

N.J. District 20 Interleague Rules

2023 Majors (11-12-year-old)

Approved on 2/26/23



ALL LEAGUE OFFICIALS, MANAGERS AND COACHES ARE RESPONSIBLE TO READ THESE RULES AND REGULATIONS IN THEIR ENTIRETY

SCHEDULES:

- The official schedules will be created by a representative from each Interleague group or League and posted on their respective websites.
 - Sundays will not be scheduled but should remain available for makeup games.
 - Each manager should contact the opposing manager at least 24 hours in advance to confirm the game site and time. In addition, this helps begin the communication process in the event of a rainout or game cancellation.
 - Scheduled weekday games shall commence at 6:00 p.m. sharp, subject to the discretion of the home plate umpire.
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LOCAL/INTERLEAGUE RULES:

1. **All Umpires, Managers and Coaches are expected to know, understand, and abide by these rules.** No District 20 Interleague rule can be changed or established without written approval from the District Administrator.
2. **All other rules not listed are as established in the current Little League rule book.**
3. **Umpires:**
 - a. Scheduled Home Team pays and schedules the umpires.
 - b. The home team will provide a sufficient number of game balls.
 - c. **Majors-**
 - I. Must have at least 1 Umpire positioned behind home plate.
 - II. If non-adult umpires are used exclusively for a game, the local Little League must assign an adult as Game Coordinator as per LL Rule 9.03(d).
 - d. It is the umpires' discretion as to whether to:
 - I. Suspend a game due to inclement weather or improper playing conditions (rule 3.10)
 - II. Continue any inning or the game due to weather or improper playing conditions (including darkness).
4. **PRE-GAME PROCEDURES:**
 - a. Please allow enough time for each team to have proper warm-ups.
 - b. The visiting team will use the field for the last 10 minutes prior to the start of the game for warm-ups.
5. **FIELD CLOSURES:**
 - a. Playability of a field will be according to the Little League rule book. (Rule 3.10)

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- b. Make-up games are to be scheduled between the Managers. However, please email your scheduler and advise them of the new date and time so they can attempt to update the website.

6. Game Length:

- a. All games-Weekdays/Saturday/Sundays: **2-hour time limit**
 - i. No new inning can begin after 2 hours of play.
(For example- 10am start, no new inning can start after 12 noon)
 - ii. If the game is stopped after 4 full innings of play due to weather or darkness, the game will revert to the score at the last full inning of play and that will be the final score.

7. Playing Rules

- a. All rules and regulations are per the Little League Rulebook and/or adaptations/additions approved by Little League International.
- b. Absolutely no local rules. (**Anyone that wishes to violate this rule is putting at jeopardy their eligibility to manage or coach in the District Tournament Season.**)
- c. There is **unlimited** defensive substitution.
- d. There **WILL BE** a 15, 10 and 8 Run Rule. Please see your rule book for that definition.

8. LL Pitching and Catching Rules-

- a. Managers and Coaches must adhere to LL pitching and catching rules. (Note the highlighted changes to this rule, Regulation VI)

9. Pitch Count:

- a. Each team is required to track the pitch count for both pitchers and compare at the end of each half inning, the teams will compare numbers and come to an agreement as to what the count is. This will avoid conflicts later in the game... We recommend all teams use the Little League "Game Pitch Log" sheet.
- b. Each team is required to maintain a per game record of each pitcher and the number of pitches thrown each game using the Little League "Pitcher Eligibility Tracking Form".
- c. This form **MUST** be signed by the opposing Manager after the game and be available for review before each game upon request by the opposing manager of the following game/s.
****NOTE- The "Scorekeeper/Umpire Signature" is NOT required during the regular season**
- d. In the event a manager does not have or will not provide a "Pitcher Eligibility Tracking Form" prior to the game, then the violating team will be limited to having its pitchers pitch a maximum of 20 pitches in that game. This is also a reason for protest.

- 10. If a team only has 7 players at game time, they are allowed a 15-minute grace period to get 1 more player otherwise, by LL rules (4.15) they must forfeit.

- As per LL Rule (new for 2021) Teams can play with 8 players. It was decided at the District level that there will be NO penalty if a team has only 8 players.

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11. Pool of extra players substituting for a game. (Regulation V(c))

****A Sub is defined as a player from another team, needed to complete a roster.**

- a. Substitute players are allowed for games **only** if necessary. If you have 9, no subs, you must play with your 9.
 - b. If you need to sub, that player cannot **Pitch**.
 - c. The most you can sub is 2 players. If more are needed, you must have approval by the opposing manager or forfeit.
 - d. Managers must notify the opposing team of who, and how many subs are being used.
 - e. If more than 1 sub is required to play then only one can play the infield during any one inning. They may be rotated.
 - f. Subs can only play 2 innings in the infield.
 - g. Subs will bat at the bottom of the batting order
 - h. It is the expectation that the core of the rostered team will be substituted in at the primary positions to give them the best chance at learning the game.
12. **Continuous Batting Order- Rule 4.04:** The continuous batting order has been adopted as a local rule. With this option, each player is required to bat his/her respective spot in the batting order. However, a player may be entered and/or re-entered defensively in the game anytime provided he/she meets the requirement of mandatory play.
- Continuous Batting Order Notes:** If a player is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If an injured, ill or absent player returns he/she is merely inserted into their original spot in the batting order and the game continues. Also, if a child arrives late to the game site, he/she would be entered at the end of the current line-up (Little League rule 4.01 note 2)
13. **Run Rules- Fifteen (15), ten (10) and eight (8):** There is a mandatory fifteen (15) after 3, ten (10) after 4 and eight(8) after 5 innings, run rule as per LL Rule 4.10(e)

- IT IS VITALITY IMPORTANT that prior to the game, the managers discuss and agree upon the above rules. The last thing we want is a misunderstanding that leads to controversy.