

2017 Little League Interleague Agreement

This Interleague Agreement is executed on the last page by authorized representatives of the following local Little League (LL) Charters: Arcadia, Desert Foothills, East Scottsdale, Fountain Hills, McCormick Ranch, McDowell Mountain, Mountain View, North Scottsdale and South Scottsdale, and covers the local playing rules for T-Ball, Farm/AAA, Minors and the Little League Division. It is noted and acknowledged that all Rules, Regulations, Policies and Guidelines of Little League Baseball, Inc. hereby apply, in their entirety, to this program and that there are no "Special Rules". The playing rules below are intended to help clarify and develop local rules and conditions but may not be interpreted to contradict, waive, or otherwise replace Little League Rules. The Manager or, in his absence, the Coach, is totally responsible for the team and its conduct. It is the responsibility of each Manager to insure that all rules and playing conditions are understood and adhered to throughout each game and during the season. It must always be remembered that these Divisions are considered a minor league and, as such, must emphasize education and instructional objectives over competitive play. **The Presidents and Interleague Directors have the authority to question any manager who does not adhere to these playing rules and the rules set forth in the 2016 Little League Rule Book. If it is determined that rules are not being followed, managers may be removed according to procedures in the operating manual.**

Playing Matters:

Tee Ball:

If a team has a 4 year old, then the whole team will hit off a Tee.

All players on the roster will play defensively, but no more than 5 players in the infield.

Each team will bat the roster in the first (1st) inning, batting the roster each inning after that or 3 out, whichever comes first. Clear the bases if 3 outs occur prior. Game limit will be 3 innings up to 1 hour 15 minutes

If the batter is being pitched to by a coach, then batter will get three pitches, if needed will hit of the tee. NO Strike outs in Tee Ball.

When a ball is returned to the infield, all runners will stop at the base they are or closest to. The defensive position of pitcher must be alongside or behind the coach pitching to the batter, helmet is optional.

Up to 2 defensive coaches are allowed on the field, to serve as an umpire for the game, as an instructor to the players.

The last runner does not hit a home run unless the ball is hit to the outfield and is not returned to the infield prior to the batter reaching home. Must be a true hit, and not a base hit turned into a home run.

It is the responsibility of the coaches, and volunteers to ensure safety is adhered to at all times. An adult must be in the dugout anytime there are kids in the dugout. This can be a volunteer that has completed and approved background check form.

All other playing rules will be in accordance of Little League Rules (Green Book).

Farm/Machine/AAA: 7 – 9 Year Olds

Up to 10 players can play defensive, but 10th player must play outfield. All outfielders must be 25 feet from the baseline. In the event there are only 9 players present for the game, then 3 players must be in the outfield. If no pitcher is designated, then the defensive team will play 4 outfielders.

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Each team will bat the roster in the 1st Inning while on offense. Must clear the bases after 3 outs if applicable, and then continue through the end of the roster. If the offensive team bats the roster before 3 outs, the inning will end. The 2nd inning and beyond will be played as 3 outs.

Time Limit of 1 hour and 30 minutes or 6 innings whichever comes first

In the infield; when a defensive player has control of the ball, all runners must stop at the base they are at or approaching.

If a ball is hit past a designated marked area, the hit is considered a ground rule double.

If the ball is hit over the designated marked area, the ball is considered a Home Run.

Games will be coach pitch to each batter with the maximum of 5 pitches unless the 5th pitch is a foul ball. The coach will pitch another and continue unless the batter does not swing, get a hit or strikes out.

No bunting, No Stealing, Lead offs, or throwing bats.

The coach pitching to the batters will call balls and strikes.

Up to 2 defensive coaches are allowed on the field, to serve as an umpires for the game and instructors for their team.

The only player with a bat in hand will be the batter, NO Warming up batters during duration of play outside of the dugout.

There must be a Little League approved background coach/volunteer in the dugout at all times.

The defensive position of pitcher must be alongside or behind the alignment of the coach pitching to the batter; helmet is optional, but recommended.

Home team is responsible for field preparation and providing game balls.

All other playing rules will be in accordance of Little League Rules (Green Book).

Minors:

The objective for minors is to put focus on instruction and development and better prepare the kids to learn baseball skills and improve those skills throughout the season.

9 players are required to field a team. In the event a team is short players, they should borrow players from the opposing team. Borrowed players cannot pitch or catch. Borrowed players are only for defense use only and will bat with their own team. The borrowed player shall change for each inning and is recommended that it be the player that made the last out.

No new inning after 1 hour 45 minutes, but hard stop at 2 hours and 15 minutes. In the event the game must be stopped in the middle of an inning after the allotted time, the score shall revert to the last completed inning. 6 innings max.

There are 3 coaches allowed per team, per game. No rotation of coaches, and the only time a coach new coach can come into a game is if a coach previously started the game has to leave.

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Home team keeps official score and occupies the 3rd base dugout; visiting team keeps the official pitch count log. The designated individuals must be identified and within easy access to the home plate umpire. **MUST** not be in the dugout.

Each team is required to have a documented pitch count log to validate eligible and ineligible pitchers.

Each manager will be required to provide the home plate umpire at the plate meeting a list of ineligible pitchers for the game and a lineup card.

Each team shall bat the roster with free defensive substitutions. No player shall sit out a second inning unless all players have sat at least 1 inning. Minimum play is 6 outs, not required to be consecutive

Effective March 21st, stealing of 2nd and 3rd are allowed and only 1 base at a time. **NO** stealing home.

Effective April 4th, ball is live and stealing of all bases is allowed.

The 5/8 Run Rule is in effect for ALL INNINGS. The maximum number of runs that can be scored is 8. Once the 5th run has been scored, and the ball is declared dead by the umpire, the inning will end. This rule should not be used to add additional runs to manipulate the 5/8 run rule.

Example 1: 4 runs have scored and the 5th run is on 2nd base. Batter hits a double, and the 5th run scores. Inning is over

Example 2: 3 runs have scored and the 4th run is on 3rd base and the 5th run is on 2nd base. Batter hits a triple. Runs 4 and 5 have scored. Inning is over.

Example 3: 2 runs have scored and bases are loaded. Batter hits a home run, total runs counted is 6 runs. Inning is over

Example 4: 4 runs have scored and bases are loaded. Batter hits a home run, total runs counted is 8 runs. Inning is over

The umpire will always call a dead ball once the ball has been hit and will determine what runs count after the 5th run has scored. He will coordinate that communication with the official scorekeeper.

Max runs that can be scored in an inning is 5 runs, and a max of 8 runs, a hit that results in a dead ball after 5 runs, applicable to all innings. **No Merry go round!!!**

There is no Run Rule, or dropped 3rd Strike. Bunting is allowed.

NO FORFEITS

If there is no adult umpire, then an adult must be on the field during the duration of the game.

Home team is responsible for field preparation, maintenance and provides 3 game balls.

Foot in the Batter's Box – Rule 6.02(c) will be enforced and in accordance with Little League Rules. This rule is enforced in order to keep pace of play going.

All other playing rules will be in accordance of Little League Rules (Green Book).

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Majors:

No new inning after 2 hours and a hard stop at 2 hours and 30 minutes.

There are 3 coaches allowed per team, per game. No rotation of coaches, and the only time a coach new coach can come into a game is if a coach previously started the game has to leave.

Home team keeps official score and occupies the 3rd base dugout; visiting team keeps the official pitch count log. The designated individuals must be identified and within easy access to the home plate umpire. MUST not be in the dugout.

Each team is required to have a documented pitch count log to validate eligible and ineligible pitchers.

Each manager will be required to provide the home plate umpire at the plate meeting a list of ineligible pitchers for the game and a lineup card.

Each team shall bat the roster with free defensive substitutions. Minimum play is 6 outs, not required to be consecutive

No run rule.

Home team is responsible for field preparation, maintenance, and provides 3 game balls.

All other playing rules will be in accordance of Little League Rules (Green Book).

Game Responsibilities: Both teams will keep dugouts clean and make sure equipment, bases and liners are taken care of and locked up.

HOME TEAM

Occupy 3rd base dugout
Keep official Scorebook
Provide 2 new and 1 gently used LL division baseball
Insure pre-game field prep before game
Clean up the dugout and Bleachers.

VISITING TEAM

Occupy 1st base dugout
Keep official pitching log
Clean up the dugout and bleachers.

The Field Commissioner or designated Little League Board Member on Duty is empowered to administer these Interleague Rules.

These Interleague Playing Rules are hereby adopted by the following Presidents, on behalf of their respective Leagues and may not be changed unless agreed, in writing, by all parties, in advance and approved by the Interleague Director. Player Agents, Commissioners, Umpires, Managers, Coaches, Field Officers, etc. are empowered to apply and enforce these rules, but no one may enter into agreements on the field or elsewhere that are, in any way, contrary to this Agreement:

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FOR EACH LEAGUE, BY IT'S PRESIDENT:

Arcadia LL, By:

DocuSigned by:

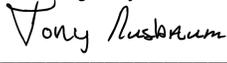
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Jack Krawczyk

Desert Foothills LL, By:

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Troy Wellman

East Scottsdale LL, By:

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Tony Nusbaum

Fountain Hills LL, By:

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Richard Barker

McCormick Ranch LL, By:

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Gene Montemore

Mountain View LL, By

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Justin James

North Scottsdale LL, By:

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Scott Crozier

McDowell Mountain LL By:

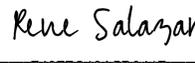
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Kevin Egan

South Scottsdale LL, By:

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Michelle LaSpina

DocuSigned by:

APPROVED BY: Rene Salazar, Interleague Director

Date: 2/8/2017 | 7:48:42 AM MST

DocuSigned by:

Irwin Altman, District Administrator

Date: 2/10/2017 | 9:42:34 AM MST