

# OLL-VPLL-NSLL and SLL

## INTER-LEAGUE RULES SPRING 2015

Dated, November 16, 2015

### **GENERAL RULES - APPLICABLE AT ALL LEAGUES FIELDS (UNLESS OTHERWISE NOTED)**

1. Except as otherwise provided for in these rules, all Inter-League games will be governed by the 2015 Little League Official Regulations and Playing Rules.
2. The Mercy Rule is in effect. Game will be declared over if a team is up by 10 runs after the fourth inning.
3. Dugout occupancy shall be limited to Managers, rostered players, and two BOD approved coaches per team.  
Unless there is a special needs player\situation that needs supervision. (This will be discussed before the game at the plate meeting)
  - a. **Copies of league approved rosters will be held in each leagues snack-bar**
4. All Major, AAA, and AA division Inter-League games will bat the full roster, with free defensive substitutions per Little League rules and regulations, and Inter-League rules.
5. A pitching affidavit must be carried by team manager and presented to head scorekeeper prior to start of game at risk of forfeit.
6. **In the Majors Division only**, a substitute runner can be used for the catcher, if the catcher is on base and there are two outs.
7. **For AAA and AA Division games only**, the offensive team is retired when three players are legally put out, or when 5 runs have been scored, whichever occurs first. Beginning in the 6th inning and through the end of the game, the offensive team is retired after three players are legally put out. The 5 run maximum per inning rule does not apply to the 6th inning and beyond. This applies to all AAA and AA Division Inter-League games played at all leagues.
8. **For AA Division only**. Once the momentum of the runner has stopped and the pitcher is in control of the ball on the mound (Not just the Rubber), the ball is dead. Simply throwing the ball to the pitcher does not stop play, if the runner still has momentum and is trying to advance. In the event that an "overthrow" from any player to the pitcher occurs, the ball is still live and runners trying to advance on such a throw are at risk of being put out. A batter runner may not advance beyond third base on a batted ball or overthrown ball, unless the batted ball goes over the outfield fence. Then it will be declared a Home Run. Base runners can steal third if they are on base.
9. **Pre-game Batting Practice**
  - a. For all games no bat shall be in a player's hands during a game except while batting. No bat shall be in a players hand before a game except while taking pre-game practice. Pre-game batting practices is allowed under the following conditions and may be stopped by the BMOD at any time if considered unsafe. All pre-game batting practice must be in the outfield and within the fences on the AA, AAA, and Major fields. No batting practices outside the fences or in the common areas will be allowed. A maximum of 2 players may be hitting at the same time (no hitting circles, bunt lines, etc EXCEPT IN THE MAJORS DIVISION). No other players may have bats in their hands. All players hitting MUST wear batting helmets. Only managers and league approved coaches may conduct batting practice. Batting practice is limited to; hit sticks, coach pitched whiffle-balls or

weighted balls hit towards the outfield, or into a net or coach pitched soft toss hard balls hit into a net. All balls must be hit from the foul line towards the outfield areas. Players may not pitch or hold a bat or hit sticks. Batting practice must stop 30 minutes prior to the official game start time or when teams begin infield warm-ups, whichever comes first. Home league batting cages may be used by the home team, but must stop 1 hour before game time.

The safety of players, coaches, and spectators is primary, and must be maintained at all times during batting practices.

10. **Minimum Defensive Play.** For **ALL** Inter-league games regardless of location - Minimum defensive play will be. These rules are restated below.

### **Interleague Minimum Defensive Playing time**

For Major, AAA and AA divisions

- a. Every player that is eligible to play must play three (3) complete innings of which two (2) innings must be consecutive innings per the Official Little League Rulebook 2015. Players per the Official Little League Rules (Per Green Book) must play 1 inning of infield for AAA and 2 innings of Infield for AA. Majors has no infield play requirements (Innings do not have to be consecutive). Catcher position counts as infield.
- b. Any player that plays less than 3 complete innings due to games being prematurely halted for any reason, must start the next scheduled game and play 3 complete innings including 1 inning of infield for AAA and 2 innings of infield for AA. Majors has no infield play requirements (innings do not have to be consecutive). Catcher position counts as infield.
- c. Penalty will result for violating the minimum player requirements (per green book).

### **11. Length of game**

- a. In all divisions games the home plate umpire will end any game because of darkness when the umpire deems it unsafe to play, or upon hearing the league air horn at the published twilight time or whichever comes first. Any player that has become a legal batter prior to the horn will be allowed to complete the at bat and the results of that at bat will become official.
- b. For Major Division games there is no time limit.
- c. For AAA and AA division games, no new inning shall start after 2 hours and 15 minutes (2.15) of play and have a drop-dead time of 2 hours and 30 minutes (2.30) of play. This applies to all weekday games as well as Saturday games.
- d. For A (machine pitch) games shall consist of six (6) innings or a drop dead time of 2 hours (2.00) from the scheduled start time whichever comes first. No new inning will start after 1 hour and 45 minutes (1.45).
- e. All games to be considered a complete game must have at least 4 complete innings played except in the AA division where 3 innings will be considered a complete game.
- f. For any game that is stopped during an inning or half inning due to darkness shall have, the score of game reverted back to the score of the last completed inning. Unless game is in the bottom of an inning and the home team has already gone ahead.

12. **Game Protests.** Protests shall be avoided whenever possible. Potential protest situations shall be called to the attention of the umpire as soon as identified. Protests of Inter-League games shall be in accordance with Rule 4.19 of the 2015 Little League Official Regulations and Playing Rules. The protest outcome shall be determined by the Protest Committee/Executive Board, as defined in the Rule Book, jointly chaired by the league Presidents and their appointees.
13. **Cancellation and Rain Outs.** Any game suspended, postponed, or cancelled due to weather, or any acceptable reason will be made up at the next possible day when both teams are available as determined by the league schedulers.
14. **Game Conduct.** Use of language which in any manner refers negatively to an opposing player, coach, manager, spectator, or umpire shall be considered unsportsmanlike conduct. No manager, coach or spectator may coach from the stands, from behind the dugout, from foul territory (except base coaches), from beyond the outfield, or from behind the fences. No defensive player, or manager may attempt to distract the batter. Chatter directed at their teammates is acceptable, but they must refrain from any comments directed towards the batter. No offensive player, manager, or coach may attempt to distract a defensive player. In the judgment of the umpire if a player, manager, coach, or spectator violates these conditions, the umpire may take appropriate actions in accordance with the 2015 Little League Official Regulations and Playing rules. The Umpires shall report ejections of managers, coaches, or players to the Home league President per Rule 9.05 of the Official Little League Rules, who will contact the visiting league President to discuss the situation. The Presidents of each league will be responsible to ensure that the ejected managers, coaches, or players comply with the Little League rules regarding ejections (suspension from the next physically played game, at a minimum).
15. **Umpires.** All scheduled umpires are requested to arrive 30 minutes prior to game time to perform pre-game activities, conduct equipment checks, and identify field specific conditions that may affect the game being played.
16. **Home Team** will be responsible for;
  - a. Snack bar coverage
  - b. Field set up and preparation, as well as breakdown dragging and watering of field.
  - c. Official Scorekeeper - This scorekeeper is responsible for recording pitch count in accordance with the Official Little League Rules, along with completing and signing the pitching records of both teams after the game.
  - d. Game balls (2 new to umpire and 1 spare to scorekeeper) will be supplied by the home league.
  - e. Umpires (no umpire will officiate a game he is involved in) including and not limited to participant, parent, coach, manager, relative, etc...
  - f. Clean-up of the Home Field dugout and bleachers.
17. **Visiting Team** will be responsible for;
  - a. Back up scorekeeper
  - b. Clean-up of the visitors' dugout and bleachers
18. **Electronic Devices.** No cell phones or electronic devices will be allowed in the dugout or on the field of play except as provided in the Little League Rule Book 2015.
19. **Records.** All official games in all divisions except Single A (machine pitch) will count in the respective League standings. Single A (machine pitch) no score or standings will be kept.
20. **Single A / Machine Pitch division rules**

- a. THIS IS AN INSTRUCTIONAL DIVISION
- b. A regulation Little League baseball will be used in all games.
- c. The pitching machine must be operated by an adult only. NO CHILDREN WILL OPERATE THE PITCHING MACHINE
- d. The pitching machine will be placed 42' from the home plate and should be set between 28-30 MPH. Before the game starts, opposing managers will agree on the pitching machine settings. Those settings will be used for the entire game.
- e. There will be no more than 10 defensive players on the field, including four outfielders. Outfielders must be at least 15' behind the grass infield dirt at the beginning of each play. A game may be played with 8 defensive players (per green book).
- f. Mandatory play is 9 defensive outs. Each player must also play at least two (2) defensive innings in the infield (excluding the catcher position which does not count in the A/Machine pitch division).
- g. Games called due to weather or darkness shall meet the Little League mandatory play requirements.
- h. Reserve players must enter the game by the start of the 3rd inning. If a player does not play the required innings, the player must;
  - i. Must start the next scheduled game.
  - ii. Must play the innings missed in the previous game and
  - iii. Must continue to play the required innings consecutively for the current game.
- i. Catchers may catch only two innings per game and four innings per week. Catchers must be rostered players. NO ADULT CATCHERS!
- j. All players on the roster will bat. The offensive side is retired when 3 offensive players are legally put out or when 5 runs have been scored, whichever comes first.
- k. The batter must put the ball in play within 6 pitches or 3 SWINGING strikes, whichever comes first. In either event, if the batter fails to put the ball in play, the batter is out.
- l. A batter may continue batting if a foul ball or foul tip is hit with 2 strikes, or with 6 pitches. A foul tip caught by the catcher will result in an out.
- m. "No Pitch" may be called by the umpire if the pitch was no good in the Umpire's judgment.
- n. No batter may be called out at first base on a ball hit to the outfield.(Unless the ball is caught in flight) All outfield balls unless caught in flight must be thrown to an infielder to be considered an out at 2nd or 3rd base or at home plate.
- o. There will be no called strikes, walks, hit by pitch, infield fly rule or base stealing.
- p. Base runners may not lead off and must stay on base until every pitch reaches home plate.
- q. Runners may only advance on a batted ball.
- r. A ball is live until the ball is returned to the pitcher within 12' of the pitching mound.
- s. Players in the pitching position (in the Single A Coach pitch division only) must wear a batting helmet and must be positioned with at least one foot in the pitcher's mound circle. The pitcher should be positioned behind or on either side of the pitching machine and coach/volunteer operating the pitching machine. AT NO TIME SHOULD A PLAYER BE POSITIONED IN FRONT OF THE PITCHING MACHINE.
- t. A ball that is put in play in the fair territory and hits the pitching machine and or any coach / umpire will be considered a fair ball and is "in play".

- u. Coaches or Managers manning the pitching machine must remain in the pitching area and must not interfere with the ball while it is in play.
- v. The umpire (or coach) will keep track of the number of pitches and number of strikes (for example, 4 pitches - 2 strikes).
- w. Three coaches are allowed in the dugout. A fourth coach may ONLY be used to run the pitching machine.
- x. Defensive coaches should not be on the field of play. But by the discretion of the team manager, one coach will be allowed on the field of play.

It is the intent of these Inter-League rules to allow all games played by the participants of NSLL, OLL, SSSL and VPLL Little Leagues. Individuals not adhering to the rules stated above are subject to removal from the playing field by the umpire and their home league and board of directors will be notified, and will be subject to further disciplinary action from their respective leagues Board of Directors. There will be a protest committee made up of the league presidents and a member of District 30 will be formed to solve and mediate any rule disputes.

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John Ward

President  
North Sunrise Little League

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Garrett Terlaak

President  
South Sunrise Little League

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Greg Baker  
President  
Orange Little League

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Brad Etter  
President  
Villa Park Little League