

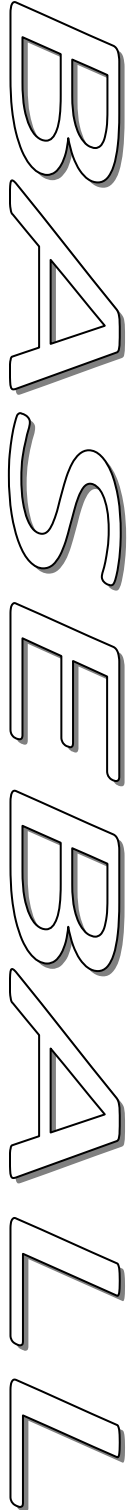
2011 FL District 20 Interleague BASEBALL Rules

BASEBALL

1. General Rules

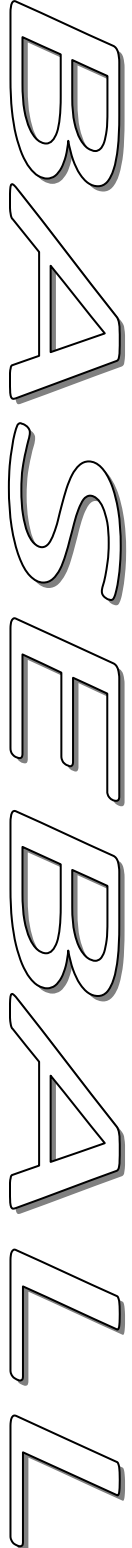
- a) Unless otherwise stated in this document, all rules and regulations will be observed in accordance with Little League **2011 Baseball Official Regulations and Playing Rules**.
- b) If a team is unable to field nine players within 15 minutes of the scheduled starting time for a regular or makeup game, the game will be a forfeit for that team and counted as a loss in the standings. If neither team can field nine players, the game will be counted as a loss for both teams.
- c) If a League is unable to field a team for a scheduled game, the opposing team's League President must be notified prior to 24 hours of the scheduled start time. The game may be rescheduled subject to approval by the President's of each league. Participation in interleague games is a privilege. Every effort should be made to avoid cancellation of games.
- d) The Home team shall supply a minimum of four (4) regulation game balls, of which two (2) must be new.
- e) The Home team will supply the official scorekeeper and scoreboard operator (if needed). The Visiting team will be the official pitch counter. The official scorer and pitching counter must NOT be located inside the dugout or playing field and must be located within close proximity of the umpire. Scorebooks must be maintained and made available to District staff on request.
- f) All player pitch divisions must adhere to the Pitching Regulations (see Regulation VI – PITCHERS, 2011 Official Playing Rules). There will be two (2) different District 20 pitching logs – a *TEAM Pitching Log* and a *GAME Pitching Log*. The TEAM Pitching Log will travel with the team to each game. The GAME Pitching Log will be kept at the host park with the official scorebooks. At the start of a game, The TEAM Pitching Log for both teams shall be given to the scorekeeper. At the conclusion of the game, the Manager or Coach will retrieve their TEAM log and verify it against the GAME log for accuracy and that it is signed (or initialed) by the umpire and the scorekeeper. It is the responsibility of each Manager to know the eligibility of his/her pitchers and to ensure ineligible pitchers are not used. Logs shall be made available for review prior to each game. NOTE: A missing or incomplete Roster, Scorebook, or Pitching record requires that the game be played under Protest. The game will be played and the Manager must, within 24 hours, provide the necessary information. If not provided, the District Interleague Representative shall be informed of the situation for further investigation and resolution.
- g) The host League/Park will be responsible for providing umpires for interleague games.
- h) Every interleague game shall have a designated League Representative present. The Representative may be a Board Official or a Parent designated 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 as necessary.

- i) No one is allowed on the playing field prior to their scheduled pre-game warm-up time. The League Umpire-in-Chief, Park League Official, or District Staff member must strictly enforce this rule.
 - (1) Home Team: May take the field 25 minutes prior to game time and have possession for 10 minutes.
 - (2) Visiting Team: May take the field 15 minutes prior to game time and have possession for 10 minutes.
 - (3) If pre-game warm up time is available the time must be evenly divided between the teams.
 - (4) Both teams must be in their dugouts 5 minutes prior to game time for game preliminaries. In the event of a late start, pre-game warm-ups may be suspended.



2. Minor League Baseball (Player Pitch)

- a) The Continuous Batting Order will be in effect (see rule 4.04, 2011 Official Playing Rules). NOTE: Though rare, the following situations for injured players should be interpreted as follows:
 - (1) While at-bat: a player who becomes injured and is unable to complete their turn at-bat, the next player in the batting order will take the position of that player at the plate and will inherit that players pitch count.
 - (2) While on the bases: a player who becomes injured will be replaced by the player who is the last batted out (i.e. batter who strikes out or who was put out defensively while completing their time at-bat).
- b) The continuous batting order will be in effect utilizing the team roster. An inning turn will consist of either five(5) runs or three (3) outs, whichever comes first. After four (4) complete innings, the five (5) run rule is no longer in effect. After the fourth (4) inning is completed the teams will play until three (3) defensive outs are made. The ten run “mercy rule” after the fourth (4) inning is also in effect.
- c) No new inning shall start after 1 hour and 45 minutes has elapsed, regardless if a game is following or not. Games will have a maximum playing time of 2 hours (drop-dead time). Time limits are calculated from the “scheduled” start time. Once the final inning is completed per the time restriction, this will constitute a legally counted game regardless of the number of innings played.
 - (1) When a game is called by the umpire due to time constraints, the score for incomplete innings will be determined by rule 4.11(d) (see 2011 Official Playing Rules). However, an incomplete inning is considered complete if the visiting team completes its half of the inning and the home team is ahead or the home team scores the winning run in its half of the inning.
 - (2) When the score is such that the home team cannot attain sufficient runs to tie or win the game, the umpire may choose to end the game immediately or allow the game to continue until the inning is complete or time limit has been reached.
- d) Pitching logs must comply with item 1 (f) of the General Rules.



3. Major League Baseball

- a) No new inning shall start after 1 hour and 45 minutes has elapsed, regardless if a game is following or not. Time limits are calculated from the “scheduled” start time.
- b) Pitching logs must comply with item 1 (f) of the General Rules.

4. Junior/Senior/Big League Baseball

- a) There will be a two (2) hour time limit in effect for Junior/Senior/Big League games. No new inning shall start after two (2) hours have elapsed. Time limits are calculated from the “scheduled” start time. (Only valid if another game is following on same field – see 2011 Official Regulations and Playing Rules.)
- b) Pitching logs must comply with item 1 (f) of the General Rules.
- c) No new inning shall start after 1 hour and 45 minutes has elapsed, regardless if a game is following or not. Games will have a maximum playing time of 2 hours (drop-dead time). Time limits are calculated from the “scheduled” start time. Once the final inning is completed per the time restriction, this will constitute a legally counted game regardless of the number of innings played.
 - (1) When a game is called by the umpire due to time constraints, the score for incomplete innings will be determined by rule 4.11(d) (see 2011 Official Playing Rules). However, an incomplete inning is considered complete if the visiting team completes its half of the inning and the home team is ahead or the home team scores the winning run in its half of the inning.
 - (2) When the score is such that the home team cannot attain sufficient runs to tie or win the game, the umpire may choose to end the game immediately or allow the game to continue until the inning is complete or time limit has been reached.
- d) Pitching logs must comply with item 1 (f) of the General Rules