2025 Baseball Interleague Rules

Kingsford - Iron Mountain - Norway - Iron County
Revised (1/10/25)

All Division Rules

- Our area's games involve 4 different Leagues. It is important to follow these Interleague Rules. If a question does arise, consult the Little League Rule Book except for the modifications set forth in the Interleague Rules.

Scores

- Both teams are responsible for submitting the score of the game, within 24 hours upon completion. If delayed, please contact your local league president, or vice president and make them aware.
- Pitch count is required in the submission
- Submit the score to www.upbaseballsoftball.org.

Game Play

- Mercy rule is in effect for regular season play. 15 Runs after 3 Innings, 10 Runs after 4 Innings, and 8 Runs after 5 Innings.
  - ***We encourage games to be finished out with runs not added to the score. Complete the innings or time whichever comes first***.
  - Pitch count will still be tracked.
- ***NO ON DECK CIRCLE*** for all divisions but the Junior Division.
  - ***1st warning is a verbal warning***
  - ***2nd warning the player will be automatically out.***
- A complete game is considered after 4 innings or 3 ½ innings if the home team is in the lead when the game is called. (5 Innings or 4 ½ innings if the home team is in the lead for the Jr Division)
- Lightning Delays will happen when lightning has been observed. Play can continue 30 minutes after the last lightning strike or after the storm has passed. Coaches & Ump will decide when the game is safe for play.
- Starters and Minors can end in a tie, except for tournament games.

Make-Up Games

- Games are recommended to be made up within 10 days of the originally scheduled game.
- The home team sets the make-up date, preferably Friday if feasible.
- The visiting team confirms the date.
- Field Priorities for make-up games are Majors, then Minors, and then Starters.
- All games are required to be made up 5 days before the Division playoffs are scheduled to start.

Umpires, Managers and Coaches

- Umps will be required at ALL age levels.
- Maximum of 3 coaches in the dugout (Starter Division 4 are allowed)
    - All coaches must have passed a background check, the Diamond Leader Training, and the Little League Abuse Awareness Training.
- Verbally assaulting an Umpire is grounds for being removed as a manager or coach.
- Young adults will be Umpiring our games, so be supportive of their efforts.

Illegal Bat Rule 6.06

1. The batter is out if the batter enters the batter's box with one or both feet entirely on the ground with an illegal bat (see bat specifications rule 1.10) or is discovered having used an illegal bat prior to the next player entering the batter's box. The ball is dead. Runners must return if they advance on the play.
2. First violation, the offensive team will lose one eligible adult base coach for the duration of the game.
3. Second violation, the manager of the team will be ejected from the game. and the following game. The player using the illegal bat will also be ejected and will miss the following game. Any subsequent violation will result in the newly designated manager being ejected.
4. If the same team is found in violation in multiple games the coach may be removed from coaching for the remaining part of the year.

Pitching Limits (Baseball)

- All teams must adhere to the maximum pitches per day and rest requirements listed in the Little League Pitching Rules, Section VI – PITCHERS.
- Baseball Pitcher Eligibility Tracking Forms must be used and completed correctly.
    - Before each Baseball game the Home Team Manager and the Opposing Manager must share their Pitcher eligibility data to ensure that each pitcher is legal to pitch in that day's game.
    - At the conclusion of a game, each Manager must verify that the correct pitching data has been recorded and then sign the opposing Team's Form.
    - If a manager does not present his/her form prior to the beginning of the game, that game be considered a PITCHER PROTEST GAME. PITCHER PROTEST GAMES will still be played but will count as a loss for the team that failed to present the Pitcher Eligibility Form. All pitches thrown by a pitcher during a PITCHER PROTEST GAME will count against that pitcher for future games.
- Both teams should confirm pitch counts after every ½ inning to verify that the count is correct. If a discrepancy occurs do not continue play until it is figured out.

End of Season Tournament

- The tournament play will follow All-Star rules. Any exceptions laid out in the Interleague Rules will no longer apply with the exception of 7/8 because there is no All-Star rules laid out.

- All pitching restrictions apply for the End of Season Tournament since this Tournament is an extension of the regular season.
- At the conclusion of the regular season schedule the Area Presidents will convene a meeting to determine the seating for playoff brackets for each age division.
  - Games not recorded will be considered a loss.
- Teams will be seated according to their regular season record. Tiebreaker rules apply.
- Brackets will be created with the #1 playing the lowest seat and so forth.
- The location of the games will be determined before the start of the season and will not change regardless of who is playing in the championship; the following locations are for 2025.

  Baseball 7 - 8 –
  Baseball 9 -10 –
  Baseball 11-12 –
  Jr. Baseball – Kingsford

The Hosting League is responsible for the cost of awards for the winning team. 1st and 2nd place ***trophies*** are required.

Team Standings Tiebreaker Procedure

- At the conclusion of the season if 2 or more teams have identical records the following tie-breaker procedure shall be used to determine the higher seeded team:
  1. Head-to-Head record
  2. Runs Allowed
  3. Runs Scored

Baseball Starter 7-8 Division Rules

- **Game Play**
  - 4 coaches are allowed in the dugout for this level as 1 coach is pitching and 2 base coaches.

  - Bats can be made from wood, aluminum or if laminated it shall bear the USA Baseball logo.

  - 6 innings per game. No new innings started after 1 hour and 45 minutes.
    - Teams may play with 8 players.
    - Games may result in a tie if time expires

  - Maximum of 10 players on the field during defense. 10th player must be in the outfield grass in an outfield position. Only 6 players will be in the infield.

  - No coach may be on the field during a live ball other than to pitch. Coaches will be allowed behind the home plate to help speed up the play of the game.

  - Teams must roster bat.
    - 10 is the maximum batters allowed per inning.
    - Minimum play rule is 6 outs in the field per game with roster batting.

  - There will be no bases awarded on an overthrow error.
    - An overthrow is considered making an attempt to get a runner out while running to a base and it goes by the player on that base. A throw to anyone else in the field missed is not considered an overthrow. (We are encouraging the defense to try and make plays not just throws back to the pitcher)

  - The play is dead when the pitcher has the ball on or around the mound. Runners more than halfway between bases at this time can continue to advance.

  - With 2 outs, if the catcher gets on base he or she must be substituted with a courtesy runner. This gives the catcher time to get gear on and moves the game along.

  - There is NO Bunting or Stealing at any time in this division. The runner must keep at least 1 foot on the base during the pitch.

- League age 6 can play in this division with 1 year of Tee Ball and the local area's board approval.

- **Pitching**

  - **Player Pitch**
    - Players will pitch the first 3 innings with the coach's assistance.
    - Pitch count is to be recorded in this division. It will follow current Little League rules.
    - Player Pitchers can move up to 40 feet to throw the ball.
    - A hit ball is live, and all runners can advance.
    - After a batter receives 4 balls from the pitcher during kid pitch:
      - A coach will then pitch to the batter. The batters count will carry into the pitch. No extra strikes are given.
    - Hit by a Pitch: If the batter is hit by a pitch being thrown by a player, that batter is awarded and must take first base. If the batter is hit by a pitch being thrown by a coach or machine, that batter is not awarded first base and must continue the batting process.
    - No Dropped 3rd strike rule in this division.

  - *League age 9-year-olds* playing in the 7-8 division must play on the outfield, can't pitch or be on the pitching mound during machine or coach pitch.

  - **Coach Pitch**
    - The pitches may be called a strike, a swinging strike or a foul ball.
    - When the coach is pitching the maximum, the runner can go is 2nd base. All runners currently on the base can advance to home plate.
    - The coach must throw from 40 feet as well.

  - While the Coach is pitching the player pitcher must remain in the pitching circle and be ready to field the ball, for example, off to the side but not in front.

  - **Machine Pitch –** after the 3rd inning it will be strictly machine pitch.
    - The Machine that will be used is (*Louisville Slugger Blue Flame*)
    - The level will be set at the lowest speed setting. Adjustments can be made up or down depending on the players' strike zone.
    - If there is a mechanical issue with the machine, coach pitch will be implemented.
    - The hitter can advance to any base while the ball is still live off the pitching machine.

- The player will receive at max 5 pitched balls, after 3 strikes the player is out. Pitches will continue on a foul ball. (If the machine is acting up extra pitches can be given if both coaches agree there is a problem)

Baseball Minor 9-10 Division Rules

- **Game Play**
  - Bats - non-wood and laminated bats - shall bear the USA Baseball logo.
  - 6 innings per game. No new innings started after 2 hours.
  - Games can end in a tie if time limit is met.
  - Maximum of 9 players on the field during defense.
  - Teams may choose to roster bat or line up bat.
  - If a team chooses to roster bat, they will have free substitution of players. Minimum Play Rule, 6 outs in the field.
  - If a team chooses to line up bat, they must adhere to the Little League minimum play rule and substitution rules. Minimum Play Rule, 6 outs and 1 at bat.
  - Must have 9 players to start the game, once play is started the game can continue with less due to an injury.
  - Maximum of 5 runs / inning until the division playoffs. (Max runs allowed removed)
  - Bunting and Stealing is legal in this division. The runner must keep 1 foot on the bag until the ball has crossed the home plate. No leading off.
  - League age 8 can play in this division with the local area's board approval.
- **Pitching**
  - **Max pitches of 75 pitches** (if the pitcher started the batter below 75 pitches, they can continue that batter)
  - Rest requirements.
    - 66+ pitches – 4 days rest
    - 51-65 pitches – 3 days rest

    - 36-50 pitches – 2 days rest
    - 21-35 pitches – 1 day rest
    - 1-20 pitches – no days rest
    - Players cannot pitch for 3 consecutive days.
- Pitcher to Catcher and vice versa
    - Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
    - A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
    - A player who played the position of catcher for three (3) innings or less, moved to the pitcher position, and delivered 21 pitches or more in the same day, may not return to the catcher position on that calendar day.

- No Dropped 3rd Strike Rule in this division.

- *League age 11-year-olds* playing down must play outfield and cannot pitch.

Baseball 11-12 Major Division Rules

- **Game Play**
  - Bats - non-wood and laminated bats - shall bear the USA Baseball logo.
  - 6 innings per game. No time limit. If tied after 6 innings the game must go into extra innings.
  - Maximum of 9 players on the field during defense.
  - Teams may choose to roster bat or line up bat.
    - If a team chooses to roster bat, they will have free substitution of players. Minimum Play Rule, 6 outs.
    - If a team chooses to line up bat, they must adhere to the Little League minimum play and substitution rules. Minimum Play Rule, 6 outs and 1 at Bat.
  - League age 10-year-olds can play in this division with the local area's board approval.

- **Pitching rules**
  - **Max pitches of 85 pitches** (if the pitcher started the batter below 85 pitches, they can continue that batter)
  - Rest requirements.
    - 66+ pitches – 4 days rest
    - 51-65 pitches – 3 days rest
    - 36-50 pitches – 2 days rest
    - 21-35 pitches – 1 day rest
    - 1-20 pitches – no days rest
    - Players cannot pitch 3 consecutive days.
  - Pitcher to Catcher and vice versa
    - Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
    - A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

- A player who played the position of catcher for three (3) innings or less, moved to the pitcher position, and delivered 21 pitches or more in the same day, may not return to the catcher position on that calendar day.

- *Dropped third strike rule is in effect*.
  - If 1st base is unoccupied or there are 2 outs is when this takes place. Otherwise, the batter will be called out even on a dropped uncaught 3rd strike.
    - It is still considered dropped if the ball hits the ground and the catcher catches it cleanly. Must be caught “in flight “.

Baseball 13-14 Junior Division Rules

- **Game Play**
    - Bats – non-wood and laminated bats shall bear the USA Baseball logo or BBCOR certified logo.
    - 7 innings per game. No time limit. If the game is tied it must go into extra innings.
        - A game is considered a complete game after 5 innings (4 ½ if the home team is winning).
    - The On Deck Circle is allowed at this age group ONLY.
    - Leage Age 15 is allowed to play if they did not play High School Baseball. They are not permitted to pitch or play in the infield.
    - Please refer to the Little League Rule Book for all other provisions in this division.

- **Pitching Rules**
    - Max pitches of 95 pitches (if the pitcher started the batter below 95 pitches, they can continue that batter).
    - Rest requirements.
    - 66+ pitches – 4 days rest
    - 51-65 pitches – 3 days rest
    - 36-50 pitches – 2 days rest
    - 21-35 pitches – 1 day rest
    - 1-20 pitches – no days rest
    - Players cannot pitch 3 consecutive days.

- Pitcher to Catcher and vice versa
    - Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
    - A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
    - A player who played the position of catcher for three (3) innings or less, moved to the pitcher position, and delivered 31 pitches or more in the same day, may not return to the catcher position on that calendar day.