

2016 VIRGINIA DISTRICT 4, 9, 10 & 16 LITTLE LEAGUE INTERMEDIATE / JUNIOR / SENIOR / BIG LEAGUE DIVISION INTERLEAGUE REGULATIONS AND PLAYING RULES (UPDATE SPRING 2016)

The following regulations and playing rules are in effect for all Intermediate, Junior, Senior and Big League Division Interleague play and take precedence over local league regulations and playing rules; otherwise, the local league regulations for the host league concerning field and facilities use are to be followed as applicable. All other regulations and playing rules, unless specifically modified by these Interleague Regulations and Playing Rules, provided in the current Official Little League Baseball Regulations and Playing Rules apply as written and intended. These Interleague Regulations and Playing Rules are subject to modifications as approved and implemented by the Interleague Rules Committee.

PREGAME: Home team is responsible for field preparation, which must be completed 30 minutes prior to game time. The visiting team may use the field at 25 minutes prior to game time; the home team 15 minutes prior to game time. If a previous game delays the start of the next game, an abbreviated warm-up of 5 minutes will be imposed. Both the home team and the visiting team shall supply the umpire with 2 new baseballs prior to the start of the game. Managers should be prepared to share information regarding their eligible pitchers prior to the start of the game.

DUGOUTS: Only eligible players in uniform, manager, and two coaches, shall occupy the bench or dugout. Players, coaches, and manager should remain in the dugout or on the field throughout the game. An adult manager or coach must be in the dugout at all times. The home team will occupy the first base dugout.

GRACE PERIOD: There is a 15 minute grace period before the game is suspended due to insufficient players. Games must be played with at least 9 eligible players on each team at all times.

RAINOUPS / CANCELLATIONS: Do not assume a rainout! Call the appropriate field closure number **AND** the manager of the opposing team to verify. The Home Team Manager should then contact the appropriate Commissioner/Divisional Vice President for their league ASAP to cancel the umpires.

UMPIRES: A minimum of one volunteer or contracted umpire will be scheduled by the home team.

BATTING LINEUPS & SUBSTITUTIONS (Spring and Fall):

Intermediate & Juniors: will use a continuous batting order with all players present and free defensive substitution at all times.

Seniors: will follow the Official Little League Baseball Regulations and Playing Rules in the Spring, and will use a continuous batting order with all players present and free defensive substitution in the Fall.

Big League: will follow the Official Little League Baseball Regulations and Playing Rules at all times.

All Levels: Late arrivals must be placed at the bottom of the batting order with both teams scorekeepers notified and any player leaving the game before the game ends will be skipped without penalty (provided 9 eligible players remain in the batting order). Courtesy Runners for pitchers, catchers or any position are never allowed. For Seniors and Big League when batting 9 using the Official Little League Baseball Regulations and Playing Rules you may use a special pinch runner (in accordance with Rule 7.14) provided that this player is not in the game.

PLAYER POOL: Up to 3 eligible players not on the roster of a team may be recruited according to the Local League's regulations and rules governing the player pool to complete a nine player lineup. Pool players may not play any more defensive outs than any rostered player, must bat at the bottom of

the lineup (unless additional rostered players arrive late, and may play any defensive position except pitcher.

OFFICIAL SCOREKEEPER: Both teams should maintain their own scorebook but only the Home Team scorebook is the official scorebook. Scorekeepers should routinely check to be sure both books are in sync.

OFFICIAL PITCH COUNT RECORDER: Both teams should maintain their own pitch count record for all pitchers on both teams but only the Home Team pitch count record is the official pitch count record. Pitch count recorders should routinely check to be sure both records are the same. Pitch counts will be reported to the Official Scorekeeper after each half inning.

BALKS: Balk warnings for Intermediate and Junior Divisions is at the discretion of the umpire but will not exceed one warning per pitcher. Balk warnings shall not be given for Senior and Big League Division pitchers.

RUN LIMITS:

Intermediate and Juniors: Will play with a 5 run limit per inning, with the declared last inning, 7th inning, or any inning following the 7th inning (in case of tied game) allowing unlimited runs (Exception: If a player hits a home run *over the fence*, all runs scored on that play will count).

Seniors and Big League: There will be no run limit for the Senior and Big League Divisions.

MERCY RULE: If one team is ahead by 10 or more runs after 5 innings (4 ½ if Home team), the losing team **shall** concede the game.

TIME LIMITS AND OFFICIAL GAMES: Once five (5) innings have been completed no new inning shall start later than 2 hours and 15 minutes after **the actual start time** of the game, but in no case shall a game exceed two hours and 45 minutes. Scorekeepers should note in the scorebook the time the game begins per the umpire-in-chief. Innings already in progress will be completed. Games must complete five (5) innings to be considered “Official” games. Interleague games that have completed five (5) innings and are then called due to the above time limit will be considered complete and official games.

TIE GAMES: Official games that end with a tie score will not be rescheduled or continued at a later date unless the game is required to get the minimum 12 game schedule for one of the teams.

PROTEST COMMITTEE: All protests must follow rule 4.19 of the Official Little League Baseball Regulations and Playing Rules. All protests must first be submitted by the manager to the umpire on the field of play and then in writing to the local league president within 24 hours. The game umpire-in-chief shall also submit a report immediately. All protests involving two Interleague teams shall be handled by a three person protest committee consisting of the two local league presidents involved (or their designees) and the District Umpire Consultant from the District involved if both teams are from the same District, or from the third non-involved District if the teams are from two different Districts. The committee will report to the District Administrator who is from the District involved if both teams are from the same District, or from the third non-involved District if the teams are from two different Districts. That District Administrator’s decision is final.