

Virginia District 15 Little League 2020 Regular Season Interleague Local Rules

All Virginia District 15 Interleague play during the 2020 Regular Season shall be in accordance with the Little League® 2020 Rulebook, Official Regulations, Playing Rules, and Operating Policies except as noted below for each division of play. These Local Rules were approved by the League Presidents of Virginia District 15 on **9 February 2020** and all leagues agreed to follow and enforce these rules. These rules shall be discussed and confirmed at the Plate Conference prior to commencing all interleague games. The District Administrator, local League President, and local Umpire in Chief (UIC) shall be notified immediately should there be any disagreement on the conduct of any interleague game not in accordance with these rules.

Note: Visiting team managers should contact the opposing team manager at least two (2) days prior to the scheduled game to confirm game time, field location, and any other important details, e.g. concessions availability, water, dugouts/covers, etc.

Senior League Baseball:

Options:

None. Play by the Official Little League Rules. Continuous Batting not permitted for interleague play under these Virginia District 15 Local Rules

Senior League Softball:

Options:

None. Play by the Official Little League Rules. Continuous Batting not permitted for interleague play under these Virginia District 15 Local Rules

Junior League Baseball:

Options:

None. Play by the Official Little League Rules. Continuous Batting not permitted for interleague play under these Virginia District 15 Local Rules

Junior League Softball:

Options:

None. Play by the Official Little League Rules. Continuous Batting not permitted for interleague play under these Virginia District 15 Local Rules

Intermediate (50-70) Baseball:

Options:

None. Play by the Official Little League Rules. Continuous Batting not permitted for interleague play under these Virginia District 15 Local Rules

Major Division (10-12) Baseball:

Options:

None. Play by the Official Little League Rules. Continuous Batting not permitted for interleague play under these Virginia District 15 Local Rules

Major Division (10-12) Softball:

Options:

None. Play by the Official Little League Rules. Continuous Batting not permitted for interleague play under these Virginia District 15 Local Rules

Minor Division (Player Pitch) Baseball:

Rule 5.07 Option – Suspend 5 run rule in last inning; the last inning is defined as the 6th inning.

The game shall not be longer than two (2) hours; similar to curfew, this means that *no new inning may start once the time limit has been reached.*

Maximum of 5 runs per each ½ inning except the sixth (last) inning.

Note: Continuous Batting is mandatory for Minors and below (Rule 4.04)

Minor Division (Player Pitch) Softball:

Rule 5.07 Option – Suspend 5 run rule in last inning; the last inning is defined as the 6th inning.

The game shall not be longer than two (2) hours; similar to curfew, this means that *no new inning may start once the time limit has been reached.*

Maximum of 5 runs per each ½ inning except the sixth (last) inning.

Note: Continuous Batting is mandatory for Minors and below (Rule 4.04)

Note: Coach Pitch, Machine Pitch, and Tee Ball Baseball and Softball are considered developmental and therefore non-competitive divisions of Little League; rules pertaining to non-competitive divisions in the Official Little League Rulebook shall apply, such as, but not limited to:

No minimum number of players required to participate; may field up to ten (10) players defensively

Umpires not required

Time Limits shall be set

Continuous batting mandatory

Rules governing half inning; 3 outs, 5 runs, batting order

Additional Rules.

Minor Division (Machine Pitch) Baseball:

1. The game shall not be longer than one and a half (1 ½ hours); similar to curfew, this means that *no new inning may start once the time limit has been reached.*
2. Three (3) coaches or approved volunteers will be permitted on the field when a team is on defense. Four (4) coaches (including the pitching machine operator) will be permitted on the field when the team is on offense. A manager, coach, or other approved adult volunteer must remain in the dugout at all times.
3. There is no requirement to field a minimum of nine (9) players to conduct a game. The defensive team may field up to ten (10) players on defense. All rostered players present constitute the batting order.
4. All bats shall be in conformance with Little League® Baseball rules (USA Baseball).
5. All baseballs shall be Level 5 (Soft Compression) Safety Balls. Because the ball standards can vary among manufacturers, the following baseballs shall be used:
A.D. Starr, MacGregor, Rawlings, Wilson A1228
6. All games may be played utilizing the “Louisville Slugger Ultimate Pitching Machine”, similar mechanical pitching machine, or adult “coach pitch”. If using a mechanical pitching machine, the location and settings shall be as follows:
 - a. It will be placed 40 feet from the back of home plate to the leading edge of the pitching machine. The pitch speed shall be set at 38 mph according to the chart supplied with the machine. Specifically, the micro adjust will be set on 3; the release block will be set on 4; and the power level set to 8. The only adjustments permitted during the course of a game are the micro adjustment screw to fine tune pitch delivery and the rear position of the machine for alignment. It is acknowledged that due to machine and age, these settings may need to be altered in order to deliver a hittable pitch from the preferred distance.

Note: Team managers shall contact the opposing team manager at least two (2) days prior to the scheduled game to confirm game time, location, and whether a pitching machine will be provided by the host team. If the host team intends to employ an adult “coach pitch”, the visiting team may be requested to provide their own mechanical pitching machine.

b. The manager, a coach, or other approved volunteer for the Offensive Team shall operate the machine during the course of the game. The foot pedal of the pitching machine shall be fully depressed to deliver the pitch.

c. Any ball (batted or thrown) that hits the pitching machine, or the pitching machine operator shall be deemed a dead ball. The batter shall be awarded first base and any other forced base runners shall be awarded the next base.

d. The adult "pitcher" may not field any batted balls. If the adult pitcher intentionally interferes with a batted ball, the batter is out and the ball is dead. If the adult pitcher does anything to intentionally confuse the defensive team, the batter is out and the ball is dead. No runners may advance.

e. The defensive pitcher may stand anywhere within five (5) feet of the pitching machine but may not interfere with the machine. It is recommended that an eight (8) foot radius circle be drawn about the pitching machine to assist the player/pitcher in positioning.

7. The half inning will end when the offensive team has recorded three (3) outs, five (5) runs are scored, or all players in the batting order have batted.

8. Three (3) strikes shall constitute a strikeout or failure to put the ball in play after five (5) (good) pitches. A strikeout is defined as three (3) swinging strikes. A ball is considered in play if it travels at least 10 feet from home plate in fair territory. If the fifth (5th) pitch or third (3rd) strike is batted foul, the batter shall be awarded another pitch. If the batter does not swing or swings and misses, the at bat is over and an out is recorded.

9. No (intentional) bunting is allowed.

10. No walks or hit by pitch are allowed.

11. Stealing of bases is not allowed.

12. Baserunners may not leave the base until the ball is hit by the batter.

13. If a ball is overthrown, the baserunners will be allowed to attempt one base at risk. No more than one base will be allowed on an overthrow, regardless of the number of overthrows in the course of one play.

14. Once an infielder has control of the ball in the infield, no runners may advance. A runner in between bases at this time must immediately advance to the next base or return to the previous base.

15. The catcher will wear normal protective equipment for his/her sex and will take the normal defensive position behind the batter.

16. The batter must not throw the bat. If the bat is thrown in such a manner as to be considered unsafe by the managers/coaches, the batter shall be properly instructed. If the managers/coaches feel it is unsafe, they shall issue a warning to the batter and may take additional action within the rules if the behavior persists.

Minor Division (Machine Pitch) Softball:

1. The game shall not be longer than one and a half (1 ½ hours); similar to curfew, this means that *no new inning may start once the time limit has been reached.*
2. Two (2) coaches or approved volunteers will be permitted on the field when a team is on defense. Three (3) coaches (including the pitching machine operator) will be permitted on the field when the team is on offense. A manager, coach, or other approved adult volunteer must remain in the dugout at all times.
3. There is no requirement to field a minimum of nine (9) players to conduct a game. The defensive team may field up to ten (10) players on defense. All rostered players present constitute the batting order.
4. All bats shall be in conformance with Little League® Softball rules (bpf 1.20).
5. All softballs shall be Level 5 (Soft Compression) Safety Balls. Because the ball standards can vary among manufacturers, the following Reduced Injury Factor (RIF 10) 11 inch softballs shall be used:
A.D. Starr, MacGregor, Wilson A9117.
6. All games may be played utilizing the “Louisville Slugger Ultimate Pitching Machine”, similar mechanical pitching machine, or adult “coach pitch”. If using a mechanical pitching machine, the location and settings shall be as follows:

a. It will be placed 35 feet from the back of home plate to the leading edge of the pitching machine. The pitch speed shall be set at 32 mph according to the chart supplied with the machine. Specifically, the micro adjust will be set on 2; the release block will be set on 4; and the power level set to 5. The only adjustments permitted during the course of a game are the micro adjustment screw to fine tune pitch delivery and the rear position of the machine for alignment. It is acknowledged that due to machine and age, these settings may need to be altered in order to deliver a hittable pitch from the preferred distance.

Note: Team managers shall contact the opposing team manager at least two (2) days prior to the scheduled game to confirm game time, location, and whether a pitching machine will be provided by the host team. If the host team intends to employ an adult “coach pitch”, the visiting team may be requested to provide their own mechanical pitching machine.

b. The manager, a coach, or other approved volunteer for the Offensive Team shall operate the machine during the course of the game. The foot pedal of the pitching machine shall be fully depressed to deliver the pitch.

c. Any ball (batted or thrown) that hits the pitching machine, or the pitching machine operator shall be deemed a dead ball. The batter shall be awarded first base and any other forced base runners shall be awarded the next base.

d. The adult “pitcher” may not field any batted balls. If the adult pitcher intentionally interferes with a batted ball, the batter is out and the ball is dead. If the adult pitcher does anything to intentionally confuse the defensive team, the batter is out and the ball is dead. No runners may advance.

e. The defensive pitcher may stand anywhere within five (5) feet of the pitching machine or adult pitcher but may not interfere with either. It is recommended that an eight (8) foot radius circle be drawn about the pitching machine to assist the player/pitcher in positioning.

7. The half inning will end when the offensive team has recorded three (3) outs, five (5) runs are scored, or all players in the batting order have batted.

8. Three (3) strikes shall constitute a strikeout or failure to put the ball in play after five (5) (good) pitches. A strikeout is defined as three (3) swinging strikes. A ball is considered in play if it travels at least 10 feet from home plate in fair territory. If the fifth (5th) pitch or third (3rd) strike is batted foul, the batter shall be awarded another pitch. If the batter does not swing or swings and misses, the at bat is over and an out is recorded.

9. No (intentional) bunting is allowed.

10. No walks or hit by pitch are allowed.

11. Stealing of bases is not allowed.

12. Baserunners may not leave the base until the ball is hit by the batter.

13. If a ball is overthrown, the baserunners will be allowed to attempt one base at risk. No more than one base will be allowed on an overthrow, regardless of the number of overthrows in the course of one play.

14. Once an infielder has control of the ball in the infield, no runners may advance. A runner in between bases at this time must immediately advance to the next base or return to the previous base.

15. The catcher will wear normal protective equipment and will take the normal defensive position behind the batter.

16. The batter must not throw the bat. If the bat is thrown in such a manner as to be considered unsafe by the managers/coaches, the batter shall be properly instructed. If the managers/coaches feel it is unsafe, they shall issue a warning to the batter and may take additional action within the rules if the behavior persists.