

Minors Softball Interleague Rules

FLORIDA
DISTRICT 1
LITTLE LEAGUE



Approved for Play
02/11/2024

2024

Minors Division Softball
Interleague Rules



Minors Softball Interleague Rules

I. Purpose

Interleague play provides teams the opportunity to play regular season games against other teams within the district. These interleague rules afford teams from different leagues to play by the same general guidelines which will apply to all fields of play. These rules differ from “ground rules”, whereas a ground rule is a specific issue associated with the local playing field. For example, at Rarick Field in Niceville, there is a tree that overhangs the center field fence. If a batted ball hits the tree, the ensuing action is dictated by the ground rules of Rarick Field. These ground rules shall be identified and discussed during the pre-game plate conference between the game UIC and Managers of both teams. These supplemental rules and regulations shall only be used during regular season play.

II. Age Specific Regulations for Minor Divisions

The Minor League division will consist of players league age 8-12. Any player who is league age 13 shall not be allowed to participate in any of the Minor League Divisions. Any player who has reached league age 12 shall not be allowed to pitch in any Minor Division Interleague game.

III. Approval

These 2024 Florida District 1 Little League supplemental regulations and playing rules were developed by league and district officials to clarify and/or expand regulations and playing rules not otherwise addressed in the 2024 Little League official regulations and playing rules. These supplemental regulations and rules are not intended to and shall not supersede official Little League regulations and playing rules. The layout and format mirror the parent document for convenient cross reference. This supplement shall not duplicate or conflict with existing regulations and playing rules and therefore is not a stand-alone document. This supplement must be used in conjunction with the 2024 Little League official regulations and playing rules and available for reference at each game. These supplemental regulations and playing rules were approved by each leagues President of the Board of Directors and signed by the District Administrator on 02/11/2024.

IV. Playing Regulations

1. Regulation I (The Inter-League):

The interleague consists of leagues within Florida District 1 Little League. The District 1 staff, working in conjunction with, Minor League representatives from each league will be responsible for administering the Interleague. All games will be governed by the 2024 Little League Softball Official Regulations and Playing Rules. The following are interleague playing rules that are in addition to or an enhancement of those rules. All teams playing in the interleague must follow all

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the rules without exception. All teams must possess a rulebook and a copy of these supplemental interleague rules with them at every game.

2. **Regulation III (The Teams):**

Only teams from the same division shall participate in interleague games. The teams will be from chartered Little League programs, unless otherwise approved under special games provisions by the District Administrator.

Each team shall maintain a complete and accurate scorebook throughout the season. The scorebooks will be made available for review by opposing managers prior to each game if requested.

There must be a minimum of 8 players on each team to play the game – no exceptions. If a team cannot field 8 players within 15 minutes after the scheduled start time, it will be a forfeit and counted as an 8-0 loss in the standings. If neither team can field eight players, it will be counted as an 8-0 loss for both teams. Exception: If a league cannot field a team and notifies the Interleague representatives 48 hours prior to game time, the game may be rescheduled subject to the approval of the interleague representatives.

3. **Regulation V (Pool Players) - regular season only:**

- a. All pool players must be assigned by the Player Agent from the respective league. Managers and/or coaches will not have the right to randomly pick and choose players from the pool within their respective division.
- b. When pool players are used; the roster for the team shall not exceed 11 players; only 3 of those players may be pool players.
- c. Players shall be from the same division, or one age division below provided they are:
 - i. Of the appropriate age for that division (or lower division)
 - ii. Have been assessed and deemed capable to play a division up.
- d. All Pool players are required to play 6 consecutive defensive outs and bat once.
- e. **Note:** If a pool player is called on game day and show up at the game site, that player must play at least 9 (nine) consecutive defensive outs and bat at least one time.
- f. The pool player may not start the game unless the team cannot field 9 roster players. **Note:** If only 8 (eight) players are available on a game roster, pool players are permitted to start.
- g. Pool players shall not pitch during the game. No Exceptions.
- h. The pool player may bat anywhere in the line-up.

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- i. Pool players may be used in consecutive games; however, no pool player is permitted to play in more than 3 (three) games in a calendar day (inclusive of his own team's games).
- j. The pool player must wear the jersey of his or her own team.
- k. Pool players must be identified on the line-up sheet and in the scorebook.
- 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 interleague protest committee will decide all forfeits

4. Regulation VII (Game Times/Time Limits):

- a. Games will be scheduled between league representatives (refer to Minor League Contact Sheet).
- b. Game time will begin from the scheduled start time of the game. Valid exceptions are umpires arriving late to the game site, a player is injured during pre-game warmups or significant field repairs due to weather.
- c. **Time limits:**
 - i. Regular Season Games: no new inning shall begin after 1 hour and 30 minutes.
 - ii. Park Day Special Games: a drop-dead time limit may be imposed to allow for multiple game scheduling. The President from both parks must agree to the drop-dead and be approved by the District Administrator one week before the park day. This drop-dead time shall not be less than 1 hour and 20 minutes
- d. The offensive team will be retired when they have accumulated three outs or five runs whichever comes first.
- e. Canceling, changing, or rescheduling games between managers without an interleague representative and/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

5. Regulation XIV (Field Decorum):

- a. The Local League is ultimately responsible for the action of their teams, managers, coaches, umpires, and spectators.
- b. A friendly but competitive approach to each game should be the goal of each league. The success of the Interleague program can only be

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realized if adults act in a positive way and are honest with themselves and each other while striving to set an example for the players of the district. Winning should be secondary to developing players to be better ball players and citizens of our communities.

- c. **Managers and coaches are permitted to warm up pitchers.** This includes pre-game, bullpen or between innings.
- d. 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) back to the visiting local league. The local league representative or President will report events to the district staff.

V. Playing Rules

1. Rule 1.00 (Safety Items):

- a. Rule 1.10 All bats must meet the approved bat standard identified in the LLSB Rulebook. Bats will be inspected by the umpire before each game begins.
- b. Rule 1.11 (j) Players may not wear watches, rings, pins, or jewelry. **Exception;** beads or hard braids utilized to control the hair are permitted.
- 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. Remember: Hockey style catcher’s masks require a dangling throat guard as well

2. Rule 4.00 (The Game):

- 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.
NOTE: It is the ultimate responsibility of the scorekeepers to maintain the books properly. After each ½ inning, it is recommended that the scorekeepers from both teams confer to verify that both books match. If there is a discrepancy between the two books that cannot be resolved, the issue will need to be raised immediately to the Umpire in Chief of the game. If after conferring with the Umpires, Managers and Scorekeepers, there is still a discrepancy, the home book will take precedent.
- 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 NO LATER THAN 10 minutes before game start time.

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- d. Each team must provide a line-up card to the Umpire in Chief and the opposing team manager. At a minimum, the player's **FIRST and LAST NAME and NUMBER** are required on the line-up card. The line-up, prepared by each team must be ready 5 minutes before game start time. Absent and pool players will be annotated on the lineup card.
- e. The home and visiting team scorekeepers must be located outside the dugout.
- f. If a manager/coach is keeping the official score they must do so within the confines of the dugout. A manager/coach keeping the official score (electronically or otherwise) shall not operate in the capacity of a base coach at any time.
- 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 both scorebooks
- i. **PROTESTS (Rule 4.19):**

REMINDER: Protests are only allowed for a misinterpretation or improper application of a playing rule. Protests involving judgement calls (out/safe/ball/strike/etc.) will not be allowed. A protest differs from an appeal.

Follow Rule 4.19 of the 2024 Official Regulations and Playing Rules for filing a protest. The protest committee will consist of the district 1 Administrator, District 1 Umpire in Chief or Assistant Umpire in Chief, and at least one other District ADA not coaching or umpiring in the interleague division. Protests will not be heard if the team protesting does not have a rulebook and a copy of the interleague rules with them at the time the protest is filed. The protesting manager must cite the specific rule application that he/she wants to protest. Umpires will enforce this.

3. Rule 6.00 (The Batter):

- a. Continuous batting order will be used during all games to include regular season, special games, and International Tournament play.
- b. **For Regular Season and Special Games Only;** the batting team will be retired when they have accumulated three outs or five runs, whichever comes first. During a special game tournament, the five-run limit will be removed during the 6th inning and subsequent innings as necessary.
- c. 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 should not need to give warnings – **This is the warning!**

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4. Rule 7.00 (The Runner):

- a. There is no “must-slide” rule, and no league is authorized to implement one. See rule 7.08(a)(3).
- b. A headfirst slide is not permitted while advancing in the Minor Divisions. Returning to a base headfirst is allowed. See rule 7.08(a)(4)
- c. Stealing is allowed in Minor League SB; however, runners must maintain contact with the base until the ball reaches the batter. See rule 7.08(a)(5b).
- d. The use of a “double first base” is permissible. See rule 7.15 for specific requirements for offensive and defensive players when utilizing the double first base.

5. Rule 8.00 (The Pitcher):

- a. If Minor League rules for pitching are outlined in the 2024 Little League Softball Official Regulations and Playing Rules book.
- b. The home field scorebook will be the official record of pitchers used during softball games.
- c. Each pitcher used during a game must be clearly identified, legible and provide:
 - i. A chronological order of all pitchers used in the game.
 - ii. Pitcher’s name and assigned uniform number.
 - iii. Innings pitched in the subject game.
- d. Both teams have the right to review the scorebooks 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.
- e. The Umpire in Chief of the game will report failure to provide accurate score books/pitching logs to both league presidents for possible disciplinary action
- f. **For Minor League Player Pitch ONLY**, a “no walk” rule will be used during the first portion of the regular season to help develop pitching and hitting skills. **This rule does not apply to Tournament games.** Under this special rule, once a pitcher reaches a count of 4 balls on the batter, an adult will take the pitching plate and become an adult pitcher for up to two pitches to the batter. The defensive pitcher will then become a "player pitcher" and take a position at the 3 or 9 o'clock position to the pitching plate to not interfere with the adult pitcher during the pitch. The adult pitcher shall not coach in any manner and will avoid interfering with any hit balls. If the adult pitcher is hit by a batted ball, a dead ball will be called, batter will be awarded 1st base, and runner(s) will advance if forced. The batter must get a hit off one of the two adult pitches to avoid being called out. Foul balls on the second adult pitch will not count against the batter

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unless the ball was bunted. Each team will be assessed bi-monthly to determine if skill levels are adequate to remove the “no walk” rule and proceed with standard pitching rules. This adult shall be one of the following:

- i. An approved volunteer
- ii. A coach/manager from the defensive team (if mutually agreed upon by both coaches).
- iii. A coach/manager from the offensive team (only if a player is used as a base coach).
- iv. The adult shall be standing by, ready to step in, in order to keep the game flowing.

NOTE: The “First Portion” of the regular season drop dead date will be determined by a vote during the District meeting after these Interleague Rules are approved.

6. Rule 9.00 (The Umpire):

- 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. COVID allowance; Umpires are permitted to call balls and strikes from behind the pitcher during the regular season.
- c. Run rules will be enforced pursuant to the LL Softball rulebook. (15 after 3, 10 after 4)
- 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. If after a warning, the actions continue to happen, the player may be disqualified from further play in the game. This should be communicated during the plate meeting.
- f. **EJECTIONS:** This pertains to all players, managers, and coaches.
 - i. 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.
 - ii. 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 and the District Umpire in Chief.

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- iii. 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.
- iv. Ejection suspensions will carry into post-season tournaments.

VI. Additional Points of Emphasis

1. 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) back to the visiting local league. The local league representative or President will report events to the district staff.
- c. Provide each team Inter League playing rules and current league by-laws.
- d. Provide Umpires for the game.
- e. The Minor League representative is responsible to schedule and/or reschedule any games cancelled due to weather, or other issues in coordination with the opposing league representative.
- e. Handle disciplinary actions of the Managers, Coaches, and Players for any infractions brought to their attention. A report of such actions shall be submitted to the District Administrator within 72 hours of the infraction.

2. Manager Responsibilities:

- a. Know and understand all Official LLSB Rules and these Interleague Supplemental rules.
- b. Managers are responsible for the actions of their coaches, players, and spectators.
- c. Maintain an up-to-date scorebook with records that include all games in proper order.
- d. Provide the umpire with the team's line-up at the plate meeting. See attachment 1 for a suggested lineup card format.
- e. Provide the opposing team with a line-up and announce any pool players.
- 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

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- j. Report records and scores to the league representative

3. 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 interleague rules.
- c. Handle any rules violations, ejections, or protests and submit the proper paperwork.
- d. Print, sign, and date both scorebooks after the game.

4. District Responsibilities:

- a. Coordinate and assist the local leagues in running the Inter League program.
- b. Develop and approve Interleague Rules in collaboration with league representatives

5. Specific District 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. Exception; service animals with the proper documentation.
- e. Rule 3.09 Managers or coaches **are permitted to** warm up a pitcher at home plate, in the bullpen or elsewhere at any time.
- 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.

Approved By:

//Signed//

Windell Carnley
District 1 Administrator
02/11/2024