## 2021 SPRING INTERLEAGUE RULES

As a District Board of Directors, we found it necessary to get all our District Local Leagues on the same page. The only way to accomplish this for all Interleague play was to go by the book; yes, that means the Little League Operating Manual and Little League Rule Book. This is provided to each League every year with their charter package. The only acceptable deviations allowed are what are outlined in the following District 1 Interleague Rules. Local league rules will not be used in any interleague games. If it is not discussed on this page, then refer to the current Little League Rule Book that applies to the division in question. We are not using tournament or local league rules for interleague play or Tournament of Champions games.

Any rule and schedule questions call DA Dana Palmer 970 250-5199 Email: <a href="mailto:gdpalmer@bresnan.net">gdpalmer@bresnan.net</a>
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- 1. The official time for all games shall be that of the plate umpire's watch (or on a watch designated by home plate umpire). The starting time shall be recorded in the scorebook for each game. Coach Pitch and Rookies girls time limit is 1hr 45 min with finishing the inning. A new inning begins as soon as the last out of the previous inning is recorded. When the time limit is reached in a game, the inning that is currently being played must be completed A 2hour time limit is in effect, but the game must be played to the point of being an official game. (if games need over 2 hours to complete, then it will be played till the 4 or 5 innings need have been played) All early games must start on time and must be played according to these rules. No early game can be stopped early in order to start a late game. A late game that cannot be played due to an early game not being started on time will be rescheduled. An official game is 4 innings for Majors and down or 5 innings for Intermediate and up. Refer to rule#4.10 in the Little League Rule Book. Any incomplete or tie games will be handled as stated in Little League Rule Book (Sections 4.11 and 4.12). All protests must be filed to the Interleague Representative instead of the local league president. All early games are scheduled for a 5:30pm or 6pm start time (except Monument at 5:15pm and 7:30 pm for JR/SR, Grand Mesa 6 pm and Fridays 6 and 8 pm). All late games are scheduled for 7:45p.m start time. Minors and below no inning start after 1Hr and 30 min and at hr. and 45 mins drop dead is in effect
- 2. If your team cannot make a game for any reason, your leagues Interleague Representative must be contacted no later than 4:00pm on the day before the game is scheduled to be played to inform the other team(s) involved. Failure to give proper notification may result in forfeiture of the game and require payment to the scheduled umpire and any field rental charges that may be incurred by the hosting league. All suspended or canceled games must be rescheduled through the Interleague Representatives for the game in question. Host league is responsible for canceling games due to weather and notifying the interleague rep., presidents, and interleague scheduler. Please try to find other players from other teams and use the pool play system. Pool Play players are not allowed to pitch or catch
- 3. The hosting team supplies a qualified, professionally dressed, and equipped umpire(s). The hosting team supplies the official scorekeeper and the visiting team supplies the official spotter to assist the official scorekeeper. Both the official scorekeeper and the official spotter shall sign off in the scorebook to validate the official book. The hosting team's official scorekeeper monitors and has the final say on the official pitch count. Failure to provide a scorekeeper or spotter the team manager will agree to two members from the other team to fill in. All managers will provide official pitching records to the official scorekeeper and opposing manager prior to the game. Failure to supply the pitching records will result in suspension of the manager for that game. Pitching Records need to be signed by opposing coach and scorekeepers or umpires.
- 4. All interleague game results do apply to the local league standings for all teams involved. All interleague rules apply to all games played by teams participating in interleague play in that division. (Example: If two interleague participating GM teams play each other at GM all interleague rules should be followed.) The pitching records must be kept and provided on request for all games. All pitching records must be signed by scorekeeper and both managers

and or umpires before leaving the field.

- 5. Rookie Games are played on a field with 60-foot bases and 46-foot pitch distance. Coaches will operate a machine which will deliver all pitches. Batter will receive a maximum of 5 pitches in which they will either strike out, hit, or retire back to the dugout for failing to swing. Bases may only be stolen 1 base per overthrow and only between 1st and 3rd base, a passed ball will be considered dead. Each side will be retired after 3 outs, or 5 runs, whichever comes first. Games will run for a minimum of 90 minutes, with no new inning beginning after 90 minutes and will have a maximum time of 1 hour 45 minutes. All leagues will use the blue pitching machine.
- 6. Minor Girls, coach can pitch up to a full count (example: player pitches 4 balls coach get 3 pitches; player pitches 2 strikes and 4 balls coach gets 1 pitch). Pitches thrown by the coach count as a strike no matter what. Foul ball on strike 3 continues play. No stealing at all while coaches pitching. If batter does not put ball into play on combo of up to 7 pitches, batter is retired with an out. No walks unless hit by pitch from player
- 7. For Major Girls, Minor boys, and Minor girls there is a 5 run limit per inning. For Major boys it takes three outs to retire the side with no run limits.
- 8. You CAN start the game with 8 players. There are no borrowing players from other team. Use pool players if you are only going to have 8 players show. Can be any player in that league and in that division. No out will be given for the 9 player
- 9. Please clean out the dug outs and pick up all the trash around bleachers.
- 10. We encourage SPORTSMANSHIP on and off the field for players, managers, coaches, and parents
- 11. All Divisions will use a continuous batting order.
- 12. Majors and below if after 3 innings, two- and one-half innings if home team is ahead, one team has a lead of 15 runs or more, the manager of the team with the least runs shall concede the victory to his opponent. Rule 4.10 c
- 13. Intermediate and above if after 4 innings, three- and one-half innings if home team is ahead, one team has a lead of 15 runs or more, the manager of the team with the least runs shall concede the victory to his opponent. Rule 4.10
- 14. Major and below if after 4 innings, three and one-half innings if home team is ahead, one team has a lead of 10 runs or more, the manager of the team with the least runs shall concede the victory to his opponent.
- 15. Intermediate and above if after 5 innings, four and one-half innings if home team is ahead, one team has a lead of 10 runs or more, the manager of the team with the least runs shall concede the victory to his opponent.
- 16. Have equipment (bats, helmets, and catcher gear) lined up and ready for the umpire to inspect equipment, baseball bats must be stamped "USA" to be little league approved.
- 17. JR/Sr Girls run rule of 7 runs per inning with an open inning in the last inning based on time or the 7<sup>th</sup> inning.
- 18. Umpire Scheduler will call by 4 pm the day of game and let league know if he does not have any one to umpire for a certain game. Be sure to let Kory and Dana know of any canceled games.
- 19. Coaches, player, and parent will only be warned one (1) time, second (2) time they will be asked to leave the facility.