

2016 DISTRICT 6 SPRING INTERLEAGUE BASEBALL RULES

Little League rules and regulations apply unless otherwise stated in this document.

SCHEDULING

1. All games are to start at the scheduled times. **Make sure to check the game dates/start times for each game on the schedule.** If a team cannot field **at least 8 players** at the scheduled start time a grace period of 15 minutes will be given. If there is still a shortage of players, one inning will be declared passed and the opposing team will be awarded 1 run. If, after 30 minutes, fewer than 8 players are present, the game will be forfeited to the other team at a score of 6 - 0 (Major), or 7 - 0 (Junior, Senior). If the game is forfeited, the coaches are expected to even up the teams and play an unofficial game. **All rulings made by the umpires during the unofficial game will STAND as if it was a regulation game.** If neither team can field a team the coaches are to notify the district convener and the game will be rescheduled.

2. The HOME team manager is to notify the District 6 convener, visiting team manager and the umpires of all changes in scheduled games as a result of field or weather conditions no later than one hour before scheduled game time. Rained out games will be rescheduled. The coaches of the affected teams should consult with each other and the District 6 convener to pick a suitable time. If no notification is given and the umpires arrive at the field, they **WILL** be paid.

CURFEW

3. Due to existing game schedules, field permit times, and in some cases long travel distances and city curfew regulations, etc., there is a time limit for all District 6 interleague games (including all play-off games). That is, **a new inning cannot be started after 2 hours past the scheduled start time** for each game, or after 11:00pm (10:45pm at Heritage Park), whichever comes first. **The timepiece used to time each game will be designated by the home plate umpire assigned to the game.**

CALL-UPS

4. Call-ups are permitted only to a team total of 9 players by allowing a Canadians ("A") team to call up players from the Nationals ("B") team, and allowing both Canadians ("A") and Nationals ("B") teams to call up players from the Canadians ("A") team from the division below, as follows:

1. A JUNIOR Canadian ("A") team may call up players from their JUNIOR National teams ("B").
2. A JUNIOR Canadian ("A") team may use players from other JUNIOR Canadian ("A") teams in their own league if and only if there are no National ("B") teams in their league.
3. A JUNIOR National ("B") team may use players from their other JUNIOR National ("B") teams in their own league.
4. A Canadians ("A") player can only be used on a Nationals ("B") team if it is at the next higher age group, with the exception for JUNIOR as above.

There will be no call-ups from MAJOR to JUNIOR.

Call-ups cannot pitch.

ON THE FIELD

5. Each player present at the game will be in the batting order. Late arrivals should be added to the bottom of the list. 15 players maximum (18 for BIG LEAGUE) are allowed per game, 8 players minimum. **There is no automatic out for a 9th player not present.**

6. There is free substitution at all positions. Once the Minor/Major pitcher has been replaced on the mound, he cannot be returned as a pitcher. Intermediate, Junior, Senior and Big League pitchers may return as a pitcher provided the team adheres to Regulation VI (b).

Pitchers throwing 41 or more pitches CANNOT be used as a catcher for the remainder of that day, as noted in Regulation VI (c) Note. The regular Little League pitching rules and regulations shall be scrupulously followed. For pitching rules, refer to Rule Book, REGULATION VI - Pitchers: pages 37-39 for all age groups (Minor, Major, Intermediate, Junior and Senior).

In accordance with Regulation VI (k) for Junior / Senior – ‘A player may be used as a pitcher in up to two games in a day. (Exception: If the player pitched 31 or more pitches in the first game, that player may not pitch in the second game on that day).’ *Coaches are to maintain and bring with them to all games their SEASON score book and pitching records. Ineligible pitchers are to be announced prior to the start of each game.*

7. In accordance with Regulation VI (a) ‘Any player who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day’.

8. All games are a maximum of: MINOR/MAJOR - 6 innings; JUNIOR/SENIOR/BIG LEAGUE - 7 innings. During the regular season, an official game for all divisions will be **a minimum of 3 1/2 innings if the home team is ahead or 4 complete innings. However, the mercy rule will remain in effect as stated in Rule 4.10 (pages 72-73).** Games that are not official will be rescheduled. In an official game, if the game cannot be completed for whatever reason, the score will revert to the last completed inning, unless the home team is winning in the bottom half of the inning, in which case the score at that point will stand. As well, during the regular season, all **TIE** games will remain. **HOWEVER**, all playoff games will be as per the rule book (4.10, 4.11 and 4.12).

9. As required by rule 9.03(d), if no adult umpire aged 18 or older is assigned to the game, and youth umpires are used, then a game coordinator must be appointed in order for the game to be played. His/her duties are outlined in rule 9.03(d).

10. Each team will supply a score keeper for each game (the home team’s score keeper is considered the ‘official’ score keeper). The HOME team will arrange for the umpires, supply the bases and set up the field. **The HOME team is expected to have the field ready 20 minutes prior to game start time. The HOME team will supply the game balls for each home game.**

11. **JUNIOR AND SENIORS:** There will be a **maximum 5 runs** scored by any team in a particular inning. All innings will be completed until the game ends or the curfew, regardless if the outcome of the game has already been decided by this rule.

12. **JUNIOR & up** - The on deck batter will retrieve all foul balls, and pitches with no runners on, from the backstop and return them to the plate umpire.

13. **INTERMEDIATE & up:** players **are** permitted to wear shoes with metal cleats - Rule 1.11 (h).

14. **MAJOR & up** – Batter runner may run on a dropped third strike. Rule 6.05(b).

15. **ALL JEWELRY** regardless of composition must be removed. Exception is the medic alert. Rule 1.11(j).

COMMUNICATION

16. **All teams will be provided with a username and password for the D6 site which will be used to record scores and pitch counts. BOTH** teams will record their information on the same day as the game. Included with the score must be the game pitching record (last name, number of pitches). **Schedules, results, standings and contact information will be posted on the [D6 website](#).**

17. Incident reports can be found on the [D6 website](#) and when necessary should be emailed to the District 6 convener and DA as soon as possible following the incident. Ejections, protests and injuries must be reported to the District 6 convenor for forwarding to the DA. **All ejections carry a suspension for the remainder of the game and the next played (not scheduled) game.**

18. Please attempt to avoid all protests. However, if a protest must be made, it will be resolved by a committee consisting of the D6 DA, ADA's at each level and District Umpire Consultant.

STANDINGS / PLAYOFFS

19. All divisions should try to play at least 12 games in the regular season. Points will be assigned per game as follows: 3 points for a win, 1 point for a tie, 0 points for a loss. Standings will be determined by order of points from highest to lowest. Where there is a tie, the tie will be broken by: 1. record between the teams tied; 2. total runs for; 3. total runs against; 4. coin toss coordinated by the DA of District 6.

Playoff formats will be determined by the District 6 DA in consultation with the ADA/D6 conveners at each level.

All playoff games are single elimination. Some examples of playoff formats are shown below:

- 4 TEAM LEAGUE
- ROUND 1: Team 4 at Team 1; Team 3 at Team 2
- FINAL: Round 1 winners play for the championship.

(Over)

5 TEAM LEAGUE

- ROUND 1: Team 5 at Team 4.
- ROUND 2: Winner from Round 1 at Team 1; Team 3 at Team 2.
- FINAL: Round 2 winners play for the championship.

6 TEAM LEAGUE

- ROUND 1: Team 6 at Team 3; Team 5 at Team 4.
- ROUND 2: The team with the highest place finish in regular season (Team 1) plays the lowest placed winning team from Round 1, and the 2nd highest place team finish in regular season (Team 2) plays the next lowest placed winning team from Round 1.
- FINAL: Round 2 winners play for the championship.

7 TEAM LEAGUE

- ROUND 1: Team 7 at Team 2; Team 6 at Team 3; Team 5 at Team 4.
- ROUND 2: The team with the highest place finish in regular season (Team 1) plays the lowest placed winning team from Round 1; the highest place winning team from Round 1 plays the next lowest placed winning team from Round 1.
- FINAL: Round 2 winners play for the championship.