

## INTERLEAGUE RULES FOR MINORS BASEBALL – 2026

### THE FOLLOWING RULES WERE AGREED UPON BY YPSILANTI NATIONAL, YPSILANTI ARBOR-AMERICAN, MILAN, SALINE AND LINCOLN

MOST OF THESE RULES ARE IN THE LITTLE LEAGUE RULE BOOK, JUST REMINDERS TO ALL COACHES AND THE RULES IN RED ARE THE RULES AGREED UPON BY THE LEAGUES. ALL RULES IN THE LITTLE LEAGUE RULE BOOK APPLY.

Home team gets third (3rd) base dugout and shall provide two new game balls.

#### **EACH TEAM MUST KEEP PITCH COUNT AND RECORD PITCHES THROWN BY BOTH TEAMS.**

The home team is the official pitch count recorder. The pitch count recorders should convene between each inning throughout the game to ensure they both have the same pitch count. The pitch count sheets must be kept on file by the team manager and made available upon request to a league official and/or umpire. Each team must complete the pitch count log following the game and have it signed by the opposing team's manager and/or pitch count recorder. Managers must also have these with them at all times for the following games.

Pitcher's will be allowed five (5) warm up pitches per inning.

#### **REPORT YOUR PITCH COUNT AND SCORES AFTER GAMES TO THE FOLLOWING E-MAIL: [interleaguepitchcount@yahoo.com](mailto:interleaguepitchcount@yahoo.com)**

A pitcher once removed from the mound cannot return as a pitcher.

The manager must remove the pitcher when said pitcher reaches the limit for his league age, but the pitcher may remain in the game at another position:

<b>Age:</b>	<b>11-12</b>	<b>85 pitches per day</b>
<b>Age:</b>	<b>9-10</b>	<b>75 pitches per day</b>
<b>Age:</b>	<b>7-8</b>	<b>50 pitches per day</b>

**EXCEPTION:** If a pitcher reaches the limit imposed for his league age while facing a batter, the pitcher may continue to pitch until anyone of the following conditions occurs: 1. That batter reaches base: 2. That batter is put out: 3. the third out is made to complete the half-inning. **NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

Pitchers league age 14 and under must adhere to the following rest requirements:

If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.

If a player pitches 1-20 pitches in a day, no (0) calendar days of rest must be observed.

**NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.**

#### **NUMBER OF VISITS BY A MANAGER OR COACH TO PITCHER:**

- (a) A Manager or coach may come out three (3) times in one game to visit with the pitcher, but the fourth time out, the player must be removed as pitcher.**
- (b) A manager or coach may come out three in one inning to visit with the pitcher, but the third time out, the player must be removed as pitcher.**

**EXCEPTION:** If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. that batter reaches base; 2. that batter is retired; 3. the third out is made to complete that 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.

Only - 6.08(a) – Allows a defensive team to “intentionally walk” a batter at any time during the at-bat in the Minor and Major Divisions of Baseball.

6.08 - The batter becomes a runner and is entitled to first base without liability to be put out (provided said runner advances to and touches first base) when –

(a) (1) four “balls” have been called by the umpire; ball is live and base runners may advance; or,

(2) Minor/Major Division: The defense elects to “Intentionally Walk” the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at-bat.

NOTE 1: Such notification must be made by the defensive manager. The manager must request and be granted “time” by the umpire and then inform the umpire of the defense’s intent to walk the batter.

NOTE 2: The ball is dead and no other runners may advance unless forced by the batter’s award. The appropriate number of “balls” needed based on the count on the batter at the time of the manager’s request to complete the Intentional Walk will be added to the pitch count.

**Any player who has played the position of catcher in any part of the four innings in a game will be prohibited from pitcher for that calendar day.**

**Any player who played the position of catcher for three (3) innings or less, moves to pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half- inning or the game.**

**When a manager request timeout to make a pitching change, it shall not be considered a visit to the pitcher provided the manager makes the pitching substitution prior to speaking to any defensive player. This applies when a pitcher moves to another position.**

Each team is limited to two (2) runs per inning scored by passed balls and wild pitches. Runs scored on throwing errors from the catcher back to the pitcher and runs scored when a runner steals home do not count as runs scored on passed balls.

Play with 10 players (4) four outfielders. This keeps the players interested in the game.

**Once a team is up by 8 runs stealing home will not be allowed anymore.**

If it becomes apparent that fewer than six (6) innings will be played because of the time limit the umpire and managers will agree upon the final inning before that inning begins. Each team will then bat thru their batting order one (1) time or until the defensive team makes 3 outs.

This applies for both teams whether you are Visitors or Home team.

1. When three (3) outs are recorded, or
2. All players on the roster have batted once in that half-inning.

A player in the starting line-up who has been removed for a substitute may re-enter the game, **in the SAME** position in the batting order provided: (When using continuous batting order they must meet there defensive mandatory play before being removed from defense)

- (a) His or her substitute has completed one time at bat and:
- (b) Has played defensively for a minimum of six (6) consecutive outs.

A substitute may not be removed from the game prior to completion of his mandatory play requirements.

**Rule 2.00 – At Bat (Note 1 and Note 2): Clarifies that when using the continuous batting order, players do not need to meet the running portion of mandatory play.**

- (i) **Mandatory Play:** Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. For the purposes of this rule, “six (6) defensive outs” is defined as: A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies a defensive position while six outs are made; “bat at least one (1) time” is defined as: A player enters the batter’s box with no count and completes that time at bat by being retired, retired as a batter-runner or runner, scores, or the inning or game ends. or by reaching base safely.
- (ii) **PENALTY:** The player(s) involved shall start the next scheduled game, play any previous requirement not completed for Section (i), and the requirement for this game before being removed.
- (iii) An AT-BAT, for the purposes of meeting the requirements of Mandatory Play (if applicable), is when a batter assumes the position of a batter with no count and is retired, retired as a batter-runner or runner, scores, or the inning or game ends.

There will be a Continuous Batting Order. If a player gets hurt while at bat the next batter in the order takes his place and assumes the count and the game continues. If the injured player is unable to continue in the game the next time his is scheduled to bat merely skip over him and continue the game. **IT IS NOT AN OUT.**

**Rule 2.00 -Courtesy Runner, Rule 3.04, and 7.14(b) and Tournament Rule 3(d) –** This change provides clarifications for using a courtesy runner with both the traditional batting order and the continuous batting order. It also clarifies that when using the continuous batting order, the offense may use a courtesy runner for both the pitcher and catcher of record at the same time when there are two outs.

**3.04 –** A player’s whose name is on the team’s batting order may not become a substitute runner for another member of the team. A local league may permit a “courtesy runner” permitted for the catcher and pitcher of record when there are two (2) outs. Exception: If the continuous batting order is used, the “courtesy runner” may be in the team’s batting order and must be the player in the batting order who made the last out. See 7.14(b)

**7.14(b) Courtesy Runner –**

**Note 3:** If the pitcher and catcher of record are on base with two outs, the offense may use a courtesy runner for both the pitcher and catcher of record at the same time. The offense shall place the courtesy runners in order of the bases: EXAMPLE: With two outs and the pitcher at second base and the catcher at third base, the offense wishes to use courtesy runners for both the pitcher and catcher of record. The offense will use the player who made the second out of the inning as the courtesy runner for the pitcher of record on second base and the player who made the first out of the inning as the courtesy runner for the catcher of record at third base.

All Monday thru Thursday games will be played with a two-hour time limit no new inning may start after 8:30. So what this means is once 8:30 arrives you are to continue the inning you are in but do not start a new inning once this inning is finished. Week-end games have a two and one-half hour (2-1/2) time limit.

If after three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings, three and one-half innings if home team is ahead, one team has a lead of ten runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after five (5) innings, four and one-half innings if the home team is ahead, one team has a lead of (8) eight runs or more, the manager of the team with the least runs shall concede to the opponent.

**ALL RAIN OUTS AND/OR MAKE UP GAMES MUST BE DONE ON FRIDAY AND/OR SATURDAY OF THE WEEK THE GAME WAS ORIGINALLY SCHEDULED TO BE PLAYED.**

**ALL SUSPENDED GAMES WILL BE RESUMED EXACTLY WHERE THEY WERE LEFT OFF. REGULAR SEASON PITCHING WILL BE GOVERNED BY REGULATION VI.**

**REMEMBER THERE ARE NO ON DECK BATTERS AND NO BATTERS OUTSIDE OF THE DUGOUTS WITH HIT STICKS OR DOING SOFT TOSS WHILE THE GAME IS GOING ON.**

**THERE ARE ONLY ALLOWED THREE COACHES IN THE DUGOUT AT ALL TIMES AND THE THREE COACHES THAT BEGIN THE GAME ARE THE ONLY THREE COACHES ALLOWED IN THE DUGOUT. THERE MUST BE A MANAGER AND/OR COACH IN THE DUGOUT WITH THE PLAYER'S AT ALL TIMES.**

**MANAGERS AND COACHES ARE PERMITTED TO WARM UP A PITCHER AT HOME PLATE OR IN THE BULLPEN OR ELSEWHERE AT ANY TIME, INCLUDING IN-GAME WARM-UPS, PRE-GAME WARM-UPS AND IN OTHER INSTANCES. THIS IS REGULAR SEASON ONLY.**