

2018 INTERLEAGUE SOFTBALL RULES

Minor League Division

The Presidents of Florida District One approved these rules for play on 17 Feb 2019. These supplemental rules are to be used in conjunction with the 2019 Little League Rulebook.

1. **THE INTERLEAGUE:** The interleague consists of leagues within Florida District 1 Little League. The DISTRICT 1 staff, working with the Minor and Major League representatives, from each league, administers it. Games will be governed by the 2019 Official Regulations and Playing Rules. The following are interleague playing rules that are in addition to or an enhancement of those rules. All teams playing in the interleague must follow all the rules without exception. All teams must possess a rulebook and these interleague rules with them at every game.
2. **OBJECTIVE:** The interleague is designed to provide Minor and Major League teams the opportunity to play regular season games against other teams within the district. A friendly but competitive approach to each game should be the norm. The success of the interleague program can only be realized if adults act in a positive way and are honest with each other while setting an example for the players of the interleague. Remember that winning really is secondary to developing players to be better ball players and citizens of our communities.
3. **PITCHING:**
 - a. Minor League rules for pitching are outlined in the 2019 Official Regulations and Playing Rules book (Softball).
 - b. The home field scorebook will be the official record of pitchers used during softball games.
 - c. Each pitcher used during a game must be clearly identified, legible and provide:
 - i. A chronological order all pitchers used in the game.
 - ii. Pitchers name and assigned uniform number.
 - iii. Innings pitched in the subject game.
 - d. Both teams have the right to review the scorebooks before the scheduled start time of the game to verify eligibility. After the game begins it's too late to ask to see the other team's book.
 - e. The head umpire will report failure to provide accurate score books/pitching logs to both league presidents for possible disciplinary action.
 - f. **For Minor League Player Pitch ONLY**, a "no walk" rule will be used during the first portion of the regular season to help develop pitching and hitting skills. This rule does not apply to Tournament games. Under this special rule, once a pitcher reaches a count of 4 balls on the batter, an adult will take the rubber and become an adult pitcher for up to two pitches to the batter. The defensive pitcher will then become a "player pitcher" and take a position at the 3 or 9 o'clock position to the rubber so as to not interfere with the adult pitcher during the pitch. The adult pitcher will not coach in any manner and will avoid interfering with any hit balls. If the adult pitcher is hit by a batted ball, a dead ball will be called, batter will be awarded 1st base, and runner(s) will advance if forced. The batter must get a hit off one of the two adult pitches to avoid being called out. Foul balls on the second adult pitch will not count against the batter unless the ball was bunted. Each team will be assessed bi-monthly to determine if skill levels are adequate to remove the "no walk" rule and proceed with standard pitching rules. This adult shall be one of the following:
 - i. An approved volunteer
 - ii. A coach/manager from the defensive team (if mutually agreed upon by both coaches).
 - iii. A coach/manager from the offensive team (only if a player is used as a base coach).
 - g. The adult shall be standing by, ready to step in, in order to keep the game flowing

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4. POOL PLAYER RULES:

- a. The rule is for regular season interleague play only and will not be allowed during post-season tournaments!
- b. When pool players are used the roster for the game cannot exceed more than 11 players; only 3 of those players may be pool players.
- c. Players will play on the appropriate league team they are charted in (Minor players cannot be used for Majors, and vice versa)
- d. Pool players are required to play 9 consecutive defensive outs and bat once (reg. Vc4).
- e. The pool player may not start the game unless the team cannot field 9 roster players.
- f. Pool players may not pitch during the game. No Exceptions.
- g. The player may bat anywhere in the line-up.
- h. The same pool player may be used in consecutive games, including double headers, for Majors, played on the same day. For Minors, only after receiving DA and SR approval.
- i. The pool player must wear the jersey of their own team.
- j. Pool players must be identified on the line-up sheet and in the scorebook.
- k. Managers must announce the pool player(s) at the plate meeting. Failure to do so before the first pitch will result in the unannounced player not being allowed to play. If the manager does not follow the above rule and the pool player plays in the game the manager will be suspended for one game. Additional infractions may result in additional suspensions including removal for the season.
- l. Failure to follow these rules could result in a forfeit of the game. The interleague protest committee will decide any and all forfeits.

5. KEEPING SCORE:

- a. The host league (home team) will maintain the official scorebook and pitching log. The visiting team is required to keep a secondary scorebook and pitching log.

NOTE: *It is the ultimate responsibility of the scorekeepers to maintain the books properly. After each ½ inning, it is recommended that the scorekeepers from both teams confer to verify that both books match. If there is a discrepancy between the two books that cannot be resolved, the issue will need to be raised immediately to the Umpire in Chief of the game. If after conferring with the Umpires, Managers and Scorekeepers, there is still a discrepancy, the home book will take precedent.*

- b. Managers are required to have their scorebook at every game (includes all games played).
- c. Managers of both teams have the right to examine the last game played by the other team NLT 10 minutes before game start time.
- d. Each team must provide a line-up card to the Umpire in Chief and the opposing team manager. FIRST NAME, LAST NAME, and NUMBER! The line-up, prepared by each team must be ready 5 minutes before game start time. Absent and pool players will be annotated.
- e. The official and visiting team scorekeepers must be located outside the dugout.
- f. If a manager/coach is keeping the official score they must do so outside the dugout.
- g. Both scorebooks must be made available to the District 1 Staff upon request.
- h. At the end of each game the Umpire must sign and date the scorebooks.

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6. PROTESTS:

Follow Rule 4.19 of the 2018 Official Regulations and Playing Rules for filing a protest. The protest committee will consist of the District 1 Administrator, District 1 Chief or Assistant Chief Umpire, and at least one other District ADA not coaching or umpiring in the interleague division. Protests will not be heard if the team protesting does not have a rulebook and interleague rules with them at the time the protest is filed. Umpires will enforce this.

7. GAME TIMES:

- a. Games will be scheduled between league representatives (Refer to Minor League Contact Sheet).
- b. Game time will begin from the scheduled start time of the game. Valid exceptions are umpires arriving late, injured player, or significant field repairs. If there is another game scheduled on the same field time limits may be imposed on the first game as long as the game played meets the requirements of a complete game.
- c. Time limit will be no new inning to begin after 1 hour and 50 minutes from official start time.
- d. There will be a five-run rule for each inning in minor and major league softball.
- e. Canceling, changing, or rescheduling games between managers without an interleague representative and/or local league official involved **is not allowed** and will be cause for suspension.
- f. All suspended and make up games will be rescheduled ASAP.

8. FIELDING A TEAM:

- a. There must be 9 players to play the game – No exceptions.
- b. If a team is unable to field nine players within fifteen (15) minutes after the scheduled start time it will be a forfeit and counted as a loss in the standings. Please use pool players to avoid this from happening.
- c. If neither team can field nine players it will be counted as a loss for both teams. Exception: If a league cannot field a team and notifies the Interleague representatives 48 hours prior to game time, the game may be rescheduled subject to the approval of the interleague representatives.

9. UMPIRES:

- a. It will be the responsibility of the home team and league representatives to schedule umpires for the game.
- b. A minimum of one plate and one field umpire is required per game. No umpire will call balls and strikes from behind the pitcher's mound. No exceptions.
- c. The ten (10) run rule will be enforced after 3½ innings of play.
- d. All games will be played and count whether scheduled umpires are used or not.
- e. Tossing a helmet or a bat will not be tolerated for any reason. Please communicate this during your plate meeting.
- f. EJECTIONS: This pertains to all players, managers, and coaches.
 - i. When ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and or be recalled. Exception: an ejected player must sit in the dugout if their parent or responsible adult is not in attendance to escort them from the complex.

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- ii. A report must be filed for all ejections. The report **MUST** be completed by the umpires and both managers immediately after the game. Forward the report to the host league's president.
- iii. If the ejection is for fighting or, in the judgment of the umpire, warrants an additional suspension, the District Staff will determine the final discipline. The District will have the final word and appeals will not be allowed.
- iv. Ejection suspensions will carry into post-season tournaments

10. ADDITIONAL INFORMATION AND REMINDERS:

- a. **For Regular Season Only; the batting team will be retired when they have accumulated three outs or five runs, whichever comes first.**
- b. Standings, Scores and more: Report wins, losses, ties, and scores to your league representatives.
- c. Tossing a helmet or a bat will not be tolerated for any reason. Please communicate this to your players that this is a **RULE** and the umpires do not need to give warnings – **This is the warning!**
- d. Rule 1.11 (j) Players may not wear watches, rings, pins, or jewelry.
- e. Rule 1.17 All catchers must wear a mask; “dangling” type throat protector and catcher's helmet during infield/outfield practice, pitcher warm up, and games. **Remember:** Hockey style catcher's masks require a dangling throat guard as well.
- f. Rule 3.09 Managers or coaches **WILL NOT** warm up a pitcher at home plate, in the bullpen or elsewhere at any time.
- g. Rule 1.11 (a) all players on a team shall wear numbered uniforms identical in color, trim, and style. Duplicate numbered jerseys on the same team are not allowed. Exception: Pool players.
- h. Rule 1.11 (a) The Official Little League Patch must be worn by all players.

11. LEAGUE RESPONSIBILITIES:

- a. The Local League is ultimately responsible for the action of their teams, managers, coaches, umpires, and spectators.
- b. Every league should have a designated representative who will be present at games. The function of the representative is to report all events pertaining to the game (including unacceptable behavior by spectators) to the local league. The local league representative or President will report events to the district staff.
- c. Provide each team Inter League play rules and current league by-laws.
- d. Provide Umpires for the game.
- e. The Minor/Major League representative is responsible to schedule and/or reschedule any games canceled due to weather, etc. in coordination with the opposing league representative.
- f. Handle disciplinary actions of the Managers, Coaches, and Players for any infractions brought to their attention.

12. MANAGER RESPONSIBILITIES:

- a. Managers are responsible for the actions of their coaches, players, and spectators.
- b. Maintain an up-to-date scorebook with records that include all games in proper order.
- c. Provide the umpire with the line-up, and Pool Player Form at the plate meeting.
- d. Provide the opposing team with a line-up and announce any pool players.

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- e. Properly fill out and submit required forms.
- f. Contact opposing manager 24 hours prior to a rescheduled game to make sure everyone is aware of the proper time and location.
- g. Provide a scorekeeper at each game and ensure the scorekeeper is aware of any information they need to accurately maintain your team's records.
- h. Sign their own and the opposing teams' scorebooks after game
- i. Report records and scores to the league representative.

13. UMPIRE RESPONSIBILITIES:

- a. Maintain control of the game and keep the pace of the game moving.
- b. Enforce the rules of Little League and District 1 Interleague rules.
- c. Handle any rules violations, ejections, or protests and submit the proper paperwork.
- d. Print, sign, and date both scorebooks after the game.

14. DISTRICT RESPONSIBILITIES:

- a. Coordinate and assist the local leagues in running the Interleague program.
- b. Develop and approve Interleague Rules in collaboration with league representatives.

15. RULES FOR ALL FIELDS:

- a. No soft toss against any fences screens or backstops.
- b. Each team is responsible to clean up around stands and dugouts after each game.
- c. Batting Cages, if available, may be used for warm-ups on a shared basis.
- d. Pets and skateboards are not allowed in and around any complex

APPROVED BY: //Signed//
Ronald W. Covey
District 1 Administrator
17 Feb 2019