

REVISED: February 20, 2008

### **LITTLE LEAGUE RULES AND REGULATIONS**

All LLB Rules and Regulations apply to all interleague games. These District 6 Interleague Rules are additional rules imposed by our District regarding all interleague play. No District rule may be in conflict with any LLB Rule or Regulation. If any conflicts occur, LLB Rules and Regulations will prevail.

### **GAME START TIME**

Starting time shall be printed on the official game schedule and both teams must be at the game site at least 1/2 hour prior to that start time. 30 minutes after the scheduled start time a team that cannot field nine (9) players will automatically forfeit the game. Failure of a team to show for a scheduled game constitutes an automatic forfeit for that team.

### **RESCHEDULING GAMES**

The Player Agents of programs involved have the responsibility to reschedule rained out games within seven (7) days of the original scheduled date of the game not played or on the first available open date, whichever comes first. The team that cannot show on the rescheduled date will automatically forfeit the game.

In the event a team cannot field enough players because of a scheduled school, church, or scout function the game may be rescheduled within seven (7) days of the original scheduled date of the game not played. The manager must have given at least five (5) days notice (days being Sunday through Saturday) prior to the school function to the District ADA, Player Agents, and opposing team.

In the event a rescheduled game is rained out, it will not be rescheduled the second time until the end of the half season and then only if needed to determine the standing of either or both of the teams involved.

### **REPORTING**

The Vice President of the home team is responsible for notifying the ADA of the scores. This can be done on a weekly basis.

### **EJECTIONS / INFRACTIONS**

Ejection of a player, manager, or coach must be reported the same night. Per LLB rules, ejections must also be reported in writing within 24 hours to the team's League President. A copy of the written report must also be forwarded to the District Administrator and the ADA for that division.

**Penalty for ejection are as follows:** (penalty is the same for players, managers, and coaches).

First Ejection: one game suspension; Second Ejection: two game suspension; and Third Ejection: removed for the remainder of the season. If the infraction is severe, the District Administrator can suspend the participant at any time for the remainder of the season. DA's decision will be final.

### **PROTESTS**

Protests involving two interleague teams shall be handled by the District Umpire in Chief (UIC) or their Senior Umpire Consultant and forwarded to the District Administrator for approval. The District Administrator's decision is final.

### **CONTINUOUS BATTING ORDER**

Per LLB Rule 4.04 Note 1 - Continuous batting order is mandatory for all T-Ball and Minor League divisions.

### **10-RUN RULE**

The 10 run rule shall prevail.

### **TIME LIMITS**

Minor Softball, Minor Baseball, Little League Baseball and Little League Softball: 2 hours.

Junior and Senior Baseball, Junior and Senior Softball 2 1/2 hours.

The umpires shall keep the official time and shall confer with the official scorekeeper who will note the start and end time in all games.

In Junior and Senior League Baseball no new inning may began after the 2 1/2 hour time limit has been reached (but the inning in progress may be completed). If less than 5 innings (or 4 1/2 innings if the home team is ahead) have been played then those innings completed will constitute a completed game. There will be no reschedule to play more innings.

In the Little League (Major) Softball there will be a 5-run or 3-out limit, whichever comes first, per inning for innings one (1) through five (5). The 6th inning would be an open inning. If it appears that 6 innings will not be played then the inning that would constitute the last inning of the game would be considered the open inning. Official score keeper and home plate umpire should confer to determine the last inning to be played (open inning).

In Minor League Baseball & Softball there will be 5-runs or 3-outs per inning whichever comes first (per new LLB Rule 2.00 Definition of "Inning"). There is no open inning. Ruling on tie games is forthcoming from LLB.

In Little League (Major) Softball and Minor Softball no new inning may begin after the 2 hours but the inning in progress may be completed unless a regulation game has already been reached. Exception: When the 2 hour time limit has been reached and less than 4 innings (or 3 1/2 innings if the home team is ahead) have been played then innings completed will constitute a completed game. There will be no reschedule to play more innings.

### **CONDUCT**

League officers and Team Managers shall assume responsibility for the conduct and control of their respective coaches, players, parents and spectators. Managers, Coaches and team members will make no remarks to the opposing team or to the Umpires. The District Administrator will not tolerate any misconduct toward District Umpires.

### **SCOREKEEPER**

Each team must provide a scorekeeper and a scorebook at each game. The Home team will provide the official scorekeeper and official scorebook. **All three (3) books must be signed by the Umpire at the end of the each game.** For each game played all players on the team roster must be accounted for and there must be a clear, well written record of all the pitchers used and the number of innings each pitched. **Each team book MUST contain a printed roster of the team players** - updated as needed - that shows the age of each player.

### **UMPIRES**

Provide two (2) District 6 Registered Umpires (volunteer or paid) for Little League (Majors), Junior and Senior Baseball and Softball. One District 6 Registered Umpire is acceptable for Minor Baseball and Softball.

### **BIG LEAGUE SOFTBALL**

The mandatory play rule will be in effect (teams with more than 14 players, 3 defensive innings and one at bat). Option: Teams may elect to use a continuous batting order.

### **THE RESPONSIBILITY OF THE HOME/ HOST TEAM SHALL BE:**

1. Provide Umpires.
2. Provide the official scorekeeper.
3. Have concession stand open.
4. Make sure safety equipment and ice is available until the game is completed.
5. Be sure the telephone is accessible at all times.

6. Provide the game balls (at least 3 to start) that meet Little League specifications. Minor Softball must use the 11 inch softball, Little League (Major) Softball and up use 12" softball.
7. If the game is at night, there must be someone present who is familiar with turning the lights on/off.
8. Have a Board Member stay at the game site until the game is over and all visitors have left the complex.
9. Prepare the field for play.

**THE RESPONSIBILITY OF THE VISITING TEAM SHALL BE:**

1. Let parents and league officials know the location of and directions to the game field. Yahoo maps to all District 6 parks are available on the District website (FLD6.org)
2. Have at least one Board Member attend each game and help the team manager with crowd control and in any other way deemed necessary. Conduct must be above reproach.
3. Provide your own team equipment.
4. It is permissible and advisable for each team to bring their own cooler with water or Gatorade.

**LOCAL LEAGUE RULES**

**A league's local rules are not binding on their interleague opponent.** Each league must, however, comply with their own local rules if required playing time per player is more than LLB Regulation IV (I) requirement. If a manager does not follow their local league rule on mandatory play, then that manager is subject to discipline by his/her league. An infraction of the required playing time as specified in LLB Regulation IV (I) can constitute a protest situation in an interleague game.

**REGULAR SEASON RECORD**

All games played by each team count in their win/loss record and the team from each league with the most wins shall be declared the Champion in their local league and that team shall represent their league in the District 6 Tournament of Champions. However, leagues with two or more teams may adopt to have a round robin type tournament with the winner representing the league in the District 6 Tournament of Champions.

**DISTRICT 6 INTERLOCK POOL PLAYER RULES**

**OFFICIAL REGULATIONS – V (C) ALTERNATE METHOD OF OPERATION**

To aid leagues that are having a difficult time getting enough players for their regular season teams the following option is available.

A pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game. **NOTE:** Players may not be "borrowed" from an opponent. They must be assigned by (league's) the Player Agent.

**GUIDELINES**

1. The league's Player Agent will create and run the pool. The league's Player Agent will use the pool to assign players to teams that are short of players on a rotating basis.
2. Managers and/or coaches will not have the right to randomly pick and choose players from the pool.
3. Players used from the pool will not be allowed to pitch, except during the player's own (team) regular season scheduled game.
4. Pool players that are called and show up at the game site must play at least nine consecutive defensive outs and bat once.

DISTRICT 6 AMENDMENTS TO THE ABOVE

1. No team will have more than 10 players if using Pool players.
2. Managers are subject to a protested game if they cannot insure the minimum play requirements for a pool player.
3. Only 1 pool player can be substituted for 1 team player. You cannot substitute two pool players in a game for one team player.
4. If your team is using two pool players, a pool player may not substitute for a regular team player (pool players must substitute for each-other). If you have three pool players, two pool players must substitute for each other and the third pool player may substitute for one regular team player. No regular team player may be substituted-for, for more than 9 defensive outs and one time at bat, by a pool player unless the regular team player is injured or ejected from the game.
5. No regular team player may be substituted for more than once during the Season until all regular team players have been substituted for. This means that you cannot remove the same regular team player every game for a pool player.
6. Every time a pool player is assigned, the Player Agent will provide notice to the District ADA for that division with the pool players name and what team they are to be used on. Failure of notification may lead to the ineligibility of that pool player to play in that or future games.

**DISTRICT 6 CONTACTS**

District Administrator	Greg Sinadinos	DA@FLD6.org	813-228-7800 x202
Umpire in Chief	Kim Roberts	UIC@FLD6.org	813-927-3636
ADA - Baseball	Scott Antinori	Scott.A@FLD6.org	813-546-4629
ADA - Softball	Katie Blair	Katie.B@FLD6.org	813-786-1230

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