

DISTRICT 12 INTER LEAGUE BASEBALL RULES

2009 Junior/Senior Division Spring Baseball Rules

THE INTER-LEAGUE: The inter-league consists of Little Leagues within District 12 it is administered by the District 12 staff working with the Senior & Junior League representatives from each Little League.

OBJECTIVE: The inter-league can only be successful if the adults act in a positive way and are honest with each other while setting an example for the players of the inter-league. The players must only see the fun side of baseball at all times. It is the responsibility of our managers, coaches, and league officials to be sure only positive and fun experiences are shared by all. Winning is secondary to developing our players to be better ball players and to be better citizens in our community. The rules are directly from the Baseball 2009 Rule Book. The following are playing rules that are in addition to or an enhancement of those rules. All teams playing in the inter-league must follow all the rules. There are no exceptions. **All Teams MUST have their rule book and these rules at every game.**

PITCHING:

1. Pitching: The pitch count will be as follows for the inter-league:
 - Juniors (League Age 13 & 14): 65 pitches
 - Seniors (League Age 15 & 16): 80 pitches (LA 14 playing up will adhere to the 65 pitch count)
2. If the pitcher comes to their maximum count in the middle of an at bat, they may finish that batter only and then they must be removed from the mound. There is no limit to the number of pitchers a team may use in a game (Reg. VI (a) Note)
3. Each pitcher that is used in a game must be clearly marked in the official pitching log. The count is to be kept by the official scorer of the game for each team. The log is to be kept at every game with the following information:
 - a. Pitchers name, Assigned uniform number and League Age.
 - b. Date.
 - c. Number of pitches pitched.
 - d. Full name of Score Keeper and Initials of BOTH Managers.
4. At the end of the game a representative of both teams need to sign the book - stating they are in agreement with scorekeeper. A representative is a manager or coach of the team,
5. Both teams have the right to review the pitch count during the game. Rule 10.22(c) when requested by the manager, the scorekeeper and any other official involved in tallying the pitch count must provide current information on the pitch count for the pitcher currently in the game ONLY.
6. Both teams have the right to review the score book before the scheduled start of the game for the purpose of reviewing who pitched. After the game begins, it's too late to ask to see the other teams' book in reference to who pitched previously. The Home and Visiting teams must keep accurate records
 - a. The Penalty for failure to have an accurate pitching log will be as follows:
 - i. Pitchers used in the last game as determined by the umpire may not pitch in the subject game - regardless of eligibility they have left for the week.
 - ii. The manager receives a suspension for their next schedule game. The UMPIRE MUST send in a report if the above occurs.
 - iii. The game may be protested and if it is found that pitchers that pitched in the game, had in fact pitched in the previous game the manager will receive an additional 3 game suspension.
7. Rest: For players 16 and under the following is the rest time:
 - 61 or more in a day, Three (3) calendar days of rest AND a game.
 - 41- 60 pitches in a day, Two (2) calendar days of rest AND a game.
 - 21-40 pitches in a day, One (1) calendar day of rest
 - 1-20 pitches in a day, No (0) calendar days of rest

8. A player may not pitch in more than one game in a day. Reg. VI (j)
9. Balk Rule for Junior Baseball Only
 - a. Due to the fact that some of the pitchers will be pitching on the 90' diamond for the first time, we have made a special provision for the first 2 weeks of the season. For the first 2 weeks the umpires will give warnings for each type of balk infraction. This will be a team warning. After a team gets a warning for a balk infraction each time a pitcher on that team balks the umpires will impose the penalties for each subsequent balk of the same nature. Example: If the pitcher, pitching from the stretch fails to come to a stop in the set position before delivering the pitch to the plate, the umpire will call a balk. They will then explain the infraction to the pitcher and the manager who will then explain the violation to the rest of his team. If any other pitcher on the same team violates the balk rules in the same manner, the umpire will call the balk and impose the penalties. By making the original balk a team warning all the players will learn what the balk rules are at the same time. After the first 2 weeks of the season all balks will be called and the penalties enforced.

BATTING:

10. Batters: The Inter-League will use the EH Rule (Extra Hitter) and is optional for each game. This rule is effective for regular season and the end of season local tournaments. It is not used in the International All-Star Tournament.
11. The EH is optional for each game - The option is up to each team. Both teams do not have to agree to use it. One team may use it and the other may not. It is the Managers decision. Each extra hitter is considered a starter and may bat anywhere in the batting order.
 - a. If the EH does not bat for three consecutive times - they will then be required to play 6 defensive outs. (Providing the game is played the full innings or maximum time allowed).
 - i. **A player may not be an EH in consecutive games**
 - ii. If the EH does not bat 3 times as an EH they can again be an EH in the next game providing they have played six defensive outs in the subject game.

ROSTERS:

12. No team will be permitted to play unless their roster has been turned into the District, 24 hours prior to their first scheduled game.
13. No player will be permitted to play that does not appear on that roster. Players may be added to the roster, but this must be done in writing and received by the District, 24 hours prior to that player taking the field. (Please check with your League Rep to make sure this has been done.)
14. If a player does play, with out being properly added to the roster, the manager is subject to the following discipline:
 - 1st offense: Manager will receive a 3 game suspension
 - 2nd offense: Manager will receive a 6 game suspension
 - 3rd offense: Manager is not longer eligible to manage in District 12 Inter-League

PLAY RULES:

15. Minimum Play Rule: The inter league teams will follow these play rules:
 - a. Every player at the game that is not a starter is required to play a minimum of nine (9) defensive outs and bat at least one time. The subs must play their 9 defensive outs consecutively.
 - b. Starters must follow the rule book for play time. Six defensive outs and bat once.
 - c. In a game shorten by the 10-run rule or weather the regular play rule is in effect. Six defensive outs and one at bat.
 - d. All substitutions are required to follow the Official Rule Book. (The player that goes in the game as a sub must play their 6 defensive outs and bat once before their starter may re-enter the game.). The subs must play their 9 defensive outs consecutively.
 - e. Subs may not reenter, after being removed and playing their 9 defensive outs consecutively.

16. Replacement Players:

- a. When replacement players are used the roster for the game cannot be more than 10 players and only 3 of those players may be replacement players.
- b. Senior Division may use only a 14-year old junior player or another senior player from within its own league to fill in for a game when they know it is necessary to avoid a forfeit.
- c. The Junior Division may only use Junior Division players.
- d. The player is required to play 9 consecutive defensive outs and bat once.
- e. The player may not start the game unless the team cannot field 9 roster players.
- f. All replacement players are limited to PLAYING ONLY THE OUTFIELD! This means they may not pitch, catch or play the infield. No Exceptions.
- g. Only three (3) replacement players per game. All must play the 9 consecutive outs.
- h. The player may bat anywhere in the line-up.
- i. The same replacement player may not be used in consecutive games.
- j. The replacement player may not wear the jersey of the borrowing team they must wear the jersey of their own team it must be a numbered jersey.
- k. A replacement player may not be used in the extra hitter position.
- l. Managers **MUST** announce the replacement player(s) at the plate meeting and turn in the replacement player form to the umpire.
 - i. Failure to do so before the first pitch will result in the unannounced player not being allowed to play.
 - ii. If the manager does not follow the above rule and the replacement player plays in the game the penalty will be the manager will be suspended for one game. Additional infractions may result in additional suspensions including being removed for the season.
 - iii. If a player plays any position other than the outfield the manager will be suspended for 2-games. Additional infractions may result in additional suspensions including being removed for the season. The umpire shall eject the manager if this is discovered during the game. The ejection will not count towards the mandatory 2-game suspension.
- m. Replacement players must be clearly marked as a replacement player on the line-up sheet and in the score book, with first & last name, uniform# and color of shirt (RP3-Red Smith John).
- n. Failure to follow these rules could result in a forfeit for the game where the rules were broken. (The protest/inter-league committee only will decide all forfeits).

KEEPING SCORE:

17. Official scorebook: The home team will keep the official scorebook and the visitor is required to keep a secondary official scorebook.
- a. The managers are required to have their scorebook at every game this includes all games played.
 - b. The official scorer and the visiting team score keeper must be located outside the dugout.
 - c. If a manager or coach is keeping the official score, they must do so outside the dugout.
 - d. Both scorebooks must be maintained and made available to the District Staff on request.
 - e. The managers of both teams have the right to examine the last game played by the other team. This will be completed at the plate meeting. If the umpire is late or there is no umpire the managers will have until the first batter takes position in the box to examine the book. The manager has the right upon request to be provided with current information on the pitch count for the pitcher currently pitching in the game.
 - f. Signing the scorebook: Both books are to be signed by the umpire. Be sure the name of the umpire is readable. If it is not your protest could be delayed and denied for not making sure the umpire's name is readable.
 - g. Each team **MUST** supply a Line-up card to the umpires and their opponent. **FIRST AND LAST NAME!** The line-up, prepared by each team must be ready 5 minutes before game time. Absent players should be noted. If a player is not on the line up card, but is a roster player

they are eligible to play, in the game once the player they are subbing for meets the official book minimum play requirements.

- h. Failure to list a player on the line up card is not a reason for the player not to play.
- i. Replacement players must be clearly marked as a replacement player on the line-up sheet and in the score book, with first & last name, uniform# and color of shirt (RP3-Red Smith John). The replacement player form must be given to the umpire.

PROTESTS:

- 18. Follow the rules for filing protest as per the rulebook.
 - a. The protest committee will consist of Tony Gissoni, the District 12 Administrator, E.J. Kelter, the District 12 Chief Umpire and Denise Yerbic the Baseball InterLeague Coordinator.
 - b. The Protest will not be heard if the team protesting does not have a rule book and the local rules with them at the time the protest is filed. This will be enforced!

GAME TIMES & FIELDING A TEAM:

- 19. Ending Game Times: No new inning will start after two and one quarter hours (2-1/4).
 - a. The two hours and fifteen minutes will begin from the schedule start time of the game. **Exceptions** to this rule are allowed if the umpires have a valid reason: ex. Injured player or umpire arrives late.
 - b. In all games the home team must have batted last if losing. This inning is treated as the last inning of any game even if it is not the last inning.
 - c. If the game is tied at the 2-1/4 hours the game shall continue into the next inning until a winner is determined - OR - once the game is at 9:45*pm no new batter will bat. The batter finishes the at bat and the game ends. If it is the middle of an inning the score will revert back to the last completed inning which would be a tie and the game will end as a tie. It will not be a suspended game and will not be resumed at a later date. *(Remember: Palm Harbor lights shut off at 10:00 pm automatically.)
 - i. On Saturdays, if the game is tied at the 2-/14 hours the game will continue until the 3 hour mark from the scheduled start of the game and then the no new batter after 3 hours will be affected. If this occurs the game will end in a tie if a winner has not been determined by playing the complete inning. The game will not be resumed.
 - 1. If there is a schedule game after the subject Saturday game - it will be delayed while the tie game is played to the 3 hour mark.
- 20. Fielding a Team: There must be 9 players to play the game - No exceptions.
 - a. If a team is unable to field nine players within fifteen (15) minutes of the starting time for a regularly scheduled or make up game, it will be a forfeit and counted as a loss in the standings. Please use replacement players to avoid this from happening.
 - b. If neither team can field nine players, it will be counted as a loss for both teams.
 - i. Exception: The umpire may give the teams extra time if both teams are in agreement, however no more the 30 minutes will be allowed for any team.
 - c. **Exception:** If a league cannot field a team and notifies the Inter-League officials before 72 hours prior to game time, the game maybe rescheduled subject to the approval of the InterLeague committee. The committee shall have the final say, to play or forfeit.
 - e. Canceling, changing or rescheduling games between managers without an Inter-League or local official involved in the decision is NOT allowed and if done the manager will be suspended for their next game.
 - f. Every effort should be made to play the game - with replacement players if necessary.
 - g. Rescheduled Games: These games have to BE played at the time the scheduler schedules them or they will not be played.
 - i. Make-ups will be rescheduled ASAP and may be any day of the week including Sundays. Not all games will be made up if it causes hardship or fields are not available.

- ii. The game may be on a neutral field; however the home team will still be responsible for umpires.
- h. If you have a reason a game cannot be played - please complete the Request for game change form or send an email with the same information.
 - i. Contact your Local League Representative (refer to Manager Information Sheet).
 - ii. The form or email must arrive 72 hours before the scheduled game time. Phone calls will not be accepted.
 - iii. If the game cannot be played in the time slot that it is scheduled it will be a loss for both teams.

UMPIRES:

21. It is the responsibility of the home team to schedule the umpires regardless the location of the game.
- a. Managers check your schedule - are you the home team away from home? Then you must supply the umpires!
 - b. Two umpires per game are preferred
 - c. District staff umpires are preferred but not required.
 - d. If umpires do not show up for the game for whatever reason: The two managers shall obtain volunteers to umpire.
 - e. Or they themselves are to umpire the game. This can be from the pitcher's mound if necessary.
 - f. All games will be played and will count whether a scheduled umpire is used or not.
 - g. If a League fails to schedule umpires! - The visiting manager should report this to the District and the League will be subject to a fine by the District Inter-League! The fine amount is \$50 first time and the second time it will be \$100 thereafter.
 - i. Failure to pay the fines - teams may not be allowed to play in District tournaments.
22. Umpires are part of the game just like players and the leagues need to train and schedule the umpires.

EJECTIONS:

23. This pertains to all players, managers and coaches. When ejected from a game, they shall leave the site (complex) immediately and take no further part in that game. They may not sit in the stands and may not be recalled. They are also suspended for the next played game and may not be in attendance at the game site - per the rule book.
- a. If the ejection is for fighting or in the judgment of the umpire warrants an additional suspension and is not properly carried out then the District Staff will remove that team from the InterLeague schedule for the remainder of the season.
 - b. If a manger fails to leave the field in a timely manner then he will receive an additional two game suspension.
 - c. A report must be filed for all ejections it MUST be filed by both managers and the umpire. This must be done immediately after the game.
 - d. Email to deniseyerbic@verizon.net , please include game number and description of what happened.
 - e. Ejection suspensions will carry into post-season play of all types.
 - f. Any additional action deemed necessary may be administered by the Board of Directors of the local League.
24. Player disciplinary procedure: Managers must present to the official scorekeeper and umpire a written explanation of disciplinary action prior to the start of the game. A League Official must approve the written explanation. The note is to be attached the official scorebook.
25. The ten (10) run rule — will be used
26. Keep the Game Moving:
- a. The Head Umpire is responsible for keeping the game moving, Managers and Coaches are not to interfere with this responsibility.

- b. The umpire may limit pitches between innings and a minimum of 8 pitches for a new pitcher and 5 pitches for a pitcher who has warmed up or pitched previously in the game.
- c. The time in between innings should be kept at one (1) minute.
- d. The batter shall step out of the batter's box with one foot to obtain playing signals in between pitches. He should not leave the batters box in-between pitches without asking for a time out. In the umpires judgment a strike maybe called if stalling is taking place.
- e. If the catcher is on base with two outs - he may be replaced by only a player who is not in the game. This does not count as play time for this player unless they stay in the game at the end of the inning. This should be announced to the umpire when the player enters for the catcher.

ADDITIONAL INFORMATION:

27. In regards to the District's Tournament of Champions at the end of the season, each league will make their own rules for entering their league champion that will continue to play in the post season tournament. All Senior teams will be entered. All teams Junior and Senior will be seeded by their Presidents Draw.

28. Additional Rules and Reminders:

- a. **Helmet and Bat Throwing:** The tossing of 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!
- b. The wearing of hats and visors is optional for each player while on defense.
- c. 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.
- d. Rule 3.09 Managers or coaches must NOT warm up a pitcher at home plate. in the bull pen or elsewhere at anytime.
- e. Rule 1.11 (a. 1) All players on a team shall wear numbered uniforms identical in color, trim and style. --- Duplicate numbered jerseys on the same team will not be allowed in District 12. (Exception: replacement players).
- f. Rule# 7.14 once each inning a team may use a player who is not in the batting order as a special pinch-runner for any offensive player. A player may only be removed for a special pinch runner one time during a game. The player for whom the pinch-runner runs for is not subject to be removed from the game. Remember they must be not in the line-up if used in this situation, and an EH is considered in the game.
- g. Playing at Oldsmar Fields - Canal Park - The pitchers must wear shoes without cleats due to the portable pitching mounds. This is a City of Oldsmar regulation.

RULES FOR ALL THE BASEBALL PARKS MANAGED BY THE CITY OF CLEARWATER

1. No soft toss against any fences screens or backstops.
2. It is the teams' responsibility to clean up trash around stands and dugouts after each game.
3. Any field maintenance issues please contact Steve Bigley. (727) 669-1361 x241 He will contact the maintenance people. Do not expect immediate attention to the problem.
4. NO DIGGING HOLES IN FRONT OF THE PITCHERS MOUND OR IN THE OUTFIELD.
5. Please make sure lights are turned off and the bathrooms locked when you leave.
6. No smoking at any park, athletic field or court in the City of Clearwater
7. At Norton Park: Please make sure bathrooms are locked when you leave.
8. At Joe DiMaggio: Bathrooms are at the Rec Center or portables.
9. At Tack Fields:
 - a. Make sure all bathrooms are locked when you leave and the field lights are off.
 - b. Parking is only allowed along Hercules Avenue.
 - c. Do not park your vehicle along the side of the North Field! It will be towed.
10. Fields are available for use by reservation ONLY!

League's Responsibility

1. The Local League Board of Directors must approve these rules as they are, and sign off on them with a signature of each Board Member present (printed and signed) and return them by the deadline with a copy of the minutes in which they were approved. If the Board does not approve these rules as they are stated then your League may not participate in the District 12 InterLeague under any circumstance.
2. If your team has Disciplinary problem arise with one of your Managers, Coaches or players breaking the rules then your League must carry out the appropriate punishment as stated in these rules within 48 hours. If your League does not then that Team will be removed from the InterLeague schedule for the remainder of the season.
3. The Local League is ultimately responsible for the action of their teams, managers, coaches, and spectators.
4. Every team should have a designated representative who will be present at most of the games played by the team they are appointed to.
 - a. The function of the rep 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 to the district staff.
5. Provide Teams in Inter League play with a current Little League Baseball Rulebook.
6. Provide Umpires when listed as the Home team on the schedule. If a game is rescheduled on another date or field it is still your responsibility to have umpires there.
7. The Jr/Sr VP is responsible to reschedule any games cancelled due to weather in coordination with the opposing League. They MUST report the changes to Denise Yerbic by email deniseyerbic@verizon.net so they can be posted on the District 12 Website.
8. The VP must notify the visiting manager and Umpires if the field is closed for any reason.
9. Handle discipline of Managers, Coaches, and Players for any infractions brought to their attention and notify District of any discipline given out.

Manager's Responsibility

1. Managers are responsible for the actions of their coaches, players and spectators.
2. Provide an up-to-date scorebook with records that include all games in proper order.
3. Provide the umpire with the line-up, and Replacement Player Form at the plate meeting.
4. Provide the opposing team with a line-up and announce any replacement players.
5. If the league has not provided umpires for the game it is the managers' responsibility to obtain umpires for the game. The Manager should call the scheduler for their league 48 hours prior to game and confirm their game is covered...don't wait till game time to do this.
6. Properly fill out any forms that need to be done...Request for a game change, Replacement Player Form, Ejection Form, and Line-ups.
7. Contact opposing Manager 24 hours prior to a rescheduled game to make sure everyone is aware of the proper time and place for the game.
8. Provide a scorekeeper at each game and make the scorekeeper aware of any information they need to properly keep your teams records.
9. Confirm and sign their own and the opposing teams' scorebooks after game along with the umpire.

Umpire's Responsibility

1. Maintain control of the game and keep the pace of the game moving.
2. Enforce the rules of Little League Baseball and District 12 local rules.
3. Handle any rules violations, ejections or protests and file proper paperwork.
4. Collect Replacement Player Form and make sure said player does not enter infield.
5. Sign both scorebooks after the game in legible manner with uniform # if they are numbered.

District's Responsibility

1. Provide each team with an Inter League schedule and InterLeague Rules.
2. Handle any and all protests.
3. Post schedule and any changes on Web Site www.district12florida.com