

# DISTRICT 12 INTERLEAGUE BASEBALL RULES

## Junior/Senior Division Spring Baseball Rules

**THE INTERLEAGUE:** The InterLeague 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 InterLeague 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 InterLeague. 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 Little League Baseball Rule Book. The following are playing rules that are in addition to or an enhancement of those rules. All teams playing in the InterLeague must follow all the rules. There are no exceptions. **All Teams MUST have their rule book and these rules at every game.**

### **ROSTERS:**

1. No team will be permitted to play unless their roster has been turned into 24 hours prior to first game. 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.)
2. If a player does play, with out being properly added to the roster, the manager is subject to the discipline up to team removal from InterLeague.

### **PLAY RULES:**

3. Junior Division ONLY there will be a 5 run rule in effect for the first 3 innings; runs will be unlimited beginning in the 4<sup>th</sup> inning.
4. Minimum Play Rule: The InterLeague 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) consecutive defensive outs and bat at least one time.
  - b. Starters must follow the rule book for play time. Six defensive outs and bat once.
  - c. In a game shortened 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. (A Starter may re-enter the game once their sub has played 6 defensive outs and batted once.) The Starter and Sub are not married in Regular Season.
  - e. Subs may not reenter, after being removed and playing their 9 defensive outs consecutively.
5. 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!** No Exceptions.
    - i. If a player plays any position other than the outfield the manager will be suspended for 2-games. The umpire shall eject the manager if this is discovered during the game. The ejection will not count towards the mandatory 2-game suspension.
  - g. The player may bat anywhere in the line-up.
  - h. The same replacement player may not be used in consecutive games.
  - i. The replacement player must wear their own team's uniform.
  - j. Managers **MUST** announce the replacement player(s) at the plate meeting to the umpire.

- k. 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).
- l. Failure to follow these rules could result in a forfeit of the game and additional disciplinary action against the Team. (The InterLeague Protest Committee only will decide all forfeits).

### PITCHING:

- 6. Pitching: The pitch count will be as follows for the inter-league:
  - League Age 13 -16: 95 pitches per day
  - League Age 12: 85 pitches per day
- 7. 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. (Reg VI Exception Note)
- 8. Rest Time for Pitchers MUST follow the Rule Book of Little League Baseball.
- 9. A League Age 13 year old pitcher must pitch one complete inning by the end of the 3rd Inning. This may be more than one 13 year old, but if one 14 year old pitches in that inning it does NOT count as the 13 year old inning.
- 10. After pitching 41 pitches a player may not play the position of catcher for the remainder of the day. After catching any part of four innings a player may not pitch for the remainder of the day.
- 11. 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 IN INK at every game and include 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.
- 12. 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,
- 13. Both teams have the right to request the pitch count on the current pitcher ONLY as per Rule 10.22(c).
- 14. Both teams have the right to review the score book before the scheduled start of the game for the purpose of reviewing pitcher eligibility. After the game begins, it's too late to ask to see the other teams' book in reference to eligibility. 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 played under protest and if it is determined that ineligible pitcher was used in the game, the manager will receive an additional 2 game suspension.
- 15. A player may not pitch in more than one game in a day. Reg. VI (k)
- 16. 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.

## BATTING:

17. Batters: The InterLeague 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.
18. The EH 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.
  - b. If using Replacement Players the EH position may not be used for that game.

## 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.
  - b. In all games the home team must have batted last if losing.
  - c. If 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 may be a tie and if so, the game will end as a tie. It will not be a suspended game and will not be resumed at a later date.
20. The Ten Run Rule is in effect and will be adhered to.
21. 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. 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.
  - b. If a league cannot field a team and notifies the Inter-League officials up to 72 hours prior to game time, the game **may be** 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 is PHOHIBITED!** All game changes will be handled by Division VP and District.
  - f. Rescheduled Game:
    - i. Make-ups will be rescheduled ASAP based on field and schedule openings and may be any day of the week including Sundays.
    - ii. The game may be on a neutral field; however the home team will still be responsible for umpires.
22. Keep the Game Moving:
  - a. The time in between innings is one (1) minute, this will be enforced
  - b. The umpire may limit pitches between innings to a maximum of 8 pitches for a new pitcher and up to 5 pitches for a pitcher who has warmed up or pitched previously in the game.
  - c. Courtesy Runner - If the catcher is on base with two outs, he may be replaced by a player not currently in the line-up. This should be announced to the umpire.

## KEEPING SCORE:

23. 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 the District 12 scorebook at every game.
  - 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. Both scorebooks are to be signed by the umpire and opposing team rep. If it is not, your protest could be delayed and denied. (Make sure name are readable)
- f. Each team MUST supply a Line-up card to the umpire and their opponent. FIRST AND LAST NAME, & UNIFORM NUMBER! Absent players should be noted.
- g. Failure to list a player on the line up card is not a reason for the player not to play.

### UMPIRES:

24. It is the responsibility of the home team league to schedule the umpires regardless of the location of the game.
- a. Managers check your schedule - are you the home team away from home?
  - b. Two umpires per game are recommended.
  - c. If umpires are not present, the home team manager shall obtain volunteers to umpire or they are to umpire the game. This can be from the pitcher's mound if necessary.
  - d. All games will be played and will count whether a scheduled umpire is used or not.
  - e. If a League fails to schedule umpires - The visiting manager should report this to the District. If a league fails to schedule umpires repeatedly they may be subject to removal from District Tournaments at ALL LEVELS OF PLAY.
25. UMPIRES ARE PART OF THE GAME JUST LIKE PLAYERS AND THE LEAGUES NEED TO TRAIN AND SCHEDULE THE UMPIRES.

### EJECTIONS:

26. 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, the matter will be referred to the InterLeague Committee for any additional action, up to team removal from the InterLeague.
  - b. If a manger fails to leave the field in a timely manner, then the matter will be referred to the InterLeague Committee for additional action, up to removal from the InterLeague.
  - 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. Email to [deniseyerbic@verizon.net](mailto:deniseyerbic@verizon.net), and [nncsfan@msn.com](mailto:nncsfan@msn.com), please include game number and description of what happened.
  - d. Ejection suspensions will carry into post-season play of all types.
  - e. Any additional action deemed necessary will be administered by the Local League.

### PROTESTS:

27. 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!

### ADDITIONAL INFORMATION:

28. Player disciplinary procedure: Managers must present to the opposing manager, scorekeeper and umpire an official League Approved written explanation of disciplinary action prior to the start of the game. The note is to be attached the official scorebook.
29. 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 Junior League Champion. All Senior teams will be entered. All teams will be seeded by their Presidents Draw.
30. Additional Rules and Reminders:
- a. Helmet and Bat Throwing: The tossing of a helmet or a bat will not be tolerated. Please communicate this to your players that this is a RULE and umpires do not need to give warnings!
  - b. 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.

- c. Rule 3.09 Managers or coaches must NOT warm up a pitcher at home plate. in the bull pen or elsewhere at anytime.
- d. 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).
- e. Rule# 7.14 Special Pinch Runner - Remember the EH is considered in the game.

**RULES FOR 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. NO DIGGING HOLES IN FRONT OF THE PITCHERS MOUND OR IN THE OUTFIELD.
- 4. No smoking at any park, athletic field or court in the City of Clearwater
- 5. At Joe DiMaggio: Bathrooms are at the Rec Center or portables.
- 6. 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.
- 7. 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.
- 3. The League is ultimately responsible for the action of their teams, managers, coaches, and spectators.
- 4. Provide Teams in Inter League play with a current Little League Baseball Rulebook.
- 5. Provide Umpires when listed as the Home team on the schedule. (Including rescheduled games)
- 6. 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](mailto:deniseyerbic@verizon.net) so they can be posted on the District 12 Website. Weather is the only reason for a VP to reschedule.
- 7. The VP must notify the visiting manager and Umpires if the field is closed for any reason.
- 8. 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. Make sure the all Rules are followed and proper notification given where required by the rules.

**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. 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, InterLeague Rules and Scorebook.
- 2. Handle any and all protests.
- 3. Post schedule and any changes on Web Site [www.district12florida.com](http://www.district12florida.com)