

Virginia District 15 Little League

2024 Regular Season Interleague Rules

All Virginia District 15 Interleague play during the 2024 Regular Season shall be in accordance with the Little League® 2024 Rulebooks, Official Regulations, Playing Rules, and Operating Policies except as noted below for each division of play. These Interleague Rules were approved by the League Presidents of Virginia District 15 on 27 February 2024 and all leagues agreed to follow and enforce these rules. These playing 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 prior to the first pitch.

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, seating, water, dugouts/covers, etc.

Note: The on-deck batter shall be positioned in the on-deck circle closest to their dugout (Intermediate, Juniors, and Seniors ONLY). There is no on-deck circle for Majors and below.

Interleague Game Rules:

Senior League Baseball:

All play shall be in accordance with the 2024 Little League® Baseball Rulebook except for the following District 15 Interleague options:

District 15 Interleague Rule: Per Rule 4.10(c)(2) – District 15 is setting a time limit of 2 ½ hours for Senior League Baseball; this means that no inning may start once the time limit has been reached.

District 15 Interleague Rule: Games may start/end with eight (8) players; if only eight (8) players are fielded, the 9th batter shall be skipped, and no penalty shall be imposed.

Courtesy runner shall be permitted for pitcher/catcher of record when there are two (2) outs in the half inning; courtesy runner shall be a player not currently in the lineup. If there are only nine (9) or eight (8) players in the lineup, the courtesy runner shall be the player who made the last out. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game.

Note: The on-deck batter shall be positioned in the on-deck circle in front of their own dugout.

Senior League Softball:

All play shall be in accordance with the 2024 Little League® Softball Rulebook except for the following Interleague options:

District 15 Interleague Rule: Per Rule 4.10(c)(2) – District 15 is setting a time limit of 2 ½ hours for Senior League Softball; this means that no inning may start once the time limit has been reached.

District 15 Interleague Rule: Games may start/end with eight (8) players; if only eight (8) players are fielded, the 9th batter shall be skipped, and no penalty shall be imposed.

Courtesy runner shall be permitted for pitcher/catcher of record when there are two (2) outs in the half inning; courtesy runner shall be a player not currently in the lineup. If there are only nine (9) or eight (8) players in the lineup, the courtesy runner shall be the player who made the last out. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game.

Note: The on-deck batter shall be positioned in the on-deck circle closest to their own dugout.

Junior League Baseball:

All play shall be in accordance with the 2024 Little League® Baseball Rulebook except for the following Interleague options:

District 15 Interleague Rule: Per Rule 4.10(c)(2) – District 15 is setting a time limit of 2 ½ hours for Junior League Baseball; this means that no inning may start once the time limit has been reached.

District 15 Interleague Rule: Games may start/end with eight (8) players; if only eight (8) players are fielded, the 9th batter shall be skipped, and no penalty shall be imposed.

District 15 Interleague Rule: Games shall use continuous batting order (CBO) per rule 4.04.

Note: Special Pinch Runner (SPR) (7.14) is not available with CBO.

Courtesy runner shall be permitted for pitcher/catcher of record when there are two (2) outs in the half inning; courtesy runner shall be a player not currently in the lineup. If there are only nine (9) or eight (8) players in the lineup, the courtesy runner shall be the player who made the last out. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game.

Note: The on-deck batter shall be positioned in the on-deck circle closest to their own dugout.

Junior League Softball:

All play shall be in accordance with the 2024 Little League® Softball Rulebook except for the following Interleague options:

District 15 Interleague Rule: Per Rule 4.10(c)(2) – District 15 is setting a time limit of 2 ½ hours for Junior League Softball; this means that no inning may start once the time limit has been reached.

District 15 Interleague Rule: Games may start/end with eight (8) players; if only eight (8) players are fielded, the 9th batter shall be skipped, and no penalty shall be imposed.

District 15 Interleague Rule: Games shall use continuous batting order (CBO) per rule 4.04.

Note: Special Pinch Runner (SPR) (7.14) is not available with CBO.

Courtesy runner shall be permitted for pitcher/catcher of record when there are two (2) outs in the half inning; courtesy runner shall be a player not currently in the lineup. If there are only nine (9) or eight (8) players in the lineup, the courtesy runner shall be the player who made the last out. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game.

Note: The on-deck batter shall be positioned in the on-deck circle closest to their own dugout.

Intermediate (50-70) Division:

All play shall be in accordance with the 2024 Little League® Baseball Rulebook except for the following Interleague options:

District 15 Interleague Rule: Per Rule 4.10(c)(2) – District 15 is setting a time limit of 2 ½ hours for Intermediate (50-70) Division; this means that no inning may start once the time limit has been reached.

District 15 Interleague Rule: Games may start/end with eight (8) players; if only eight (8) players are fielded, the 9th batter shall be skipped, and no penalty shall be imposed.

District 15 Interleague Rule: Games shall use continuous batting order (CBO) per rule 4.04.

Note: Special Pinch Runner (SPR) (7.14) is not available with CBO.

Courtesy runner shall be permitted for pitcher/catcher of record when there are two (2) outs in the half inning; courtesy runner shall be a player not currently in the lineup. If there are only nine (9) or eight (8) players in the lineup, the courtesy runner shall be the player who made the last out. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game.

Note: The on-deck batter shall be positioned in the on-deck circle closest to their own dugout.

Major Baseball:

All play shall be in accordance with the 2024 Little League® Baseball Rulebook except for the following Interleague options:

District 15 Interleague Rule: Per Rule 4.10(c)(2) – District 15 is setting a time limit of 2 hours for Major Baseball; this means that no inning may start once the time limit has been reached.

District 15 Interleague Rule: Games may start/end with eight (8) players; if only eight (8) players are fielded, the 9th batter shall be skipped, and no penalty shall be imposed.

District 15 Interleague Rule: Games shall use continuous batting order (CBO) per rule 4.04.

Note: Special Pinch Runner (SPR) (7.14) is not available with CBO.

Courtesy runner shall be permitted for pitcher/catcher of record when there are two (2) outs in the half inning; courtesy runner shall be a player not currently in the lineup. If there are only nine (9) or eight (8) players in the lineup or if continuous batting is permitted, the courtesy runner shall be the player who made the last out. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game.

Note: There is no on-deck circle in this division

Major Softball:

All play shall be in accordance with the 2024 Little League® Softball Rulebook except for the following Interleague options:

District 15 Interleague Rule: Per Rule 4.10(c)(2) – District 15 is setting a time limit of 2 hours for Major Softball; this means that no inning may start once the time limit has been reached.

District 15 Interleague Rule: Games may start/end with eight (8) players; if only eight (8) players are fielded, the 9th batter shall be skipped, and no penalty shall be imposed.

District 15 Interleague Rule: Games shall use continuous batting order (CBO) per rule 4.04.

Note: Special Pinch Runner (SPR) (7.14) is not available with CBO.

Games may start/end with eight (8) players; if only eight (8) players are fielded, the 9th batter shall be skipped and no penalty shall be imposed

Courtesy runner shall be permitted for pitcher/catcher of record when there are two (2) outs in the half inning; courtesy runner shall be a player not currently in the lineup. If there are only nine (9) or eight (8) players in the lineup or if continuous batting is permitted, the courtesy runner shall be the player who made the last out. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game.

Note: There is no on-deck circle in this division

Minor Division (Player Pitch) Baseball:

All play shall be in accordance with the 2024 Little League® Baseball Rulebook except for the following Interleague options:

District 15 Interleague Rule: Per Rule 4.10(c)(2) District 15 is setting a time limit of 2 hours for Minor Baseball; this means that no inning may start once the time limit has been reached.

Maximum of five (5) runs per half inning except for the last (6th) inning

Games may start/end with eight (8) players; if only eight (8) players are fielded, the 9th batter shall be skipped, and no penalty shall be imposed.

Courtesy runner shall be permitted for pitcher/catcher of record when there are two (2) outs in the half inning; since continuous batting is required, the courtesy runner shall be the player who made the last out. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game.

Note: There is no on-deck circle in this division.

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

Minor Division (Player Pitch) Softball:

All play shall be in accordance with the 2024 Little League® Softball Rulebook except for the following Interleague options:

District 15 Interleague Rule: Per Rule 4.10(c)(2) District 15 is setting a time limit of 2 hours for Minor Softball; this means that no inning may start once the time limit has been reached.

Maximum of five (5) runs per half inning except for the last (6th) inning.

Games may start/end with eight (8) players; if only eight (8) players are fielded, the 9th batter shall be skipped, and no penalty shall be imposed.

Courtesy runner shall be permitted for pitcher/catcher of record when there are two (2) outs in the half inning; since continuous batting is required, the courtesy runner shall be the player who made the last out. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game.

Note: There is no on-deck circle in this division.

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

Coach Pitch, Machine Pitch and Tee Ball Baseball and Softball:

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 with the following Interleague options:

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

Umpires are not required.

The offensive team manager may elect either Coach Pitch or Machine Pitch each inning; if using a pitching machine, the machine shall be set up as outlined in these rules; if an adult is pitching, the pitching distance shall be a minimum of 25 feet (from the back of the plate).

District 15 is setting a time limit of 1 ½ (one and one-half) hours for Coach Pitch/Machine Pitch Baseball; this means that no inning may start once the time limit has been reached.

Continuous batting order (CBO) is mandatory for these divisions.

Rules governing half inning: 3 outs, 5 runs, or batting through the batting order.

Courtesy runner shall be permitted for the catcher when there are two (2) outs in the half inning; since continuous batting is required, the courtesy runner shall be the player who made the last out. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game.

Note: There is no on-deck circle in these divisions.

Additional Minor Division (Machine Pitch) Baseball Rules:

1. Time Limit shall be one and one-half (1 ½) hours; this means *no new inning may begin 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. To the extent possible, leagues shall attempt to use Level 5 (Soft Compression) Safety Balls for Coach Pitch and Machine Pitch; Tee Balls shall be used for Tee Ball. Because the ball standards can vary among manufacturers, the following baseballs are recommended:

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.

Note: A player may NOT be called “out” for throwing of a bat or any other unsportsmanlike behavior; however, if it persists, additional actions within the rules should be applied.

Additional Minor Division (Machine Pitch) Softball Rules:

1. Time Limit shall be one and one-half (1 ½) hours; this means *no new inning may begin 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® Softball rules (bpf 1.20).
5. To the extent possible, leagues shall attempt to use Reduced Injury Factor (RIF 10) 10 inch softballs (soft Compression) Safety Balls for Coach Pitch and Machine Pitch; Tee Balls shall be used for Tee Ball. Because the ball standards can vary among manufacturers, the following softballs are recommended:
Rawlings 10” RIF Sof, Wilson WTA9318T 10-Inch
If 10-inch softballs are not obtainable, 11-inch soft compression balls may be used.
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.

Note: A player may NOT be called “out” for throwing of a bat or any other unsportsmanlike behavior; however, if it persists, additional actions within the rules should be applied.