham, East Surry, King, Kernersville, New Market, North Forsyth, Northwest Forsyth, Rowan County, South (Forsyth), **Twin City**, Walkertown, Walnut Cove, and Winston-Salem National.

The sections that follow outline North Carolina District 2's operational procedures specific to the District that are not specifically covered in Little League Rule Books or Operational Manuals. In no case can the content herein supersede any rule or regulation specified in Little League Rule Books or Operational Manual. This manual is to provide continuity throughout the District year-over-year and game after game.

The District Administrator is elected every four years by vote of the league presidents. The District Administrator serves at the will of the presidents. However, the District Administrator is also responsible for ensuring that the league presidents and the leagues of North Carolina District 2 are following the rules and regulations prescribed by their Little League charter. The District Administrator, while serving at the will of the league presidents, also has a responsibility to consult with the staff of the Southeast Region office and/or Little League Headquarters in Williamsport when significant issues arise.

The District Administrator shall appoint a series of individuals to serve on the district staff. These individuals serve at the will of the District Administrator. Positions shall include (but not limited to) assistants for various divisions, Umpire-in-Chief, Safety Officer, Secretary, and Treasurer. These individuals, most of whom have extended Little League experience, are all serving on a volunteer basis and may serve for one or more years.

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**SECTION 2 – MEETINGS & CALENDARS**

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**2.01 – Regularly Scheduled Meetings**

It shall be the responsibility of the District Administrator to ensure a proper calendar of timely meetings is established each year. A tentative calendar for the following season should be set no later than November 1 of each year. This calendar shall include no less than ten (10) meetings of the leagues' presidents, which should be set approximately one month apart. (League presidents do not typically meet in July due to the International Tournament.) These meetings shall be held either in-person or via videoconference ("ZOOM"). (Hereafter referred to as "monthly meetings.")

Monthly meetings shall be attended by the league president or his/her designee. The designee must be a member of the league's board of directors. A league may have more than one representative attend a monthly meeting. However, only the president or his/her designee may take action (make a motion, second a motion, vote on a motion).

A meeting agenda shall be prepared for each monthly meeting and be distributed to the league presidents via email at least three (3) days prior to a scheduled monthly meeting. At such time, a copy of the treasurer's report and the previous month's meeting minutes should also be distributed. League presidents may request items to be included for discussion on the agenda prior to or after distribution of the agenda.

At each meeting of the league presidents, it shall be the responsibility of the District Administrator to ensure that meeting minutes are recorded. At the beginning of each meeting, the previous meeting's minutes shall be presented for approval. In addition, it shall be the responsibility of the District Administrator to ensure that a report of the District Treasury be presented for approval by the league presidents. Each of these approvals will require a motion, second of the motion and majority vote of those present.

A quorum shall be constituted by 50% of the chartered leagues being present at a monthly meeting.

**2.02 – Special Meetings & Clinics**

The District Administrator will also schedule a series of special meetings and clinics. Special meetings are held for the purpose of organizing events. Special meetings will be held for organization of the interleague season, organization of the international tournament season, and other items as necessary. Clinics will be held to best educate coaches, umpires, and league administrators on best practices, rules and regulations. A mandatory rules clinic will be held in advance of the International Tournament each year.

Minutes of special meetings and clinics may be taken for informational purposes but shall not be required.

**2.03 – Amendments to this Handbook**

The District 2 Operations Handbook shall be amended on a semi-annual basis. As part of regular meetings held during the months of October and March, the District Administrator shall solicit any necessary changes from the group of Presidents. At those two meetings, the Presidents shall enact any necessary changes by majority vote on condition of a quorum being present.

For point of clarity, October serves as the "Annual Meeting", while March allows the body to make any changes necessitated by rulebook or regulation changes released by Little League Headquarters prior to the start of the season.

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**SECTION 3 – FINANCIAL REPORTING AND POLICY**

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**3.01 – District Reporting Obligations**

It shall be the responsibility of the District Administrator (with assistance from the District Treasurer) to ensure a proper reporting of all activity in the district treasury. All monies shall be accounted for and reported on at each monthly meeting. Such report should include all individual disbursements of funds, as well as any revenue or receipt of funds. A copy of this report will be sent to the league presidents in advance of each monthly meeting. This report will be presented for approval by the league presidents (or his/her voting designee) at each monthly meeting.

**3.02 – League Reporting Obligations**

Leagues are required to inform their members of all financial activities at their meetings. Financial reporting should be made available upon request to parents and volunteers, keeping in mind that the league's IRS 990 forms are readily available on the Internet. Further, Little League requires each league to file a financial statement annually, either through International Headquarters or the Southeast Region office.

It is recommended that each league file a copy of their annual financial statement and IRS 990 form with the District Administrator. The filing of this documentation is to assist in continuity should a league experience turnover in key positions (e.g. president, treasurer) and ensure that a league does not risk losing its non-profit status for failure to file these vital documents.

**3.03 – Annual Dues**

Each league shall be assessed an annual dues amount, payable to the District, for the purpose of funding the administration of the District and district events. The annual dues structure shall be reviewed annually by the League Presidents no later than November for the following year. Annual dues will be paid on a per player basis based on the spring registration numbers. (Fall registrations do not apply.) **Beginning in 2024, no league's cumulative dues total will exceed \$2,000.**

Annual dues must be paid to the District no later than April 30. Dues not paid by April 30 will be assessed a late penalty of 10% per month past due. The penalty will be assessed on the first day of each month that it is past due. Leagues that have not paid their dues prior to June 1 will not be eligible for the District 8-year-old baseball, 8 year-old softball, 9-year-old baseball and any additionally scheduled "TOC" tournaments.

Annual dues are the basis for the District to be able to host or attend meetings and clinics, conduct operations, provide additional tournament travel reimbursement, and purchase tournament supplies. Any expenditures not part of the traditional duties of the District shall be subject to discussion and vote of the League Presidents.

**3.04 – Tournament Travel Reimbursement**

Little League Headquarters provides reimbursement to leagues travelling to state and regional tournaments. It is the policy of North Carolina District 2 to further enhance this reimbursement to assist those leagues with travel expenses.

Little League Headquarters currently reimburses \$1 per mile for a round trip beyond 150 miles to a state or regional tournament site in the International Tournament. (Round trip must be 150 miles or more to qualify.) An additional \$250 is provided by Little League International for teams qualifying for regional tournament play. (This does not include TOSC tournaments at the 10 and 11 year old levels, which are not observed as regional tournaments and are governed by Special Games Regulation IX). **Subject to change in 2024,** regional tournament housing costs are covered by tournament hosts in the Southeast Region for International Tournament brackets. All World Series travel and housing costs in the International Tournament are covered by Little League International, but baggage fees are not covered by Little League.

Both the mileage credit and the \$250 regional reimbursement are made in the form of Charter Fee Credit by Little League International.

With this in mind, North Carolina District 2 policy for travel beyond district play shall be as follows:

- ☐ Leagues travelling beyond the district level shall receive a reimbursement of \$2 per mile, computed by a single round trip and subject to a 100-mile roundtrip minimum. (The first 100 miles shall be exempt from the formula, the same as the Little League International mileage is computed.) This shall apply to all levels of play, including state tournament special games (8-year-old and 9-year-old tournaments) and TOSC teams.
- ☐ Leagues travelling to World Series competition shall be reimbursed \$250 for baggage fees. Any costs above that shall be the responsibility of the league.
- ☐ Leagues choosing to utilize hotels at any tournament shall be responsible for those costs unless covered by the tournament host or Little League International.

Reimbursement claims shall be made by individual leagues no later than September 15. The District shall provide approved reimbursements to the leagues in the form of a check at the October meeting.

### ***3.05 – Tournament Site Revenue Collected by Hosts***

Revenues collected during various District or State Tournaments that are due to the district treasury shall be paid no later than September 1. These revenues should be provided to the District in a day-by-day accounting, using envelopes and documentation provided.

### ***3.06 – Host Honorarium Distribution***

In an effort to help host leagues cover tournament hosting costs, the District shall pay each host league a hosting honorarium on a pro-rated formula basis. From a predetermined pool of money each host will receive a “game share” for each game hosted on the district level minus the if game. (e.g. An eight-team tournament would have a 14-game share allotment.) The total number of games in the district will determine the share value per game. (e.g. If there are 100 games and the total pool is \$10,000, each game hosted will come with a \$100 share value. Thus, an eight-team tournament with 14 games would see \$1400 returned to the host league.)

It should be noted that the distribution does not apply to games hosted on the state tournament level. (The district will cover assignment and necessary umpire costs for state tournaments.)

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***SECTION 4 – INTERNATIONAL TOURNAMENT PROCEDURES***

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***4.01 – Purpose***

The section that follows outlines North Carolina District 2's operational procedures for the International Tournament specific to the District that are not specifically covered in Little League Rule Books or Operational Manuals. In no case can the content herein supersede any rule or regulation specified in Little League Rule Books, Tournament Rules or Operational Manual. This is to provide continuity throughout the District year-over-year and game after game.

***4.02 – District Tournament Administrative Procedures***

A double elimination tournament format shall be administered by the District Administrator and his/her staff as outlined herein. All teams will be selected and certified according to the Tournament Rules as outlined in the Little League Baseball and Softball Official Regulations and Playing Rules as published annually by Little League International. All procedures contained herein shall apply to baseball and softball tournaments unless specifically stated otherwise.

***4.03 – District Bracket Selection Procedure***

Teams will be placed into a bracket position by the selection of a number from a hat. The order of picking from the hat shall be done in alphabetical order, A-Z in odd years, Z-A in even years. Bracket numbers will be assigned in order of game number on the bracket. (e.g. On Game 1, the top line will be to the league drawing the number 1, the bottom line will be the league drawing the number 2. On Game 2, the top line will be the league drawing the number 3, and so on.)

In the event that a redraw of the bracket is required by the region director, an online randomizer may be utilized in lieu of a second in-person bracket draw.

***4.04 – Site Selection Procedure***

All leagues in the district shall have the opportunity to submit a bid to host any of the District Tournaments. Bids to host shall be submitted in writing to the District Administrator no later than December 15. The written proposal should detail league experience in conducting tournaments, indicate the cooperation expected from local government, certify that the Board of Directors supports the request, and point out any unique qualifications of the host league.

Applicants will be evaluated on the following: availability of Little League approved lighted field; approved Safety Plan; compliance of facilities with all Little League regulations; demonstrated willingness to conduct the tournament in the best interests of the children; experience in the operation of successful postseason tournaments; demonstrated ability to recruit, train and motivate large numbers of dependable volunteers, particularly at peak vacation times; condition and accessibility of fields to include expanded and covered press box area, audible p/a system with music capability, refreshment stand, parking, lighting and seating; good standing in District (e.g. participation in district safety and coaching clinics, tournaments and presidents meetings); and the ability, desire and inclination to represent the District Administrator, District 2 and Little League Baseball and Softball in the very best light possible. Applicants will include umpire availability (whether they have local volunteers, will ask district for assistance, or plan on using a paid association). Should a paid association be utilized, the host league shall be responsible for those costs.

The District Administrator or his/her designee, at the request of any League President, shall provide to the league a written evaluation of the field(s) for tournament purposes. Presidents who believe their field may be questionable are encouraged to consult with the District Administrator or District Safety Officer during the regular season. Likewise, should the District Administrator or Safety Officer become aware of a matter that would preclude a league from hosting a tournament game he/she will notify the League President at the earliest opportunity.

Game sites for all District Tournament games are determined by the District.

Leagues must have an ASAP approved Safety Plan to be eligible to host any District, Section or State Little League Tournament game.

#### ***4.05 – District Tournament Site Operations***

The host site is responsible for providing adult (over age 16) volunteers in the following game management positions: announcer, scoreboard operator, official scorer and pitch counter (in baseball). Those individuals will be seated in the press box or at a scorer's table. The host site shall also provide parking fee collectors of at least age 14.

Pitch count documents provided by the District shall be used. (SEE APPENDIX D) Pitch counts totals for the inning and game must be announced at the completion of every inning. When a pitcher is removed from the game, pitch counts will be announced, as well, including any rollbacks for eligibility. In the instance where a team is playing the second game of the day, pitch counts will be announced as in the inning, in the game, and for the day.

In the absence of the district administrator or an appointed district staff member, the league president of the host site will serve as a representative of the District Administrator and serve as Game Director for each game as his/her field. If this is not possible, a League officer appointed by the president shall serve as the Game Director.

The District Administrator or his designee shall present a district banner to each tournament. Both teams participating in the championship round will receive pins. In the instance that a tournament is not played, and a team receives a letter to advance to the next round, players will receive their pins but the banner will not be awarded to the league.

Game sites must be acceptable at game time and acceptable to the Tournament Director or Chief Umpire. The District Administrator shall have the authority to cancel play on any field or reschedule game sites as necessary. If the host site is found to be unacceptable by the District Administrator or his/her designee due to condition of the field, non-compliance with Little League rules, lack of a working scoreboard, lack of working restrooms, or for any other reasonable concern, the game(s) will be relocated and/or rescheduled by the District Administrator.

Host leagues are expected to have concession stands in operation during tournament games. Spectators shall not be allowed to have personal coolers present during tournament play.

Possession of alcoholic beverages is grounds for immediate removal from the tournament site.



#### **4.06 – District Tournament Game Operations**

The home/visitor designation for the game shall be independent of the game site. The home team shall be determined by a toss of the coin prior to the start of each game. The winner of the toss has the choice of selecting Home or Away. The losing team shall have the option of which dugout they would like to occupy.

Pre-game practice protocol will begin 70 minutes before each game. A representative from each team (one of the three coaches listed on the tournament affidavit) should be present. If only one team is properly represented at the time of scheduled coin toss, that team will select both home or away and the dugout. The coin flip will take place at that point with the designated tournament director for your bracket. Following that time, the following pre-game timing will be observed:

Line-up Cards Submitted to Tournament Director	:65 (can be altered up to umpire plate meeting)
Batting practice in batting cages for 25 minutes	:60
Batting practice in batting cages ends	:35
Infield practice for home team for 7 minutes	:27
Infield practice for visiting team for 7 minutes	:20
Field touch up by grounds crew (if necessary)	:13
Umpire Meeting	:06 (lineups exchanged become official)
Starting lineups / Anthem (if first game) / LL Pledge	:04
Home Team Takes the Field	:01
First Pitch	:00

Prior to the start of any of the District Tournaments, each league will be required to supply one dozen baseballs or softballs to the host league. The host league is also responsible for having a supply of baseballs or softballs on site should the supply run low during the tournament. The following may be used:

BASEBALL: Wilson A1074 SST (stock A1074BSST) with the "RST" marking; MacGregor 76C with the "RST" marking, Spalding 41-002 RST, and AD Starr RST.

SOFTBALL: Wilson A9274 SST (stock A9274BSST) and MacGregor MCSB 11LLY for Little League Softball 9/10 and under. Wilson A9074 SST (stock A9074BSST), MacGregor MCSB 12 LLY, and AD Starr for Little/Junior/Senior League Softball.

It is HIGHLY RECOMMENDED that the host league attempt to use the same brand of baseball or softball simultaneously within a game. (e.g. If 6 Wilson balls and 3 Macgregor balls are available, use Wilson exclusively.)

Host site must also provide water coolers and cups for each dugout. A maximum of two team coolers are permissible in the dugout. No other coolers should be permitted in the complex.

#### **4.07 – Appropriate Dress for Managers and Coaches for District Tournament Games**

Leagues will make certain that managers and coaches shall wear either matching jersey shirts or matching polo shirts with matching khaki-style shorts. Manager and coaches shall also wear athletic sneakers or closed toe shoes.

The manager and coach dress code shall apply during game play. (e.g. A coach throwing batting practice in a t-shirt and changing clothes before the game starts shall be permitted.) NOTE: Senior League Baseball managers may wear a traditional uniform as prescribed by the Little League rulebook.

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***SECTION 5 – INVITATIONAL POSTSEASON TOURNAMENT PROCEDURES (SPECIAL GAMES)***

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***5.01 – Purpose***

The section that follows outlines North Carolina District 2's operational procedures for the Invitational Tournaments specific to the District that are not specifically covered in Little League Rule Books or Operational Manuals. These tournaments are governed by Special Games documentation provided for in Regulation IX. In no case can the content herein supersede any rule or regulation specified in Little League Rule Books, Tournament Rules or Operational Manual. This is to provide continuity throughout the District year-over-year and game after game.

The tournaments currently provided for by the District are: 8-year-old coach pitch softball and 8-year-old machine pitch baseball. Additional tournaments may be added at the discretion of the league presidents.

Leagues that are not members of Little League Baseball are not eligible to participate in Special Games unless the President has secured the approval of the District Administrator and has secured the appropriate Special Games permission.

***5.02 – Site Selection***

Bids to host shall be submitted in writing to the District Administrator no later than April 1. The written proposal should detail league experience in conducting tournaments, indicate the cooperation expected from local government, certify that the Board of Directors supports the request, and point out any unique qualifications of the host league.

Applicants will be evaluated on the following: availability of Little League approved lighted field; approved Safety Plan; compliance of facilities with all Little League regulations; demonstrated willingness to conduct the tournament in the best interests of the children; experience in the operation of successful postseason tournaments; demonstrated ability to recruit, train and motivate large numbers of dependable volunteers, particularly at peak vacation times; condition and accessibility of fields to include expanded and covered press box area, audible p/a system with music capability, refreshment stand, parking, lighting and seating; good standing in District (e.g. participation in district safety and coaching clinics, tournaments and presidents meetings); and the ability, desire and inclination to represent the District Administrator, District 2 and Little League Baseball and Softball in the very best light possible. Applicants will indicate their proposal for umpire coverage, as well.

The host league, in conjunction with the District Administrator, is responsible for filing the Special Games documentation.

### ***5.03 – Tournament Format and Entry Procedures***

In the spirit of providing the best experience for the players, Invitational Tournaments are recommended to utilize a pool play format that feeds into a championship bracket. The pool play format shall provide for either three or four guaranteed games. The championship bracket may be either single or double elimination. Format requests from the host league will be subject to the approval of the District Administrator.

An entry fee not to exceed \$400 will be required for tournaments that guarantee four games and not to exceed \$350 for tournaments that guarantee three games. Entry fee shall be payable to the host league. Each league will also supply one dozen baseballs or softballs for use during the tournament. (RST balls will not be required.) These will be supplied to the host league during the pre-tournament meeting.

The tournament shall be governed by the rules set forth in the appendix of this document. Rules may only be changed by a majority vote of the league presidents at a regularly scheduled Presidents Meeting. At no time may a Tournament Director or majority of tournament managers change any District or Little League rule or regulation. Local rules of any sort will not apply.

### ***5.04 – Tournament Host Responsibilities***

The host league is responsible for providing adult volunteers in the following game management positions: announcer, scoreboard operator, official scorer and pitch counter (counter not applicable in machine pitch tournaments). Those individuals will be seated in the press box or at a scorer's table. The host site shall also provide parking fee collectors of at least age 16.

Host site must also provide water coolers and cups for each dugout. A maximum of two team coolers are permissible in the dugout. No other coolers should be permitted in the complex. Host leagues are expected to have concession stands in operation during tournament games. Spectators shall not be allowed to have coolers present during tournament play.

Possession of alcoholic beverages is grounds for immediate removal from the tournament site.

The host league will be responsible for all umpire assignments. If those umpires are from a paid association, the host league is responsible for payment of those umpires.

The host league must post and keep current a tournament bracket and pool play standings.

Specific rules for each tournament shall be approved by the District Administrator. These rules shall include, but not be limited to, rule set (regular season/tournament rules), use of continuous batting order, use of 10/15 run rules.

### ***5.05 – Teams for Invitational Tournaments***

Each team shall consist of a maximum of 14 eligible players with a suggested minimum of 12 players. The District will provide a roster listing the name and date of birth of each player, which should be presented to the tournament official at the tournament meeting. All replacement players shall follow the Little League procedures for eligibility prior to the player being placed on the roster.

Cutoff ages for each tournament will be based upon "Little League Age". Proof of age (a birth certificate copy) must be presented with the roster at the host league's pre-tournament meeting no later than one week before the tournament. Any player whose birth certificate is not provided by the first game will be eliminated from the team's roster. Any replacement players will not be approved without verification of a birth certificate.

A maximum of three coaches will be permitted on the roster. Those are the only three coaches permitted on the field and in the dugout. In the instance of a coach's absence, the tournament director may approve a temporary replacement coach.

Participating teams will supply their own bats, gloves, batting helmets, and safety vests and catchers' equipment. Little League approved helmets must be worn by all batters, base runners, catchers and player coaches. All catchers will have a dangle-style throat guard properly attached to the catcher's mask. The use of safety vests or fielder masks (excluding catcher) is the choice of the parents, and it is the responsibility of the child's league to provide them.

### ***5.06 – Invitational Tournament Game Operations***

The Home team shall be determined by a toss of the coin prior to the start of each bracket game. Home teams may be pre-designated for pool play as long as attempts are made to give each team an equal number of games as Home team. (In a four-game pool, each team is home twice; in a three-game pool, each team would have at least one home game.) When a coin flip is used, the winner of the toss has the choice of selecting home or visitor, while the loser will select dugout.

Pre-game practice protocol will begin 50 minutes before each game. A representative from each team (one of the three coaches listed on the tournament roster) should be present. If only one team is properly represented at the time of scheduled coin toss, that team will select both home or away and the dugout. The coin flip will take place at that point with the designated tournament director for your bracket. Following that time, the following pre-game timing will be observed:

Line-up Cards Submitted to Tournament Director	:45 (can be altered up to umpire plate meeting)
Infield practice for home team for 15 minutes	:40
Infield practice for visiting team for 15 minutes	:25
Field touch up by grounds crew (if necessary)	:10
Umpire Meeting	:06 (lineups exchanged become official)
Starting lineups / Anthem (if first game) / LL Pledge	:04
Home Team Takes the Field	:01
First Pitch	:00

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**SECTION 6 – INTERLEAGUE BASEBALL**

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**6.01 – Purpose**

The Interleague program has become a vital part of league operations in North Carolina District 2. A program that was once only utilized in limited circumstances, it has become more and more important in recent years. As Interleague programming has grown and become more important to the success of our Little Leagues, communication among leagues and the District has become crucial to make the program as successful as possible.

**6.02 – Governing Principles**

Interleague programming requires a lot of communication. That communication will be coordinated by the District's ADAs and the District Administrator. Any Interleague involving more than two leagues will have its schedule developed by the District and will be governed by the District with the assistance of the League Presidents. Any Interleague containing only two leagues will be handled directly by the League Presidents or Divisional Vice Presidents, with the District providing guidance or assistance when necessary.

All Interleagues will operate under the Interleague Rules as approved annually by the League Presidents. Interleague rules include declarations on all optional rules as provided by the Little League rule book, along with additional local rule adaptations. It is important that the Interleague rules are enforced at each game to create an expectation of consistency, regardless of where the game is played. This spans from two-league interleagues through District-wide arrangements.

Schedules shall provide for more than the minimum number of games as Interleague games are harder to make up due to travel constraints. Travel will be a consideration when schedules are made. Leagues will be paired together based on geographics whenever possible. The District Administrator will be consulted on all Interleague arrangements.

The Interleague rules for each division will be approved annually by the League Presidents no later than March 30. The Interleague rules shall be listed in the appendix section of this document annually.

Managers found to be *intentionally* not following the approved interleague rules shall be subject to a suspension of no less than two games.

**6.03 – Administrative Issues**

As with the administration of any level with the Little League structure, issues will arise from time-to-time. In the instance more than two leagues are involved in an Interleague arrangement, the District Administrator (or his on-staff designee) will oversee any disciplinary actions. In the instance of an ejection, the offender shall automatically serve the mandatory one-game penalty. Any further sanction would be the decision of the District Administrator. Support of such decision by that league's Board of Directors would be imperative to the success of the Interleague program.

In the instance of a protest situation, the District Administrator (or his on-staff designee) will convene with the District Umpire-in-Chief and the two League Presidents involved in the protest to determine the proper outcome.

**6.04 – Standings Structure in Interleague Play**

The following structure is recommended for determining standings in Interleague competition:

Standings are on a points-based structure. For each game played, the winning team receives three points and the losing team receives one point. For any game that is forfeited because a team failed to field nine players at game time, the winning team shall receive two points and the forfeiting team shall receive no points.

It should be noted that forfeited games do not count towards the scheduling minimums required by Little League (12 games in all divisions except Seniors; Seniors requires 10), nor do they count towards an individual player's minimum games. Teams should make every effort to ensure they will have nine players for a game BEFORE the day of a game so that the game can be rescheduled.

**6.05 – Scheduling**

For all Interleague competition involving more than two leagues, the District shall play a role in the scheduling of games. The schedule shall typically provide for two games per week. In all levels except seniors, teams would have one midweek game and one weekend game. (Doubleheaders being used in the case of rainouts.) Senior division may have a combination of single games and doubleheaders. The schedule shall be finalized in a meeting between League Presidents (or division Vice Presidents) and District staff. Once the schedule is set, a team will be provided no more than two "game changes" for various reasons (schedule conflicts, inability to field nine players before day of the game). All game changes must be reported to the District staff member responsible for oversight of the Interleague arrangement.

For Interleague competition involving only two leagues, it is expected that the two League Presidents shall provide all oversight. Should a situation arise that the leagues come to an impasse, the District Administrator shall intervene to resolve the dispute.

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**SECTION 7 – INTERLEAGUE SOFTBALL**

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**7.01 – Purpose**

The Interleague program has become a vital part of league operations in North Carolina District 2. A program that was once only utilized in limited circumstances, it has become more and more important in recent years. As Interleague programming has grown and become more important to the success of our Little Leagues, communication among leagues and the District has become crucial to make the program as successful as possible.

**7.02 – Governing Principles**

Interleague programming requires a lot of communication. That communication will be coordinated by the District's ADAs and the District Administrator. Any Interleague involving more than two leagues will have its schedule developed by the District and will be governed by the District with the assistance of the League Presidents. Any Interleague containing only two leagues will be handled directly by the League Presidents or Divisional Vice Presidents, with the District providing guidance or assistance when necessary.

All Interleagues will operate under the Interleague Rules as approved annually by the District Administrators. Interleague rules include all optional rules as provided by the Little League rule book, along with additional local rule adaptations. It is important that the Interleague rules are enforced at each game to create an expectation of consistency, regardless of where the game is played. This spans from two-league interleagues through District-wide arrangements.

Schedules shall provide for more than the minimum number of games as Interleague games are harder to make up due to travel constraints. Travel will be a consideration when schedules are made. Leagues will be paired together based on geographics whenever possible. The District Administrator will be consulted on all Interleague arrangements. Ultimately, the District Administrator's signature is required on all Interleague forms, thus approving all configurations.

The Interleague rules for each division will be approved annually by the League Presidents no later than March 30. The Interleague rules shall be listed in Appendix A of this document annually.

Managers found to be *intentionally* not following the approved interleague rules shall be subject to a suspension of no less than two games.

**7.03 – Administrative Issues**

As with the administration of any level with the Little League structure, issues will arise from time-to-time. In the instance more than two leagues are involved in an Interleague arrangement, the District Administrator (or his on-staff designee) will oversee any disciplinary actions. In the instance of an ejection, the offender shall automatically serve the mandatory one-game penalty. Any further sanction would be the decision of the District Administrator. Support of such decision by that league's Board of Directors would be imperative to the success of the Interleague program.

In the instance of a protest situation, the District Administrator (or his on-staff designee) will convene with the District Umpire-in-Chief and the two League Presidents involved in the protest to determine the proper outcome.

**7.04 – Standings Structure in Interleague Play**

The following structure is recommended for determining standings in Interleague competition:

Standings are on a points-based structure. For each game played, the winning team receives three points and the losing team receives one point. For any game that is forfeited because a team failed to field nine players at game time, the winning team shall receive two points and the forfeiting team shall receive no points.

It should be noted that forfeited games do not count towards the scheduling minimums required by Little League (12 games in all divisions except Seniors; Seniors requires 10), nor do they count towards an individual player's minimum games. Teams should make every effort to ensure they will have nine players for a game BEFORE the day of a game so that the game can be rescheduled.

**7.05 – Scheduling**

For all Interleague competition involving more than two leagues, the District shall play a role in the scheduling of games. The schedule shall typically provide for two games per week. In all levels except seniors, teams would have one midweek game and one weekend game. (Doubleheaders being used in the case of rainouts.) Senior division may have a combination of single games and doubleheaders. The schedule shall be finalized in a meeting between League Presidents (or division Vice Presidents) and District staff. Once the schedule is set, a team will be provided no more than two "game changes" for various reasons (schedule conflicts, inability to field nine players before day of the game). All game changes must be reported to the District staff member responsible for oversight of the Interleague arrangement.

For Interleague competition involving only two leagues, it is expected that the two League Presidents shall provide all oversight. Should a situation arise that the leagues come to an impasse, the District Administrator shall intervene to resolve the dispute.



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*SECTION 8 – SELECT LEAGUE*

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**8.01 – Purpose**

The Select program is a new model being instituted by Little League. It is hoped that the District can institute this program in the near future. Select League is a model that allows leagues to put their best players together on a roster in a particular age group to participate in games against other leagues that do not count towards league standings or otherwise. Select League games would be governed by the District and would be scheduled so as to provide minimal interference in the regular season calendar or the International Tournament schedule.

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***SECTION 9 – FALL SEASON***

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**9.01 – Purpose**

The Fall Season is meant to be a developmental season. Players should be aligned based on the age that they will be moving to the following year. (Example: a 12-year-old player should be enrolled in Intermediate or Junior Division during the fall season.) The lone exception to this is the League Presidents shall have the discretion to allow a 16-year-old Senior player to remain in the senior division for the fall season. (Subject to vote of the presidents.)

Interleague rules shall apply to all fall competition.

**9.02 – Governing Principles**

As much of the Fall Season requires Interleague competition, the Fall Season requires a lot of communication. That communication will be coordinated by the District's ADAs and the District Administrator. Any fall competition involving more than two leagues will have its schedule developed by the District and will be governed by the District with the assistance of the League Presidents. Any fall competition containing only two leagues will be handled directly by the League Presidents or Divisional Vice Presidents, with the District providing guidance or assistance when necessary.

All fall competition will operate under the Interleague Rules as approved annually by the District Administrators. Interleague rules include all optional rules as provided by the Little League rule book, along with additional local rule adaptations. It is important that the Interleague rules are enforced at each game to create an expectation of consistency, regardless of where the game is played. This spans from two-league fall season configurations through District-wide arrangements.

Travel will be a consideration when schedules are made. Leagues will be paired together based on geographics whenever possible. The District Administrator will be consulted on all fall season arrangements.

Any league that is capable of running the Fall Season from within its own league structure (without Interleague) may do so without the assistance or jurisdiction of the District Administrator.

**9.03 – Administrative Issues**

As with the administration of any level with the Little League structure, issues will arise from time-to-time. In the instance more than two leagues are involved in a Fall Season arrangement, the District Administrator (or his on-staff designee) will oversee any disciplinary actions. In the instance of an ejection, the offender shall automatically serve the mandatory one-game penalty. Any further sanction would be the decision of the District Administrator. Support of such decision by that league's Board of Directors would be imperative to the success of the program.

In the instance of a protest situation, the District Administrator (or his on-staff designee) will convene with the District Umpire-in-Chief and the two League Presidents involved in the protest to determine the proper outcome.

***9.04 – Standings Structure in Fall Season Play***

The following structure is recommended for determining standings in Interleague competition:

Standings are on a points-based structure. For each game played, the winning team receives three points and the losing team receives one point. For any game that is forfeited because a team failed to field nine players at game time, the winning team shall receive two points and the forfeiting team shall receive no points.

Teams should make every effort to ensure they will have nine players for a game BEFORE the day of a game so that the game can be rescheduled.

***9.05 – Scheduling***

For all Interleague competition involving more than two leagues, the District shall play a role in the scheduling of games. The schedule shall typically provide for one or games per week. The schedule shall be finalized in a meeting between League Presidents (or division Vice Presidents) and District staff. Once the schedule is set, a team will be provided no more than two “game changes” for various reasons (schedule conflicts, inability to field nine players before day of the game). All game changes must be reported to the District staff member responsible for oversight of the Interleague arrangement.

For Fall Season competition involving only two leagues, it is expected that the two League Presidents shall provide all oversight. Should a situation arise that the leagues come to an impasse, the District Administrator shall intervene to resolve the dispute.

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***SECTION 10 – CHALLENGER DIVISION***

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***10.01 – Purpose***

The Little League Challenger Program is Little League’s adaptive baseball program for individuals with physical and intellectual challenges.

Any individual with a physical or intellectual challenge may participate. If an individual can participate in the traditional Little League Baseball or Softball program with reasonable accommodations, they should do so. The Little League Challenger Division accommodates players ages 4-18, or up to age 22 if still enrolled in school. The Senior League Challenger Division accommodates players ages 15 and above (no maximum age).

Flexibility and adaptability are key during Challenger games. Little League provides all chartered teams with a rulebook that includes a best practices guide to operating a Challenger Game. Typically, games are 1-2 innings long and last about an hour. All players play defensively and bat every inning.

League who are hosting games are asked to provide “buddies”. Buddies are individuals who assist Challenger athletes in the areas of batting, base running and defense, but only as needed. Often buddies are peer athletes who are participating in the Little League Baseball or Softball program.

***10.02 – Structure***

The District annually charts a Challenger program, coordinated by the ADA for Challenger League. Leagues are also welcome to charter a Challenger program where numbers support as such. The ADA for Challenger will help local leagues support their program and also ensure that the programs can work together for the betterment of all the children involved.

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*APPENDIX A - BASEBALL INTERLEAGUE RULES*

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The following pages contain interleague rules that are currently in effect. All games played under the coverage of an interleague agreement shall utilize these rules, including games played by two teams from the same local league.

## North Carolina District 2 Little League Senior League Baseball Interleague Local Rules for 2023



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

**Players:** May be ages 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 steel. Metal cleats are not allowed on temporary mounds.

**Time Limit/Curfew:** Time limit for all games is 2.5 hours (no new inning after that point). 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.

**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.

### Pitching Rules:

Balks will be enforced during all games. There are no warnings.

Rule 3.03-c “A pitcher remaining in the game, but moving to a different position, can return as a pitcher any time in the remainder of the game, but only once in the same inning as he/she was removed.” Interpretation for continuous batting order: If the pitcher does not take or remain in a defensive position, they may not reenter the game as a pitcher.

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 in force:** After entering the batter’s box, the batter must remain in the box with at least one foot throughout the at bat.

**Regulation XIV(b) Requires the on-deck batter to be positioned in the on-deck circle closest to their dugout in the Intermediate, 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).

## North Carolina District 2 Little League Junior League Baseball Interleague Local Rules for 2022



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

**Players:** May be ages 12, 13 and 14.

**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 steel. Metal cleats are not allowed on temporary mounds.

**Time Limit/Curfew:** Time limit for all games is 2.5 hours. 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.

**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.

### Pitching Rules:

Balks will be enforced during all games. There are no warnings.

Rule 3.03c "A pitcher remaining in the game, but moving to a different position, can return as a pitcher any time in the remainder of the game, but only once in the same inning as he/she was removed." Interpretation for continuous batting order: If the pitcher does not take or remain in a defensive position, they may not reenter the game as a pitcher.

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.

**Regulation XIV(b) Requires the on-deck batter to be positioned in the on-deck circle closest to their dugout in the Intermediate, 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).

## North Carolina District 2 Little League Intermediate Baseball Interleague Local Rules for 2023



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

**Players:** ages: 11, 12, and 13.

**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 steel. Metal cleats are not allowed on temporary mounds.

**Time Limit/Curfew:** Time limit for all games is 2.5 hours. (No new inning.) 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.

**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.

**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.

**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.

### Pitching Rules:

Balks will be enforced during all games. There are no warnings.

Rule 3.03c "A pitcher remaining in the game, but moving to a different position, can return as a pitcher any time in the remainder of the game, but only once in the same inning as he/she was removed." Interpretation for continuous batting order: If the pitcher does not take or remain in a defensive position, they may not reenter the game as a pitcher.

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.

**Regulation XIV(b) Requires the on-deck batter to be positioned in the on-deck circle closest to their dugout in the Intermediate, 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).



## North Carolina District 2 Little League Major Baseball Interleague Local Rules for 2023



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 all games is 2 hours. (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.

**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.

## North Carolina District 2 Little League Minor Baseball Interleague Local Rules for 2023



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 2 hours. (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.

## North Carolina District 2 Little League

### Machine/Coach Pitch Baseball Interleague Local Rules for 2023



**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 3<sup>rd</sup> out or 5<sup>th</sup> 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.

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*APPENDIX B – SOFTBALL INTERLEAGUE RULES*

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The following pages contain interleague rules that are currently in effect. All games played under the coverage of an interleague agreement shall utilize these rules, including games played by two teams from the same local league.

## North Carolina District 2 Little League

### Senior Softball Interleague Local Rules for 2023



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 all games is 2.5 hours (no new inning after that point). 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. In a doubleheader, each game will have a 2 hour, 30 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.

**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).

## North Carolina District 2 Little League

### Major Softball Interleague Local Rules for 2023



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

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

**Beginning a game:** Teams use nine players defensively. A game may start with eight players. That team would skip over the ninth batting position without penalty.

**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 spikes are not permitted. 12-inch softball is utilized. 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 2 hours. 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 2-hour 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.

**Single Games and Doubleheaders:** All single games are 6 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 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.

**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).

The pitching circle shall be chalked and all player pitches must be thrown from the **40' pitching plate**.

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

## North Carolina District 2 Little League Minors Softball Interleague Local Rules for 2023



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 30 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 30 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 5/8/2023.** 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 3<sup>rd</sup> pitch, the batter continues to bat. A batter can foul off an unlimited number of balls from the coach. If the batter "takes" the 3<sup>rd</sup> pitch (or successive pitch if the 3<sup>rd</sup> 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.



## North Carolina District 2 Little League

### Coach Pitch Softball Interleague Local Rules for 2022



**No standings or score shall be kept in this division. Each team shall keep a scorebook for the purpose of maintaining batting order.** All play will follow the 2022 Little League Softball Rule Book with these local rules:

**Players:** ages: 5, 6, 7, 8 and 9.

**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 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. Metal spikes are not permitted. Pitchers must wear a safety mask. (Infielder and outfielder safety masks are optional.) There is no on-deck circle permitted in this division. 11-inch softball shall be utilized.

**Time Limit/Curfew:** Time limit for all games is 1 hour 30 minutes. Friday and Saturday games will have a curfew of 9 pm. All other games will have a curfew of 8 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 six innings and each game will have a 1 hour 30 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.

**Rule 4.10e (run rule) and Rule 6.02c (one foot in box) are not in effect in this division.**

**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. No player shall be excluded from the defensive lineup for consecutive innings.

**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. In this division, the courtesy runner will be allowed only for the catcher. 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 can play any position, bat anywhere in the lineup and must play at least 9 consecutive outs and bat once).

**Advancing of runners:** Play is over once the kid pitcher has possession of the ball inside the circle. At this point, all runners must stop and return to prior base unless more than halfway to the next base. On any overthrown ball by an infielder, a maximum of one base advance. On an overthrow to the pitcher, runners shall not advance.

**Pitching:** The 35-foot circle shall be chalked. Coaches must deliver pitches with both feet inside the circle. Player pitcher remains in the circle until the ball is hit or crosses the plate. A batter shall receive a maximum of five pitches or three swinging strikes. On the fifth pitch, if the batter fouls the ball off, a subsequent pitch shall be pitched. If the batter does not swing at the fifth pitch, the batter shall be declared out. A batted ball that hits the pitching coach shall be declared dead and “no pitch”.

**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.



## APPENDIX C – DISTRICT MILEAGE FORM

**North Carolina District 2 Little League  
District Mileage Reimbursement Form****LEAGUE:** \_\_\_\_\_ **DIVISION (ex. Junior Softball)** \_\_\_\_\_**TOURNAMENT LEVEL (ex. State):** \_\_\_\_\_ **DATES:** \_\_\_\_\_**SITE TRAVELED TO:** \_\_\_\_\_ **ROUNDTRIP MILEAGE:** \_\_\_\_\_**REIMBURSEMENT FOR MILEAGE:** \$ \_\_\_\_\_ **REIMBURSEMENT FOR BAGGAGE FEES:** \$ \_\_\_\_\_ \*\***PRESIDENT SIGNATURE:** \_\_\_\_\_**DISTRICT ADMINISTRATOR SIGNATURE:** \_\_\_\_\_

This form should be used for tournament travel above the district level when a team travels outside of the district and more than 100 miles round trip. Mileage rate reimbursed at \$2 per mile for anything over 100 miles roundtrip. Reimbursement applies to one roundtrip during level of tournament and travel must be outside of the district. (Example: A roundtrip to Charlotte equaling 120 miles would be reimbursable. But a roundtrip to Kernersville equaling 120 miles would not be reimbursable regardless of tournament level.)

The purpose of this is to further supplement Little League's mileage reimbursement program. It should be noted that some trips will be reimbursable in the district fund that are not reimbursed by Little League.

\*\*Baggage fees will be reimbursed \$250 by the district for world series travel.

*APPENDIX D – 8-YEAR-OLD BASEBALL TOURNAMENT RULES*

## North Carolina District 2 Little League 8-Year-Old Baseball Tournament Rules



The following are the 8-year-old tournament rules for North Carolina District 2 and the North Carolina state tournament. Little League Rules will be used with the following modifications:

**EQUIPMENT:** The pitching machine shall be set at 8-3-3 and placed at a distance of 40 feet from home plate. Approved Little League Equipment (bats, helmets, catcher's gear, etc.) must be used at all times.

**COACHES:** A maximum of four adult manager/coaches will be allowed. Three coaches will be permitted on the field while on offense: Two base coaches and one feeding pitching machine. One coach must remain in the dugout.

**FORMAT:** Each game will consist of six innings or a time limit of 1 hour and forty-five minutes. A new inning (top half) shall not start after 1 hour and forty-five minutes. Exception: Ties will be broken after the time limit has been exceeded. NOTE: 10-run rule will be used after four innings (3-1/2 if home team is ahead.) In addition, if a team goes up by more than 10 runs in the top half of the sixth inning, the game will be ended. The 15-run rule is not in effect.

Defensive substitutions must be reported to the scorekeeper to ensure mandatory play.

Ten players will be utilized on defense with four players in the outfield and six in the infield. Offensively, each half inning will consist of 3 outs or a maximum of 10 batters. Should the 10th batter come to bat, the number of outs will automatically be set to two outs regardless of the number of outs recorded in that inning. The 10th batter will be the last batter of the inning.

Each batter will get a maximum of six pitches or three swinging strikes (including foul balls) with no walks. Should the batter record a foul ball on the sixth pitch or a subsequent pitch, the batter shall receive another pitch. If the batter does not swing at a sixth pitch or any other subsequent pitch, he/she will be automatically called out on strikes. Bunting is not permitted at any time. On-deck batters are not permitted per Little League rules.

A batted ball hitting the pitching machine will result in all runners and the batter being awarded one base. A batted ball that strikes the adult coach feeding the machine shall be ruled a dead ball and "no pitch".

Players shall not throw their bat after making contact with a pitch. First offense will be a team warning. Second offense by any player on the warned team will constitute that batter being called out.

**MANDATORY PLAY:** All players present must play two defensive innings. Teams will utilize CBO regardless of roster size.

**PITCHING AREA:** There will be two circles drawn in the pitching area, one on each side of the pitching machine. These should be 40 inches in diameter. The pitcher must occupy one of the pitching circles with at least one foot completely in the circle at the time of the pitch and must stay there until the ball reaches the batter. A batted ball hitting the pitching machine shall result in a dead ball with the batter and all runners on base awarded one base. A batted ball hitting the offensive coach feeding the pitching machine shall be called a dead ball and no pitch. (Does not count toward the six-pitch count.)

**STOPPING PLAY:** Fielders must stop the lead runner or get the third out (Similar to Adult Softball). If there are runners still advancing towards a base, time will not be called until the play is complete. Time will be called at the end of play by at least one umpire after each play.

*APPENDIX E – 9-YEAR-OLD BASEBALL TOURNAMENT*

## North Carolina District 2 Little League 9-Year-Old Baseball Tournament Rules



The following are the 9-year-old tournament rules for North Carolina District 2 and the North Carolina state tournament. Players pa Little League Rules will be used with the following modifications:

**EQUIPMENT:** Approved Little League Equipment (bats, helmets, catcher’s gear, etc.) must be used at all times. Catcher’s masks must include dangle-style throat guard.

**COACHES:** A maximum of four adult manager/coaches will be allowed.

**FORMAT:** Each game will consist of six innings or time limit of 1 hour and forty-five minutes. A new inning (top half) shall not start after 1 hour and forty-five minutes. Exception: Ties will be broken after the time limit has been exceeded. NOTE: 10-run rule will be used after four innings (3-1/2 if home team is ahead.) In addition, if a team goes up by more than 10 runs in the top half of the sixth inning, the game will be ended. The 15-run rule is not in effect.

Ten players will be utilized on defense with four players in the outfield and six in the infield. Should a team only have nine players, three outfielders shall be used. Offensively, each half inning will consist of 3 outs or a maximum of 5 runs scored. Continuous batting order shall be used and free substitution is allowed defensively. No player shall be allowed to be excluded from defense for two consecutive innings. Special pinch runner rule is not in effect. Late arriving players shall be placed at the bottom of the order and placed into the defensive lineup at the start of the next inning.

Infield fly rule will be in effect. All standard baserunning principles will be allowed (stealing, advancing home on a wild pitch). Bunting is allowed.

Players shall not throw their bat after making contact with a pitch. First offense will be a team warning. Second offense by any player on the warned team will constitute that batter being called out.

## APPENDIX F – 8-YEAR-OLD SOFTBALL TOURNAMENT

## North Carolina District 2 Little League 8-Year-Old Softball Tournament Rules



The following are the 8-year-old tournament rules for North Carolina District 2 and the North Carolina state tournament. Little League Rules will be used with the following modifications:

**EQUIPMENT:** This will be a coach pitch tournament (no pitching machines). Approved Little League Equipment (bats, helmets, catcher's gear, etc.) must be used at all times.

**COACHES:** A maximum of four adult manager/coaches will be allowed. Three coaches will be permitted on the field while on offense: Two base coaches and one coach pitching. One coach must remain in the dugout. Three defensive coaches shall be permitted, two located in the outfield grass near each foul line and a third located behind the catcher to assist with passed balls.

**FORMAT:** Each game will consist of six innings or time limit of 1 hour and forty-five minutes. A new inning (top half) shall not start after 1 hour and forty-five minutes. Exception: Ties will be broken after the time limit has been exceeded. NOTE: 10-run rule will be used after four innings (3-1/2 if home team is ahead.) In addition, if a team goes up by more than 10 runs in the top half of the sixth inning, the game will be ended. The 15-run rule is not in effect.

Ten players will be utilized on defense with four players in the outfield and six in the infield. Outfielders are required to stay in the outfield grass until a ball is batted. **No player shall be excluded from the defensive alignment for two consecutive innings.**

Offensively, CBO will be utilized. Each half inning will consist of 3 outs or a maximum of 10 batters. Should the 10th batter come to bat, the number of outs will automatically be set to two outs regardless of the number of outs recorded in that inning. The 10th batter will be the last batter of the inning.

Each batter will get a maximum of six pitches or three swinging strikes (including foul balls) with no walks. Should the batter record a foul ball on the sixth pitch or a subsequent pitch, the batter shall receive another pitch. If the batter does not swing at a sixth pitch or any other subsequent pitch, he/she will be automatically called out on strikes. Bunting is not permitted at any time. On-deck batters are not permitted per Little League rules.

A batted ball hitting the offensive (pitching) coach shall be called a dead ball and no pitch. (Does not count toward the six-pitch count.)

Pitching rubber will be placed at 35 feet with a 16-foot diameter (eight-foot radius) circle around the pitching rubber. The coach must have been feet inside the circle when the ball is pitched. The defensive player serving as pitcher must have one foot inside the circle when the ball is pitched.

Players shall not throw their bat after making contact with a pitch. First offense will be a team warning. Second offense by any player on the warned team will constitute that batter being called out.

**STOPPING PLAY:** Play is stopped when the pitcher has possession of the ball inside of the circle. Hash marks will be drawn at the midway point between each base. If a runner is beyond the hash mark when possession is gained, that runner will be granted the next base. Runners not beyond the hash mark will be returned to the previous base. Time will be called at the end of play by at least one umpire to ensure proper baserunner placement.

**OVERTHROWS:** Runners may advance a maximum of one base on an overthrow by an infielder. Runners may be put out while attempting to advance on an overthrow. Should no play attempt be made, the runner is restricted to one base advance. Runners may advance as many bases at will on an overthrow by an outfielder. Only the ball being possessed by the pitcher in the circle will stop advancement following an overthrow by an outfielder.

APPENDIX G – RECOMMENDED PITCH COUNT FORM

Baseball Pitch Count Log

League: \_\_\_\_\_

Division: \_\_\_\_\_

Team: \_\_\_\_\_

League Age	Max Pitches per Day	# of Pitches Thrown	# Days Rest Req'd
7-8	50	1-20	0
9-10	75	21-35	1
11-12	85	36-50	2
13-14	95	51-65	3
		> 65	4

  

League Age	Max Pitches per Day	# of Pitches Thrown	# Days Rest Req'd
15-16	95	1-30	0
17-18	105	31-45	1
		46-60	2
		61-75	3
		> 75	4

**EXCEPTION:** If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until that batter reaches base or that batter is retired or the third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

**EXCEPTION:** If a pitcher reaches the Max # of pitches for his/her league age while facing a batter, the pitcher may continue to pitch until the batter reaches base, is put out, or the half-inning ends.

A player who pitches 41 or more pitches in a game may not play catcher for the remainder of that day.

A player who catches in four or more innings in a game may not pitch for the remainder of that day.

Minor and Major players may NOT pitch in more than ONE game in a Day.

Junior and Senior players may pitch in up to two games in a day. If a pitcher throws more 31 or more pitches in the first game he/she may not pitch in a second game that day.

Big League players may pitch in up to two games in a day.

Day / Date / Opponent	Pitcher's Name	League Age	Draw a "V" through the number as each pitch is thrown. Draw an "X" through the last pitch to each batter. Draw a "O" around the number of the last pitch in each half-inning. Pitch Counts should be ANNOUNCED to BOTH Managers (Teams) at the End of each HALF INNING.																																			# of Pitches Thrown	Threshold Days Rest *	# Days Rest Req'd	Mgr Initials (post game)
Saturday MM/DD/YY Red Sox	Example	12	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35				
			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35				
			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35				
			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35				
			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35				
			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35				
			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35				
			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35				
			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35				
			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35				
			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35				
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			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35				
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## APPENDIX H – INTERNATIONAL TOURNAMENT REQUEST FORM

## Request to Host International Tournament



League Name:	
President Name:	
President Email:	
President Phone	

## Little League International Tournaments

*This form should be returned no later than December 15. NOTE: A similar form for 8 softball, 8 baseball and 9 baseball invitationals will be distributed separately.*

Please place number in order 1-2-3-4-5, etc. of the tournaments that you'd be interested in hosting. <b>(1 is first choice)</b> n/a indicates that District 2 is not scheduled to host that tournament this year. <b>(You do NOT have to apply for all tournaments. Only indicate those you are interested in.)</b>		
District	State	Divisions
<i>District tournaments expected between June 17-July 8. State tournaments expected between July 5-20. (Subject to change)</i>		
		8/9/10 Baseball
		9/10/11 Baseball
		Little League Baseball
		50/70 Intermediate Baseball
		Junior Baseball
		Senior Baseball
		8/9/10 Softball
		Little League Softball
		Junior Softball
		Senior Softball

*Please list any pertinent details about your facility and other hosting plans that you feel the district staff should consider in your request to host (lighted fields, number of fields that would be implemented, umpire availability, tournament host experience, dates your facility is not available):*

## APPENDIX I – INVITATIONAL (TOC) TOURNAMENT REQUEST FORM

## Request to Host Invitational Tournament



League Name:	
President Name:	
President Email:	
President Phone	

## Little League Invitational (TOC) Tournaments

*This form should be returned no later than April 1.*

Please place number in order 1-2-3-4-5, etc. of the tournaments that you'd be interested in hosting. <b>(1 is first choice)</b> n/a indicates that District 2 is not scheduled to host that tournament this year. <b>(You do NOT have to apply for all tournaments. Only indicate those you are interested in.)</b>		
District	State	Divisions
District tournaments expected between June 17-July 8. State tournaments expected between July 5-20. (Subject to change)		
		Machine Pitch (8U) Baseball
		Coach Pitch (8U) Softball
		9U Baseball

***Please list any pertinent details about your facility and other hosting plans that you feel the district staff should consider in your request to host (lighted fields, number of fields that would be implemented, umpire availability, tournament host experience, dates your facility is not available):***