

Florida District 5

Inter-League Agreement and Rules – Spring 2014

GENERAL ADMINISTRATION

According to Little League Policies, the DISTRICT is responsible for Inter-League Play. This Inter-League Agreement is intended to be in compliance with all rules, regulations, and policies of Little League Baseball, Inc. If any discrepancies are found, the Rules and Regulations of Little League Baseball and Softball shall govern.

Each league will assign their “Division Representative” to be the single point of contact for Inter-League play (A league may assign One (1) person for Baseball and One (1) for Softball or One (1) for the individual Divisions of Baseball and Softball). The “Division Representative” must have the authority to act on behalf of his/her league in all matters regarding Inter-League Play.

PRIOR to a team being scheduled to participate in any Inter-League games, the President of the league MUST submit “Age Breakdown Sheet A&B”, a “District 5 INTER-LEAGUE PLAY Request Form” per division filled out in its entirety and an “Application For Inter-League Play” and if applicable, an “Application for Combined Teams Regular Season Play” form to the District Administrator for approval. Approval must be granted prior to the team participating in any inter-league games.

Games will not be scheduled at any league/park facility that does not have an Approved Safety Plan.

Each League President shall provide:

- an “Official Regulations and Playing Rules” book to each Team Manager and Umpire’s
- a copy of this Inter-League Agreement to each Team Manager and Umpire’s
- a copy of the applicable Inter-League Schedule to each Team Manager and Umpire’s

Schedules

Schedules will be developed/finalized/approved at a MANDATORY “Inter-League Play Scheduling Meeting”. Each league wishing to participate in Inter-League Play MUST attend the scheduling meeting (there may be separate meetings for Baseball and Softball). **INTER-LEAGUE SCHEDULES TAKE PRESIDENCE OVER IN-HOUSE SCHEDULES. LEAGUES THAT ARE INTER-LEAGUING MUST MAKE THEIR FIELDS AVAILABLE MONDAY THROUGH SATURDAY. THE ONLY EXCEPTIONS ARE THOSE BEING IMPOSED BY CITY, COUNTY OR RECREATION DEPARTMENT’S. EXCEPTIONS WILL NOT BE MADE FOR MANAGERS/COACHES OF MORE THAN ONE LITTLE LEAGUE TEAM OR MANAGERS/COACHES WHO ARE COACHING OUTSIDE OF LITTLE LEAGUE.** It is highly recommended that the league’s Scheduling/Field Coordinator attend this meeting to help ensure there are no scheduling conflicts with-in their leagues. The Schedules and all Schedule Revisions (excluding the Re-Scheduled Games) must be approved by the appropriate District Inter-League Representative (ADA).

- Games not played due to weather, field conditions, schedule conflicts, or lack of players for both teams, will be Re-Scheduled to a place/time agreeable to BOTH Managers and the applicable Field Coordinator. (The Home Team must contact the “District Inter-League Representative (ADA), the Visiting Team manager and the Umpires no later than 4 PM on the day of the re-scheduled game).
- Games canceled by agreement of both Managers at least 24 hours prior to game time will be Re-Scheduled to a time/place agreeable to BOTH Managers and the applicable Field Coordinator.
- If BOTH Managers and Field Coordinator can not agree on a place/time for the Re-Scheduled Game it will be referred to the District Inter-League Representative (ADA) for resolution. His/Her decisions are final.
- If a LEAGUE is unable to field a team for a scheduled game, and the District Inter-League Representative (ADA) and the Opposing Team Manager is notified 24 hours before the scheduled start time, the game will be rescheduled subject to approval by the District Inter-League Representative.
- **In all situations indicated above, UMPIRES must be notified immediately of game cancellations.**

Team Rosters and Pool Players

The Manager (or Coach if the Manager is not in attendance) must have a copy of the Team Roster, Medical Release Forms and **Manager/Coach CDC Certificate (also see Item #5)** with him/her at every Inter-League game. The use of players not listed on the Team Roster is prohibited. (**Exception:** Pool Players are allowed in **ALL DIVISIONS** – subject to the restrictions described below).

Pool Players: Each League's Player Agent is responsible for maintaining his/her League's Pool Player List. Pool Players are assigned by the League's Player Agent on a game by game basis.

Exception: If the team is playing a double-header the same Pool Player(s) may be assigned for both games.

No more than three (3) Pool Players may be assigned to/used by a team in any game.

Pool Players MAY NOT Pitch but they MAY Catch.

Pool Players must meet the Minimum Play Requirement (MPR) of 9 consecutive defensive outs and bat at least once.

Note: If the Pool Player becomes sick or injured or is ejected or if the game ends early due to the time limit, 10 run rule, weather, or any other reason, it is acceptable for the Pool Player to not meet MPR.

Field Preparation

Prior to the game, fields will be prepared (bases in place, foul lines marked, batter and coacher boxes marked, infield groomed, grass cut, and dugouts cleaned) by the league on whose fields the game is being played.

If two games are scheduled, both teams share field duties between games.

After each game, both teams are required to clean their dugout and the spectator area of their fans, if the fans fail to do so. Failure to fulfill these duties may result in disciplinary action against the manager of the team(s).

Umpires

The Home Team/League shall provide the Home Plate Umpire and one or two Base/Field Umpire(s).

The Visiting Team/League has the option to provide as many as two Base/Field Umpires.

An Umpire accompanying the Visiting Team may be allowed to umpire if he/she desires.

If no adult umpire is available for a game, and non-adult umpires are used exclusively for that game, the local Little League must assign an adult as Game Coordinator, or the game cannot be played. The Game Coordinator must not be a manager or coach of either team in the game and cannot be assigned as Game Coordinator for more than one game at a time. NOTE: (See Rule 9.03 for Baseball & Softball)

If the Home Team/League does NOT provide any Umpires for a game and the game is or is not played, the Visiting Team Manager or League Representative should notify the District Inter-League Representative (ADA) of this fact (after the game via E-Mail).

INTER-LEAGUE - GENERAL RULES AND REGULATIONS

(Little League Regular Season Rules Apply)

In the event Umpires and/or Coaching Staffs fail to enforce the following rules, any League Official or District Staff Member present is obligated to discuss the rule violation with an Umpire. Should the rule violation continue, the violator is to be reported to the appropriate District Inter-league Representative (ADA) responsible for the division, who in turn, will contact the President(s) of the offending League(s) for appropriate disciplinary action.

1. GAME TIMES AND DURATION

All games will begin at 6:30pm as set-by the Inter-League Schedule. If two or more games are scheduled on the same field, succeeding games will start 20 minutes after the previous game has ended, or at the scheduled time, whichever is later (if both Managers and the Umpires agree, the game may start earlier).

Time Limits - No new inning shall start after (unless the game starts later than the scheduled time):

- 8pm (weekdays) - 1 hour and 30 minutes (weekends) for Minor Coach Pitch Baseball and Softball.
- 8:30pm (weekdays) - 2 hours (weekends) for Minor Player Pitch Baseball and Softball
- 8:30pm (weekdays) - 2 hours (weekends) for Major Baseball and Softball
- 9:00pm (weekdays) - 2 hours and 30 minutes (weekends) for Intermediate (50/70) Baseball and Junior, Senior and Big League Baseball and Softball.

Time limits for weekend games are calculated **from the time the “plate umpire calls PLAY”**. See (“Official Regulations and Playing Rules 4.02”).

Exceptions:

1. If a doubleheader is being played in the Intermediate (50/70), Junior, Senior or Big league Division of Baseball or in the Junior, Senior or Big League Division of Softball, the Time Limits are reduced to 2 hours for each game.
2. If the time limit is reached in the first game of a doubleheader, the game shall continue until a winner is determined.
3. If the game is tied when the above time limit is reached and another game is not scheduled on the same field following the game being played, the game should continue until a winner is determined or curfew is reached (whichever comes first).

For games ended by Time Limits, if the game is a regulation game under Rule 4.10 or 4.11 the game is over. If the game is to be called due to the above time limit and it is not a regulation game under Rule 4.10 or 4.11 (Majors and above) it must be continued until it is a regulation game or curfew is reached (whichever comes first).

2. FORFEITS

In the event both teams are unable to field nine players to start the game, no Forfeit applies and the game will be Re-Scheduled.

If only one team is unable to field nine players after 15 minutes of the scheduled starting time for a regular or makeup game, the game will initially be declared a Forfeit in accordance with Rule 4.16 and 4.17 and counted as a loss. The potential Forfeit shall be reported to the District Inter-League Representative (ADA) via phone or E-Mail. A decision will subsequently be made as to whether the Forfeit shall stand or the game rescheduled.

If the game is rescheduled, the site of the rescheduled game may be different than the original game. For example, if a Visiting Team travels to another park and the Home Team does not show up, the rescheduled game will, if at all possible, be scheduled at the original game’s Visiting Team’s park.

If only one team is unable to field nine players and the other team has excess players, the teams may decide to play a “practice game” in which case the team with excess players will loan the opposing team enough players to be able to field a team. This was initially a scheduled Inter-League game so one of the teams has traveled to the location to play. Rather than going home without playing the teams might as well have a practice game while they are there. **Umpires are not required and WILL NOT umpire “practice games”.**

3. HOME AND VISITING TEAMS

The designated “Home Team” on the schedule:

- Occupies the first base dugout.
- Provides the home plate Umpire and one or two base (field) Umpire(s).
- Provides the “Official Scorekeeper” who will maintain the Official Scorebook as well as the Pitch Count Log (Baseball) and/or Pitching Log (Softball). The official scorekeeper must be located outside the dugout and within close proximity of the plate umpire (if the Home Team does not provide the scorekeeper, the Visiting Team provides the scorekeeper). Either may provide a Score Board Operator.
- The “Official Scorekeeper” will only communicate with the Umpires and Managers or Coaches making player changes.
- Provides a minimum of four (4) regulation game balls of which two (2) must be new (regardless of the location of the game).
- Cleans the first base dugout, surrounding area, and stands after completion of the game.

The designated “Visiting Team” on the schedule:

- Occupies the third base dugout.
- May provide an individual to assist the scorekeeper by keeping the Official Pitch Count Log (this individual must also sit next to the Official Scorekeeper).
- Has the option to provide as many as two base/field umpires. An Umpire accompanying the Visiting Team may be allowed to umpire if he/she desires.
- Cleans the third base dugout, surrounding area, and stands after completion of the game.

Each League should have a designated league representative present at each game. The representative may be a board official or a parent appointed by the local league to represent the league. The function of the representative is to observe and report all events pertaining to the game. The representative provides his/her report to the local league president, who will report events to the District Staff if necessary.

4. BASE COACHES

If a team’s Manager and two Coaches are present, then two adult base coaches are allowed. One adult (Manager or Coach) must remain in the dugout at all times. **Only Managers and Coaches on the team Roster are allowed on the field or in the dugout.**

5. ROSTERS, SCOREBOOKS and PITCHING RECORDS

Each Team must have a copy of the team’s Roster, the team’s Scorebook, and the team’s PITCH COUNT LOG (Baseball), PITCHING LOG (Softball) at each game. These records must be made available for review by the opposing team and the Plate Umpire in order to alleviate any questions/problems and to help avoid and/or resolve any potential protest situations (e.g. use of ineligible player/pitcher).

A continuous District 5 Pitch Count Log (Baseball), Pitching Log (Softball) MUST BE maintained by each team to keep an accurate pitching record for ALL of their games (inter-league and intra-league) throughout the season. The log shall provide a record in chronological order of all pitches pitched (baseball) or innings pitched (softball) of all games. Each team's Pitchers of record and the official number of pitches pitched (baseball) or innings pitched (softball) in each game are to be recorded by the game's scorekeeper. The Pitch Count Log (Baseball) or Pitching Log (Softball) must be signed (initialed) by both Managers' after each game. Monitoring of the number of pitches (baseball) or number of innings pitched (softball) in a game/day is to insure pitchers do not violate the rules.

Note: A missing or incomplete Roster, Scorebook, Pitch Count Log (Baseball) or Pitching Log (Softball) requires that the game still be played. The Opposing Manager may "Protest" the game in which case the Opposing Manager must, within 24 hours, inform the District Inter-league Representative (ADA) of the situation for further investigation and resolution.

The team scorebook must be maintained in the dugout.

It is the responsibility of each Manager to know the eligibility of his/her pitchers and to assure ineligible pitchers are not used. **Monitoring of Pitcher's "rest" requirements is the responsibility of each League and disciplinary action taken against managers who use ineligible pitchers is also up to the Local League.** It is NOT the District's responsibility to monitor pitching requirements.

6. TEN-RUN RULE-CONTINUOUS/STANDARD BATTING RULES-DROPPED 3RD STRIKE RULE

The Ten-Run Rule is in effect for ALL Inter-League Games.

Baseball & Softball: Minor Division, Coach Pitch and Player Pitch will use the continuous batting order.

Baseball: Major, Intermediate (50/70), Junior, Senior and Big League Divisions will use the standard batting order and follow the Dropped 3rd Strike Rule.

Softball: Major, Junior, Senior and Big League Divisions will use the standard batting order and follow the Dropped 3rd Strike Rule.

7. SPECIAL MINOR LEAGUE RULES BASEBALL & SOFTBALL – COACH PITCH

- Continuous Batting is in effect for ALL Teams, up to a maximum of 15 players. Defensive substitutions can be made freely, however Mandatory Play must be met.
- Games may end in a tie.
- At the time of the pitch, ALL outfielders must be positioned on the outfield grass.
- The side is retired when three (3) offensive players are legally put out, or when the offensive team scores three (3) runs. Exception: a team may score more than (3) runs ONLY IF the additional runs score on a Home Run hit over the fence. There will NOT be an "unlimited" last inning.
- A player is out on strike 3 or when failing to hit a fair ball within 6 pitches, whichever comes first. No player will be given more than 6 pitches.
- Neither bunting nor stealing is permitted.
- Only one (1) base is permitted on an overthrow.
- A team may play with less than 9 players but it must have at least 6 defensive players (pitcher, catcher, first baseman, second basemen, third baseman and a shortstop).
- All games should use a pitching machine. If one is not available, Coach Pitching will be used (the Coach will pitch to his/her team). In machine pitch, the defensive pitcher must stand to the side of the pitching plate with one foot within four (4) feet of the pitching plate.
- In machine pitch games, a batted ball hitting the pitching machine is fair unless it bounds untouched into foul territory before passing first or third base.
- Play is over (ball is dead), when the ball is returned to, and in the possession of, the pitcher, on/or near the pitching plate (within the pitcher's circle for softball).
- Baseball: The standard baseball will be used for this division.
- Softball: Will use an 11" softball.

8. SPECIAL MINOR LEAGUE RULES – PLAYER PITCH

- Continuous Batting is in effect for ALL Teams, up to a maximum of 15 players.
- Games may not end in a tie.
- Substitutions are to be made in accordance with the “Official Regulations and Playing Rules”.
- The side is retired when three (3) offensive players are legally put out, or when the offensive team scores four (4) runs. Exception: a team may score more than (4) runs ONLY IF the additional runs score on a Home Run hit over the fence. There will NOT be an “unlimited” last inning.
- Bunting or stealing is not permitted until Monday, March 17th Baseball, Monday, March 31st Softball.
- Only one (1) base is permitted on an overthrow until Monday, March 17th Baseball, Monday, March 31st Softball.
- “Softball Only”, player pitches until four (4) balls, and then coach pitches (no walks). This will only be in effect until Monday, March 31st. After Monday, March 31st all games will be completely player pitch.
- “Softball Only”, pitchers are limited to three (3) innings per game as well as the weekly limits defined by the “Official Regulations and Playing Rules”.
- Baseball: The standard baseball will be used for this division.
- Softball: Will use an 11” softball.

9. WARM-UP ACTIVITY

No one is allowed on the playing field prior to their scheduled pre-game warm-up time. Home Team: May take the field 30 minutes prior to game time and have possession for 10 minutes. Visiting Team; May take the field 20 minutes prior to game time and have the field for 10 minutes. Both teams must be in their dugouts 10 minutes prior to game time for the pre-game preliminaries. All equipment should be placed outside the dugout 10 minutes prior to game time for inspection. In the event of a late start, pre-game warm-ups may be suspended.

Any Player performing the duties of a Catcher during any warm-up activity involving a Pitcher and/or a batted ball (including infield/outfield practice) must wear a catcher’s helmet with a mask and “dangling” throat guard. It is highly recommended that the player also wear a chest protector, leg guards, and that all male catchers and players also wear a “cup” during such warm-up and game activities.

Managers, Coaches, or other Adults are not allowed to warm-up Pitchers or other players at any time.

10. PROTESTS

When a Protest involves teams from two different Leagues, the District Inter-League Representative (ADA) must be notified via phone or E-Mail. He/she is responsible for ensuring that the Protest is properly investigated and ruled upon in a timely manner.

Protests are NOT allowed in Minor Leagues, the issue must be resolved by the Manager(s) and Umpire(s) at the field prior to the next pitch/play.

11. ZERO TOLERANCE POLICY

The Florida District 5 Little League “Zero Tolerance Policy” will be in effect for Inter-League Play.

12. ALTERCATIONS

Any Manager, Coach, or Player initiating or engaging in a verbal or physical altercation at the park before, during, or after a game, is AUTOMATICALLY EJECTED from that game and is suspended for the team's next game. The Head Umpire and/or the Division Vice President for the respective league will report the Ejection via phone or E-Mail, to the appropriate District Inter-League Representative (ADA) for review and potential additional disciplinary action.

For serious and/or multiple offenses, the individual will be required to appear before a Committee of District Staff and League Officials to discuss the event(s) prior to participation in any further games. If the individual is a Player, the team's Manager must accompany the Player to the hearing (the player's parents/guardians may also attend). Depending on the severity of the incident, the Committee may impose additional disciplinary action up to and including suspension from Inter-League Play.

13. LOCAL RULES/GROUND RULES

Individual League "Local League Rules/By-Laws" **do not** apply in Inter-League Play.

Exception: A curfew does apply if it stipulated by the local Parks and Recreation Department. Local League Field Ground Rules would be in effect and discussed at the plate conference with the Umpires.

14. CONCESSION STAND and COOLERS (Outside Food and Drink)

Many leagues need the profits from their Concession Stands as a major source of income. As such, bringing outside food or drinks into a park is NOT permitted.

Exception: Teams are allowed to have a Cooler (drinks, wet towels, ice packs, etc...) in the dugout for the players and coaches.

15. UNIFORMS

All uniforms must have a number on the back of the uniform as well as a Little League Patch, worn 3" below left shoulder seam on raglan sleeves; 1" below seam on set-in sleeves; over left breast on sleeve-less style.

