



## 2007 INTER LEAGUE BASEBALL & SOFTBALL RULES

### Junior/Senior/Big League Divisions

These rules were approved for play by the Presidents of Florida District One on May 6, 2007. These supplemental rules are to be used in conjunction with the 2007 Little League Rulebook.

- 1 **THE INTER-LEAGUE:** The inter-league consists of leagues within Florida District 1 Little League. It is administered by the DISTRICT 1 staff working with the Senior & Junior League representatives from each league. Games will be governed by the 2007 Official Regulations and Playing Rules. The following are local 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 without exception. All Teams must possess a rule book and these local rules with them at every game.
- 2 **OBJECTIVE:** The inter-league is designed to provide Junior and Senior League teams the opportunity to play regular season games against other teams within the district. A friendly but competitive approach to each game should be the norm. The success of the Inter-league program can only be realized if adults act in a positive way and are honest with each other while setting an example for the players of the inter-league. Remember that winning really is secondary to developing players to be better ball players and citizens of our communities.
- 3 **PITCHING:**
  - A Junior and Senior League rules for pitching are outlined in the 2007 Official Regulations and Playing Rules book (Baseball & Softball).
  - B The score book will be the official record of pitchers used during softball games.
  - C The pitching log will be the official record of pitchers used during baseball games.
  - D Each pitcher use during a game must be clearly identified, legible and provide:
    - 1) A chronological order all pitchers used in the game.
    - 2) Pitchers name and assigned uniform number.
    - 3) Baseball – Number of pitches thrown in the subject game.
    - 4) Softball – Innings pitched in the subject game.
  - E Both teams have the right to review the score books before the scheduled start time of the game to verify eligibility. After the game begins it's too late to ask to see the other team's book.
  - F The head umpire will report failures to provide accurate score books/pitching logs to the host league president and impose the following penalty for the subject game:
    - 1) Pitchers used in the previous game, as determined by the umpire, may not pitch in the subject game regardless of eligibility.
- 4 **POOL PLAYER RULES:**
  - A The rule is for regular season inter-league play only and will not be allowed during post season tournaments!
  - B When pool players are used the roster for the game cannot exceed more than 10 players; only 3 of those players may be pool players.
  - C Senior League teams may only use another Senior League player or a 14-year old Junior League player, from within its league, for a game when they know it will avoid a forfeit.

- D The Junior Division may only use Junior Division players.
- E Pool players are required to play 9 consecutive defensive outs and bat once (reg Vc4).
- F The pool player may not start the game unless the team cannot field 9 roster players.
- G Pool players may not pitch during the game. No Exceptions.
- H The player may bat anywhere in the line-up.
- I The same pool player may not be used in consecutive games. Exception: Double headers played on the same day.
- J The pool player must wear the jersey of their own team.
- K Pool players must be identified on the line-up sheet and in the score book.
- L Managers must announce the pool player(s) at the plate meeting. Failure to do so before the first pitch will result in the unannounced player not being allowed to play. If the manager does not follow the above rule and the pool player plays in the game the manager will be suspended for one game. Additional infractions may result in additional suspensions including removal for the season.
- M Failure to follow these rules could result in a forfeit of the game. The inter-league protest committee will decide any and all forfeits.

#### 5 **KEEPING SCORE:**

- A The host league (home team) will maintain the official scorebook and pitching log. The visiting team is required to keep a secondary scorebook and pitching log.
- B Managers are required to have their scorebook at every game (includes all games played).
- C Managers of both teams have the right to examine the last game played by the other team NLT 10 minutes before game start time.
- D Each team must provide a line-up card to the Umpire in Chief and the opposing team manager. FIRST NAME, LAST NAME, and NUMBER! The line-up, prepared by each team must be ready 5 minutes before game start time. Absent and pool players will be annotated.
- E The official and visiting team score keepers must be located outside the dugout.
- F If a manager/coach is keeping the official score they must do so outside the dugout.
- G Both scorebooks must be made available to the District 1 Staff upon request.
- H At the end of each game the Umpire must sign and date the score books.

#### 6 **PROTESTS:**

Follow Rule 4.19 of the 2007 Official Regulations and Playing Rules for filing a protest. The protest committee will consist of the District 1 Administrator, District 1 Chief or Assistant Chief Umpire, and at least one other District ADA not coaching or umpiring in the inter-league division. Protests will not be heard if the team protesting does not have a rule book and inter-league rules with them at the time the protest is filed. This will be enforced by the umpires.

#### 7 **GAME TIMES:**

- A Games will be scheduled between league representatives (Refer to Junior/Senior League Contact Sheet).
- B Game time will begin from the scheduled start time of the game. Valid exceptions are umpires arrive late, injured player, or significant field repairs. If there is another game scheduled on the same field time limits may be imposed on the first game as long as the game played meets the requirements of a complete game.
- C Games Monday through Thursday
  - 1) Single games: No new inning will start after 2 hours and 30 minutes.
  - 2) Double header games: No new inning will start after 2 hours.
- D Games Friday and Saturday
  - 1) Single games: No new inning will start after 2 hours and 30 minutes.

- 2) Double-header games: No new inning will start after 2 hours and 30 minutes unless agreed to otherwise by both managers during the plate meeting.
- E Canceling, changing, or rescheduling games between managers without an inter-league representative or local league official involved is not allowed and will be cause for suspension.
- F All suspended and make up games will be rescheduled ASAP.

## 8 **FIELDING A TEAM:**

- A There must be 9 players to play the game – No exceptions.
- B If a team is unable to field nine players within fifteen (15) minutes after the scheduled start time it will be a forfeit and counted as a loss in the standings. Please use pool players to avoid this from happening.
- C If neither team can field nine players it will be counted as a loss for both teams. Exception: If a league cannot field a team and notifies the Inter-League representatives 48 hours prior to game time, the game maybe rescheduled subject to the approval of the inter-league representatives.

## 9 **UMPIRES:**

- A It will be the responsibility of the home team and league representatives to schedule umpires for the game.
- B A minimum of one plate and one field umpire is required per game. No umpire will call balls and strikes from behind the pitcher's mound. No exceptions.
- C The ten (10) run rule will be used.
- D All games will be played and count whether scheduled umpires are used or not.
- E Tossing a helmet or a bat will not be tolerated for any reason. Please communicate this during your plate meeting.
- F **EJECTIONS:** This pertains to all players, managers, and coaches.
  - 1) When ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and or be recalled. Exception: an ejected player must sit in the dugout if their parent or responsible adult is not in attendance to escort them from the complex.
  - 2) A report must be filed for all ejections. The report **MUST** be completed by the umpires and both managers immediately after the game. Forward the report to the host league's president.
  - 3) If the ejection is for fighting or, in the judgment of the umpire, warrants an additional suspension, the District Staff will determine the final discipline. The District will have the final word and appeals will not be allowed.
  - 4) Ejection suspensions will carry into post-season tournaments.

## 10 **ADDITIONAL INFORMATION AND REMINDERS:**

- A Standings, Scores and more: Report wins, losses, ties, and scores to your league representatives.
- B Tossing 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 – This is the warning!
- C Rule 1.11 (j) Players may not wear watches, rings, pins, or jewelry.
- D 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. Remember: Hockey style catcher's masks require a dangling throat guard as well.
- E Rule 3.09 Managers or coaches must **NOT** warm up a pitcher at home plate, in the bull pen or elsewhere at anytime.
- F Rule 1.11 (a) All players on a team shall wear numbered uniforms identical in color, trim, and style. Duplicate numbered jerseys on the same team are not allowed. Exception: Pool players.
- G Rule 1.11 (a) The Official Little League Patch must be worn by all players.

## 11 LEAGUE RESPONSIBILITIES:

- A The Local League is ultimately responsible for the action of their teams, managers, coaches, umpires, and spectators.
- B Every league should have a designated representative who will be present at games. The function of the representative 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 events to the district staff.
- C Provide each team Inter League play rules and a current Little League Rulebook.
- D Provide Umpires for the game.
- E The Junior/Senior League representative is responsible to schedule and/or reschedule any games cancelled due to weather, etc in coordination with the opposing league representative.
- F Handle disciplinary actions of the Managers, Coaches, and Players for any infractions brought to their attention.

## 12 MANAGER RESPONSIBILITIES:

- A Managers are responsible for the actions of their coaches, players, and spectators.
- B Maintain an up-to-date scorebook with records that include all games in proper order.
- C Provide the umpire with the line-up, and Pool Player Form at the plate meeting.
- D Provide the opposing team with a line-up and announce any pool players.
- E If the league has not provided umpires for the game it's the home team manager's responsibility to obtain umpires for the game. The Manager should contact the league's scheduler 48 hours prior to game to confirm the game is covered...don't wait till game time.
- F Properly fill out and submit required forms.
- G Contact opposing manager 24 hours prior to a rescheduled game to make sure everyone is aware of the proper time and location.
- H Provide a scorekeeper at each game and ensure the scorekeeper is aware of any information they need to accurately maintain your team's records.
- I Sign their own and the opposing teams' scorebooks after game.
- J Report records and scores to the league representative.

## 13 UMPIRE RESPONSIBILITIES:

- A Maintain control of the game and keep the pace of the game moving.
- B Enforce the rules of Little League and District 1 Local rules.
- C Handle any rules violations, ejections, or protests and submit the proper paperwork.
- D Print, sign, and date both scorebooks after the game.

## 14 DISTRICT RESPONSIBILITIES:

- A Coordinate and assist the local leagues in running the Inter League program.
- B Develop and approve Inter-League Rules in collaboration with league representatives.
- C Post standings to the district web site: <http://eteamz.active.com/FLD1/>

## 15 RULES FOR ALL FIELDS:

- A No soft toss against any fences screens or backstops.
- B Each team is responsible to clean up around stands and dugouts after each game.
- C Batting Cages, if available, may be used for warm-ups on a shared basis.
- D Pets and skateboards are not allowed in and around any complex.

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Florida District 1 Little League