



Spring Interleague Rules

The following rules MUST be followed for the entire season. This includes “in house” games for teams participating in Interleague Play. “Gentlemen’s” Agreements or Modifications to these rules ARE NOT permitted. Violations are subject to disciplinary action.

Farm Baseball

The Washington District 1 Interleague Farm Division of Baseball shall play by the official Little League Rules and Regulations. In addition, the leagues of District One have approved the following Interleague Rules for purposes of proper instruction, rule emphasis and safety of players and volunteers.

1. Age Alignment: The age alignment will include players league age 8- and 9-year-olds.
2. Game Length. A game will start no later than 15 minutes from its scheduled start time.
 - a. No new inning may start once 1:45 minutes has elapsed from the scheduled start time.
 - b. All games shall be stopped at two hours from the scheduled start time, **NO EXCEPTIONS**.
3. Scorebook. Each team will be required to maintain a scorebook at each game for the primary purposes of recording runs scored, innings played, and pitches thrown. Player’s names will be recorded in the scorebook with last name and first initial. Scores will not be posted, and standings will not be kept in this division.
4. Adult Volunteers. Only a total of THREE league approved adults are allowed in the dugout or on the field during a game. ONE adult must be in the dugout at all times per rule 4.05.
5. Umpires. The home team shall be responsible to provide one approved adult volunteer umpire for each game. The home team umpire shall be positioned behind home plate. The visiting team shall provide one approved adult volunteer to umpire the bases. **Volunteers MUST refrain from instructing players, or coaching, while umpiring.**
6. Pitching.
 - a. All pitches shall be delivered by players, except as noted in rule 6e, described below
 - b. Pitchers will be limited in accordance with Little League regulation VI.
 - c. Managers should agree on the pitch count for all pitchers at the completion of the game.
 - d. Each manager will enter their team pitch counts in Bonzi within 24 hours of the completion of the game. PENALTY for NOT meeting this requirement:
 - i. 1st Offense – Warning by District Division Coordinator
 - ii. 2nd Offense – 1 game suspension for the offending manager
 - iii. Subsequent Offenses – indefinite suspension pending review by the ADA Inter-league director
 - e. No walks permitted. Upon the occurrence of ball four, the coach shall enter the game and pitch up to three (3) additional pitches to the batter. The strike count shall carry over from player pitch. The at bat shall end on the sooner of (1) player putting the ball in play, (2) player swinging and missing at strike three, or (3) three pitches completed, and the ball is not put in play.
 1. The player shall be automatically out upon the occurrence of (2) and (3).
 2. In the event the third pitch by a coach is a “foul ball”, the at bat shall continue until #1 or #2 occur, or the coach completes additional pitch (s) and the ball is not put in play.
 3. Swinging strikes only during the Coach Pitch portion of an at bat. The umpire shall call strikes during player pitch.
7. Playing Rules. The following apply to this level of play:
 - a. A continuous batting order as described in rule 4.04 of the Little League rulebook shall be used.
 - b. The uncaught 3rd strike rule shall not be used.
 - c. Infield fly shall be enforced.
 - d. Each team’s offensive inning will end when that team has scored five (5) runs or the defense has recorded three (3) outs, whichever comes first.
 - e. A batter will reach base either by, putting the ball in play, or hit by a player thrown pitch.
 - f. The (8-10-15) run rule will not be utilized at this division of play.
 - g. Bunting is permitted at any time.
 - h. Stealing is permitted at any time.



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8. Playing Time

- a. Unlimited substitutions between innings. No player will sit more than two innings per game. Players shall not play more than two innings at the same defensive position (except Pitcher and Catcher).
- b. Ten players must be used. Nine may be used if only nine are available. When 10 are used, four must be in the outfield. Outfielders must be positioned at least 15 feet behind the baseline. If a team does not have nine players to start or continue a game, the opposing team may lend them the last batter of the previous inning for play to make nine defensive players.

9. Protests. Protests are not permitted in the minor divisions of play.

10. Rescheduling Games.

- a. Managers are expected to confirm in advance of each game the location, time, and field; and status of inclement weather, if pending.
- b. Inclement Weather. All efforts should be made to play games safely in inclement weather.
 1. A minimum two-hour notice is to be provided if a game is cancelled due to weather. Failure to provide proper notice may be grounds for forfeit and the game will not be rescheduled.
 2. If a two-hour notice is not possible, failure to show up at the field to greet and notify the team of the cancellation shall be grounds for forfeit and the game will not be rescheduled.
- c. Cancelled games due to field conditions or school activities are not required to be rescheduled
- d. Cancelled games due to player availability, other than school activity, shall NOT be rescheduled
- e. Teams should play a minimum of 12 games per season
- f. Reschedule Procedure. Rescheduling of games shall be the responsibility of the managers.
 1. It is the responsibility of the home team manager to provide a field for a rescheduled game
 2. The following rescheduled game information must be provided to the District scheduler:
 - i. District Schedule Game Number
 - ii. Reason for Cancellation or Reschedule
 - iii. New game date, time, and location.