



## D1 Interleague Playing Rules Supplement | FARM/89ERS SOFTBALL

The Washington District 1 Interleague Farm/89ers Division of Softball shall play by official regular season Little League rules. The leagues of District One have approved the following supplemental procedures for purposes of player development, rule emphasis, and safety of players and volunteers.

**Interleague rules and procedures apply for all games in an Interleague division, including games involving teams from the same local league.**

### Game Length

- The 15, 10, and 8 run rules (Rule 4.10e) are not observed at this level of play.
- A game will start no later than 15 minutes from its scheduled start time.
- No new inning may begin after 1 hour 40 minutes from the scheduled start time.
- All games shall be stopped at 1 hour 55 minutes from the scheduled start time.
- Time limits must be discussed by the home team manager with the umpire(s) and visiting manager at the pregame plate meeting. The umpire(s) shall be responsible for administering the time limit.

### Scorebook

- Each team must maintain a scorebook at each game for the primary purpose of recording runs scored, innings played, and innings pitched.
- Player names must be recorded in the scorebook with first initial and last name.
- Scores will not be posted and standings will not be kept in this division.
- *Original scorebooks or GameChanger printouts are required to confirm player eligibility for postseason tournament play (All-Stars).*

### Umpires

- The home team is responsible to provide or make arrangements for an approved and qualified umpire or umpires for each game. If the home team is unable to provide an approved and qualified umpire, and the visiting team is unable as well, a home team manager or coach is required to serve as the umpire. A manager or coach called upon to umpire must refrain from coaching or instructing players at all times.

### Pitch Count Reporting

- Managers should agree on innings pitched count for all pitchers at the completion of each game.
- Each manager must enter innings pitched counts on the District 1 website within 24 hours of the completion of the game.

### Batting Order

- The continuous batting order (CBO) shall be used. The manager is responsible for ensuring that each player meets mandatory play requirements of six defensive outs and at least one time at bat (Reg IV.i).

## Gameplay

- Each half-inning ends when the offense has scored 5 runs or the defense has recorded 3 outs, whichever comes first. Should a ball put in play result in a team scoring more than 5 runs during the half-inning, the play continues to completion but only 5 runs shall be recorded in the scorebook. The 5 run rule is suspended only in the 6th inning, should the game last that long.
- 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).
- Players playing four or more innings in a game must play at least one inning in the outfield and at least one inning in the infield.
- Ten defensive players may be used. Nine may be used if only nine are available. When 10 defensive players are used, four must be in the outfield positioned at least 15 feet behind the baseline.
- Pitches delivered by a player shall be from a distance of 35'.
- The coach in the circle must make a reasonable effort to avoid contact with a live ball. If a batted ball makes contact with the coach prior to touching a player, it will be a dead ball; all players get 1 base.
- Pitchers may only pitch in 2 consecutive innings with the goal of developing pitchers and providing equal opportunity for all players to get a chance to pitch if desired.
- Players can pitch using any method within the progression of a full underhand pitch. Methods include Strong/Power K and Windmill.
- No walks permitted. Upon the occurrence of ball four, the coach shall enter the game and pitch up to 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.
  - The player shall be out upon the occurrence of #2 and #3.
  - 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.
  - Swinging strikes only during the Coach Pitch portion of an at-bat. The umpire shall call strikes during player pitch.
- A batter will reach base either by putting the ball in play or being hit by a player-thrown pitch.
- Stealing is not permitted at this level.
- Bunting is permitted when a player is pitching; no bunting is permitted when a coach is pitching.
- Protests are not permitted in Farm/89ers and other instructional levels of play.

## Rescheduling Games

- Managers are expected to confirm in advance of each game the location, time, and field; and status of inclement weather, if pending.
- A minimum of two-hour notice is to be provided if a game is canceled due to weather. Failure to provide proper notice may be grounds for forfeit and the game will not be rescheduled.
- If a two-hour notice is not possible, failure to show up at the field to notify the opposing team of the cancellation shall be grounds for forfeit and the game will not be rescheduled.
- Cancelled games due to field conditions or school activities may be rescheduled.
- Cancelled games due to player availability (other than school activity) shall not be rescheduled.
- Reschedule Procedure
  - Rescheduling of games shall be the responsibility of the managers.
  - It is the responsibility of the home team manager to provide a field for a rescheduled game.
  - Rescheduled game information must be provided to WAD1.schedules@gmail.com:
    1. District schedule game number
    2. Reason for cancellation or reschedule
    3. New game date, time, and location