

RULES FOR INTER-LEAGUE PLAY 2011

"In agreement by all leagues participating."

1. There will be a time limit of 2 hours and 15 minutes, even after a delayed start. There will be a fifteen minute grace period. Example: A game scheduled to start at 6:00 does not start until 6:10. The official start time is still 6:00 and the time limit is still 8:15. There will be no time limit on playoff games.
2. A twelve run rule is in effect after the losing team bats the fifth inning.
3. A team may play with a minimum of eight players in order to avoid a forfeit.
4. **ROSTERS**
 - a. There will be no roster additions after the second week of the start of the season without committee approval.
 - b. No player may occupy a roster spot on two teams in the same division.
5. Teams must bat the bench. Failure to bat the bench will result in a forfeit.
6. **SUBSTITUTIONS**
 - a. There are unlimited substitutions
 - b. No player can sit the bench for two consecutive innings.
 - c. Players must have participated in $\frac{2}{3}$ of their team's scheduled games in order to be eligible for playoff games (Crabapple Tournament)
7. **PITCHING RESTRICTIONS**
 - a. A pitcher can pitch a maximum of three consecutive innings per game.
 - b. Regardless of pitch count or innings pitched, a pitcher who has been replaced on the mound is no longer eligible to pitch in the game.
 - c. A pitcher who has reached their pitch count limitation can finish pitching to the current batter but must be replaced before a new batter enters the batters box.
 - d. A single pitch delivered in any given inning constitutes a complete inning pitched.
 - e. Innings pitched in rainout games, suspended games, or games under protest count toward the three innings for that game.
 - f. The pitch count consists of all pitches thrown that are ruled on by the umpire. Warm-up pitches and pick off attempts are not part of the pitch count. The following maximum pitch counts will be in effect for pitchers:
 - 13-14 Division: 75 Pitches per game
 - 15-16 Division: 90 Pitches per game
 - 17-20 Division: 105 Pitches per game
 - f. Any team that violates these pitching restrictions will be given a forfeit for the game in which they illegally used a pitcher.

8. Pitching Documentation

- a. The team's scorekeeper will be responsible for maintaining pitch counts for their team's pitchers. A scorekeeper can have another coach keep the pitch count and record it at the end of each inning pitched or when the maximum pitch count has been reached.
- b. The names of all players that pitch in a game along with the number of innings they pitched will be reported to the league commissioner along with the score report.

9. Ties

- a. If play ends due to the time limit, the official score at the end of the last completed inning will be used. If the game was tied, it will be recorded as a tie. Four innings must be completed to constitute a complete game.

10. There is a NO collision rule, NO fake tag rule, No hidden ball trick rule, and a NO blocking rule. Runner may not slide into a defensive player with the intent to injure.

11. Metal spikes are optional for all divisions.

12. The Dropped Third Strike rule is in effect. A batter who does not realize his situation on a dropped third strike and who is not in the process of running to first base will not be declared out until one of the following three conditions are met:

- a. The batter is legally put out by tag or by force.
- b. The batter has COMPLETELY left the dirt circle surrounding home plate and has reached the surrounding grass.
- b. The batter has removed his batting helmet.

13. Farm Players (Call Ups) may be utilized to avoid forfeits. However, a farm player cannot occupy a 12th or 13th spot. Farm players can only be used to occupy up to and including the 11th player in the batting order.

- a. Farm players can play any defensive position except pitcher.
- b. All farm players being utilized must be identified for the opposing team.
- c. All farm players must be listed below all rostered players in the batting order before the game starts.
- d. In the event that a rostered player reports after the start of a game, any farm players being utilized must remain on the roster and complete the game. The new player will be added to the bottom of the batting order.
- e. No player can be added to the playbook after three complete innings of play and pitch.
- f. Any requested farm player that shows up for the game must play.
- g. A rostered player cannot sit out more defensive innings than a farm player.
- h. All farm players to be utilized must have an Authorization Form on file with their league in order to play in the older age group.

14. Umpires: Each team will be responsible for providing one umpire. The home team umpire will work behind the plate and the visiting team umpire will take the bases. Both umpires will be compensated \$35 per game by their respective organizations.
15. Equipment
 - a. All players **MUST** wear a protective cup.
 - b. Bats may not exceed 2 ⁵/₈" in barrel diameter. Bats must have a drop of -3 or less.
 - c. Wood bats are acceptable for use.
 - d. Throat guards are mandatory for catchers.
 - e. Each team is required to provide a minimum of two new game balls per game. Teams in the 14U division must provide 1082 grade balls or better. The 16U and 20U divisions must provide 1010 grade balls or better.
16. Protests: Providing there is time, protests will be handled by a committee consisting of one member from each league. A three person Inter-League group will rule on the protest according to the factual information provided, the rules of baseball, and these agreed upon Inter-League rules. Regardless of regular season or playoffs, the umpire(s) and the opposing manager must be made aware of the protest at the time of the disputed play. Signing the scorebook and umpire paperwork will verify the protest.
17. Optional: A catcher on base with two outs may be replaced by a player who made the last out. This is allowed in order to give the catcher time to dress so there is no game delay.
18. Suspensions:
 - a. Any player, coach, or spectator ejected from a game will receive a one game suspension for the next scheduled game. A second suspension may, upon review by the operating committee, result in an expulsion from the league. A suspended player will be required to serve the one game suspension by reporting to the game in uniform and sitting on the bench with his team without participating throughout the game.
 - b. In addition to these consequences, a suspended player, coach, or spectator may also be subject to their hosting organization's Code of Conduct. Additional suspensions, probation, and/or expulsion may be implemented if deemed warranted by the offender's hosting organization.
19. Jewelry: All jewelry must be removed prior to the start of the game.
20. Inter-League representatives will provide these rules to the managers of their association.
21. Final record for playoff implications will be decided by total wins, head-to-head play, total runs against or a coin toss.