

Spring 2024 District 2 Interleague Rules

The Official Regulations and Playing Rules of Little League Baseball/Softball will be followed by the Leagues involved in Interleague Play for District 2 for each division. This document contains a summary of the Significant Rule changes for 2024 as well as the Interleague Rules for each division which will also be in effect for this season.



2024 LITTLE LEAGUE® RULEBOOK SIGNIFICANT UPDATES



REGULATIONS

Baseball, Softball, and Challenger – Regulation I(c) – The League: Outlines additional requirements as outlined in the Child Protection Program.

- Regulation I (c) (10): Mandatory Training and Continuing Education
- Regulation I (c) (11): Mandatory Reporting
- Regulation I (c) (12): Non-Retaliation
- Regulation I (c) (13): Prohibit One on One Contact

Please note that the Child Protection Program has been updated beginning with the 2024 season. Please review all updates at LittleLeague.org/ChildProtection.



RULES

Softball – Rules 2.00, 8.01(s), 8.05(a) – Leaping: The act of leaping while delivering a pitch in softball is a legal delivery. The pitcher may have both feet off the ground at the same time as long as both feet remain in the 24-inch width of the pitching plate and the pitcher does not replant the pivot foot. The replant of a pivot foot occurs when the pitcher pushes off the playing surface from anywhere other than the pitcher's plate in the act of delivering a pitch.

Softball (Senior Division) – Rules 2.00, 3.03, 7.14(a) – Designated Player (DP)/Flex: This change replaces the Designated Hitter with the Designated Player (DP)/Flex to provide more opportunity for players in Senior League Softball.

- **Designated Player (DP):** The player who is initially on the line-up card in the team's batting order but not in the defensive line-up.
- **Flex:** The player who is initially listed in the tenth spot, and may play any defensive position, may enter the game on offense only in the Designated Player's (DP) batting position.



TOURNAMENT

Baseball and Softball (Tournament Play) – Rule 2.00 – At-Bat: Clarifies that for purposes of satisfying Mandatory Play for Tournament Play only, the definition of At-Bat in regard to completing an At-Bat after a player is retired as a batter; retired as a batter-runner; reaches base and scores; or reaches base and the inning/game ends, does not apply in Tournament Play.



District 2 Interleague Rules Major Baseball

- (1) No new inning shall start after 2 hours from the scheduled start time of the game. A new inning begins the instant the home half of the previous inning concludes. The Host League should allow for at least 2½ hours for their Light Schedule when scheduling their games.
- (2) Home Team shall provide an official scorer and pitch counter.
- (3) The Home Team shall attempt to supply umpires. In the absence of umpires, Defensive coaches shall call all balls/strikes and out/safe. Umpires may stand behind the pitcher to call balls and strikes.
- (4) The Host League shall supply two new games balls. The Visiting Team shall supply two decent game balls.
- (5) Managers/coaches are permitted to warm up a pitcher at home plate, in the bullpen, or elsewhere at any time including pre-game warm-up, in-game warm-up, etc. This is for the regular season only.
- (6) All players will bat in a continuous batting order. There is no penalty if a player leaves the game for any reason. That spot in the lineup is simply skipped with no out being called.
- (7) A team may start and play with 8 players. The vacant 9th spot will be recorded as an out. Pool players are allowed but must follow the District 2 Pool Player Rules.
- (8) A catcher must wear full gear including: shin guards, chest protector, and catcher's helmet with dangling throat guard. A batting helmet can NOT be used by the catcher in lieu of a catcher's helmet. Male catchers must wear a cup.
- (9) All Teams will adhere to pitch count rules as stated in the Little League Baseball Rule Book. All managers will keep a pitching record for their team for each game and any violation will result in disciplinary action.
- (10) After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat except: swing, forced out of the box, attempted drag bunt, when the catcher does not catch the pitched ball, when a play has been attempted, when time has been called, pitcher leaves the dirt area of the mound/circle or more than 5 feet from the pitcher's plate, or on a three-ball count pitch that is a strike that the batter thinks is a ball
- (11) The uncaught third strike rule is in effect. Stealing bases, scoring on passed balls, etc., are all legal and encouraged to teach proper play.
- (12) Courtesy runner is permissible for the catcher/pitcher when there are 2 outs. **Courtesy runner must be in the teams batting order and must be the player in the batting order who made the last out. Special pinch runner is no longer allowed.**
- (13) There is no run limit per inning, however the 15-run, 10-run, **and 8-run** rules will be in effect for all games. Any team ahead 15 runs or more after three (3) innings (2½ for the home team), by ten (10) runs or more after four (4) innings (3½ for the home team), **or by eight (8) runs or more after five (5) innings (4½ for the home team)** shall be declared the winner.
- (14) **An umpire has the authority to disqualify any player, coach, manager, or substitute for stealing and relaying of signs to alert the batter of a pitch selection or location.**

District 2 Interleague Rules Intermediate Baseball

- (1) No new inning shall start after 2 hours 15 minutes from the scheduled start time of the game. A new inning begins the instant the home half of the previous inning concludes. The Host League should allow for at least 2½ hours for their Light Schedule when scheduling their games.
- (2) Home Team shall provide an official scorer and pitch counter.
- (3) The Home Team shall attempt to supply umpires. In the absence of umpires, Defensive coaches shall call all balls/strikes and out/safe. Umpires may stand behind the pitcher to call balls and strikes.
- (4) The Host League shall supply two new games balls. The Visiting Team shall supply two decent game balls.
- (5) Managers/coaches are permitted to warm up a pitcher at home plate, in the bullpen, or elsewhere at any time including pre-game warm-up, in-game warm-up, etc. This is for the regular season only.
- (6) All players will bat in a continuous batting order. There is no penalty if a player leaves the game for any reason. That spot in the lineup is simply skipped with no out being called.
- (7) A team may start and play with 8 players. The vacant 9th spot will be recorded as an out. Pool players are allowed but must follow the District 2 Pool Player Rules.
- (8) A catcher must wear full gear including: shin guards, chest protector, and catcher's helmet with dangling throat guard. A batting helmet can NOT be used by the catcher in lieu of a catcher's helmet. Male catchers must wear a cup.
- (9) All Teams will adhere to pitch count rules as stated in the Little League Baseball Rule Book. All managers will keep a pitching record for their team for each game and any violation will result in disciplinary action.
- (10) After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat except: swing, forced out of the box, attempted drag bunt, when the catcher does not catch the pitched ball, when a play has been attempted, when time has been called, pitcher leaves the dirt area of the mound/circle or more than 5 feet from the pitcher's plate, or on a three-ball count pitch that is a strike that the batter thinks is a ball
- (11) The uncaught third strike rule is in effect. Stealing bases, scoring on passed balls, etc., are all legal and encouraged to teach proper play.
- (12) Courtesy runner is permissible for the catcher/pitcher when there are 2 outs. Courtesy runner must be in the teams batting order and must be the player in the batting order who made the last out. Special pinch runner is no longer allowed.
- (13) There is no run limit per inning, however the 15-run, 10-run, and 8-run rules will be in effect for all games. Any team ahead 15 runs or more after three (3) innings (2½ for the home team), by ten (10) runs or more after four (4) innings (3½ for the home team), or by eight (8) runs or more after five (5) innings (4½ for the home team) shall be declared the winner.
- (15) Players League Age 15 can pitch only if both managers agree prior to the start of the game. Players League Age 15 have no restrictions on catching. Players League Age 16 can play if approved by the League Presidents, but cannot pitch or catch.
- (16) An umpire has the authority to disqualify any player, coach, manager, or substitute for stealing and relaying of signs to alert the batter of a pitch selection or location

District 2 Interleague Rules Junior Baseball

- (1) No new inning shall start after 2 hours 15 minutes from the scheduled start time of the game. A new inning begins the instant the home half of the previous inning concludes. The Host League should allow for at least 2½ hours for their Light Schedule when scheduling their games.
- (2) Home Team shall provide an official scorer and pitch counter.
- (3) The Home Team shall attempt to supply umpires. In the absence of umpires, Defensive coaches shall call all balls/strikes and out/safe. Umpires may stand behind the pitcher to call balls and strikes.
- (4) The Host League shall supply two new games balls. The Visiting Team shall supply two decent game balls.
- (5) Managers/coaches are permitted to warm up a pitcher at home plate, in the bullpen, or elsewhere at any time including pre-game warm-up, in-game warm-up, etc. This is for the regular season only.
- (6) All players will bat in a continuous batting order. There is no penalty if a player leaves the game for any reason. That spot in the lineup is simply skipped with no out being called.
- (7) A team may start and play with 8 players. The vacant 9th spot will be recorded as an out. Pool players are allowed but must follow the District 2 Pool Player Rules.
- (8) A catcher must wear full gear including: shin guards, chest protector, and catcher's helmet with dangling throat guard. A batting helmet can NOT be used by the catcher in lieu of a catcher's helmet. Male catchers must wear a cup.
- (9) All Teams will adhere to pitch count rules as stated in the Little League Baseball Rule Book. All managers will keep a pitching record for their team for each game and any violation will result in disciplinary action.
- (10) After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat except: swing, forced out of the box, attempted drag bunt, when the catcher does not catch the pitched ball, when a play has been attempted, when time has been called, pitcher leaves the dirt area of the mound/ circle or more than 5 feet from the pitcher's plate, or on a three-ball count pitch that is a strike that the batter thinks is a ball
- (11) The uncaught third strike rule is in effect. Stealing bases, scoring on passed balls, etc., are all legal and encouraged to teach proper play.
- (12) Courtesy runner is permissible for the catcher/pitcher when there are 2 outs. Courtesy runner must be in the teams batting order and must be the player in the batting order who made the last out. Special pinch runner is no longer allowed.
- (13) There is no run limit per inning, however the 15-run, 10-run, and 8-run rules will be in effect for all games. Any team ahead 15 runs or more after three (3) innings (2½ for the home team), by ten (10) runs or more after four (4) innings (3½ for the home team), or by eight (8) runs or more after five (5) innings (4½ for the home team) shall be declared the winner.
- (15) Players League Age 15 can pitch only if both managers agree prior to the start of the game. Players League Age 15 have no restrictions on catching. Players League Age 16 can play if approved by the League Presidents, but cannot pitch or catch.
- (16) An umpire has the authority to disqualify any player, coach, manager, or substitute for stealing and relaying of signs to alert the batter of a pitch selection or location

District 2 Interleague Rules Coach Pitch Softball

- (1) No new inning shall start after 1 hour 30 minutes from the scheduled start time of the game. A new inning begins the instant the home half of the previous inning concludes. The Host League should allow at least 2 hours for their Light Schedule when scheduling their games.
- (2) All games will consist of either Machine or Coach Pitch, depending on the home league. After **nine** hittable pitches without a batter hitting the ball fair, the batter will be called out. If the batter hits a foul ball on the last pitch, the batter continues batting until they either hit the ball fair or fails to strike the ball.
- (3) All players will bat in a continuous batting order. There is no penalty if a player leaves the game for any reason. That spot in the lineup is simply skipped with no out being called.
- (4) If the defensive team chooses to use a catcher, the catcher must wear full gear including: shin guards, chest protector, and catcher's helmet with dangling throat guard. A fielder's face mask or batting helmet can NOT be used in lieu of a catcher's helmet.
- (5) If a batted ball strikes the adult pitching or a bucket of balls, play shall be stopped immediately regardless of where the ball goes. This is a fair ball. The batter is awarded a single and all runners on base will be advanced one base, regardless of whether they are forced by the batter-runner or not.
- (6) No more than six infielders shall be used: pitcher (positioned outside the eight-foot circle around the machine or near the coach pitching; the pitcher can be positioned on either side), catcher, first baseman, second baseman, shortstop, and third baseman. A team may play all players on defense. All defensive players beyond the six infielders MUST play outfield and start play in the outfield grass.
- (7) There is no stealing, advancement on passed balls, overthrows, or walks. Players reach base only by hitting the ball fair and reaching base without being put out. Players only advance one base when the ball is hit in the infield. If a ball is hit to the outfield all players (including the batter) can advance two bases at their own risk.
- (8) On offense, each team will continue to bat until either three outs are recorded (strikeouts count as outs) or until five (5) runs have scored in that half-inning. All play will cease after the play ends when the five (5th) run of the inning has scored. There are no "unlimited" run innings.
- (9) The 15-run and 10-run rules will be in effect though optional if both managers agree to continue to continue play.
- (10) The Home Team can supply an umpire if desired and/or if one is available. In the absence of an umpire, the defensive team shall make all out / safe calls.
- (11) Remember this is an Instructional Division. Winning or losing the game should be de-emphasized. There are no protests in this division.

District 2 Interleague Rules Minors Softball

- (1) No new inning shall start after 1 hour 45 minutes from the scheduled start time of the game. A new inning begins the instant the home half of the previous inning concludes. The Host League should allow at least 2¼ hours for their Light Schedule when scheduling their games.
- (2) Home Team shall provide an official scorer and pitch counter.
- (3) The Home Team shall attempt to supply umpires. In the absence of umpires, Defensive coaches shall call all balls/strikes and out/safe. Umpires may stand behind the pitcher to call balls and strikes.
- (4) The Host League shall supply two new games balls. The Visiting Team shall supply two decent game balls.
- (5) All games shall consist of youth pitch, with no adults pitching. Pitchers shall pitch from the 35-foot rubber. Pitchers shall only pitch a maximum of 2 innings per game.
- (6) **Managers/coaches are permitted to warm up a pitcher at home plate, in the bullpen, or elsewhere at any time including pre-game warm-up, in-game warm-up, etc. This is for the regular season only.**
- (7) All players will bat in a continuous batting order. There is no penalty if a player leaves the game for any reason. That spot in the lineup is simply skipped with no out being called.
- (8) A catcher must wear full gear including: shin guards, chest protector, and catcher's helmet with dangling throat guard. A fielder's face mask or batting helmet can NOT be used by the catcher in lieu of a catcher's helmet. The catcher can use any type of glove or mitt – they do not have to use a catcher's mitt.
- (9) Only 9 players play defensively at one time. There are free defensive substitutions, every player must play in the field during the game.
- (10) No more than six infielders shall be used: pitcher, catcher, first baseman, second baseman, shortstop, and third baseman. All other players must be positioned in the outfield. All outfielders MUST start play in the outfield grass and cannot be positioned in the infield.
- (11) Stealing bases, scoring on passed balls, etc., are all legal and encouraged to teach proper play. There are no dropped third strikes in Minors. Base runners cannot leave their base to steal until the ball crosses home plate.
- (12) Courtesy runner is permissible for the catcher/pitcher when there are 2 outs. Courtesy runner may be in the teams batting order but must be the last out.
- (13) A team may start and play with 8 players. The vacant 9th spot will be recorded as an out. Pool players are allowed but must follow the District 2 Pool Player Rules.
- (14) On offense, each team will continue to bat until either three outs are recorded or until five (5) runs have scored in that half-inning. All play will cease after the play ends when the fifth (5th) run of the inning has scored. There are no "unlimited" run innings.
- (15) The 15-run, 10-run, **and 8-run** rules will be in effect for all games. Any team ahead 15 runs or more after three (3) innings (2½ for the home team), by ten (10) runs or more after four (4) innings (3½ for the home team), **or by eight (8) runs or more after five (5) innings (4½ for the home team)** shall be declared the winner.
- (16) Remember this is an Instructional Division. Winning or losing the game should be deemphasized. There are no protests in this division.

District 2 Interleague Rules Major Softball

- (1) No new inning shall start after 2 hours from the scheduled start time of the game. A new inning begins the instant the home half of the previous inning concludes. The Host League should allow at least 2½ hours for their Light Schedule when scheduling their games.
- (2) Home Team shall provide an official scorer and pitch counter.
- (3) The Home Team shall attempt to supply umpires. In the absence of umpires, Defensive coaches shall call all balls/strikes and out/safe. Umpires may stand behind the pitcher to call balls and strikes.
- (4) The Host League shall supply two new games balls. The Visiting Team shall supply two decent game balls.
- (5) **Managers/coaches are permitted to warm up a pitcher at home plate, in the bullpen, or elsewhere at any time including pre-game warm-up, in-game warm-up, etc. This is for the regular season only.**
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- (8) A catcher must wear full gear including: shin guards, chest protector, and catcher's helmet with dangling throat guard. A fielder's face mask or batting helmet can NOT be used by the catcher in lieu of a catcher's helmet. The catcher can use any type of glove or mitt – they do not have to use a catcher's mitt.
- (9) All Teams will adhere to innings pitched rules as printed in the Little League Softball Rule Book. All managers will keep a pitching record for each game for their team and any violation of this rule will result in disciplinary action
- (10) The uncaught third strike rule is in effect. Stealing bases, scoring on passed balls, etc., are all legal and encouraged to teach proper play. Base runners cannot leave their base to steal until the ball leaves the pitcher's hand.
- (11) After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat except: swing, forced out of the box, attempted drag bunt, when the catcher does not catch the pitched ball, when a play has been attempted, when time has been called, pitcher leaves the dirt area of the mound/ circle or more than 5 feet from the pitcher's plate, or on a three-ball count pitch that is a strike that the batter thinks is a ball
- (12) **Courtesy runner is permissible for the catcher/pitcher when there are 2 outs. Courtesy runner must be in the teams batting order and must be the player in the batting order who made the last out. Special pinch runner is no longer allowed.**
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- (14) **The act of leaping by the pitcher while delivering a pitch is a legal delivery.**
- (15) **An umpire has the authority to disqualify any player, coach, manager, or substitute for stealing and relaying of signs to alert the batter of a pitch selection or location**

District 2 Interleague Rules Junior Softball

- (1) No new inning shall start after 2 hours 15 minutes from the scheduled start time of the game. A new inning begins the instant the home half of the previous inning concludes. The Host League should allow at least 2¼ hours for their Light Schedule when scheduling their games.
- (2) Home Team shall provide an official scorer and pitch counter.
- (3) The Home Team shall attempt to supply umpires. In the absence of umpires, Defensive coaches shall call all balls/strikes and out/safe. Umpires may stand behind the pitcher to call balls and strikes.
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- (7) The act of leaping by the pitcher while delivering a pitch is a legal delivery.
- (8) A team may start and play with 8 players. The vacant 9th spot will be recorded as an out. Pool players are allowed but must follow the District 2 Pool Player Rules.
- (9) A catcher must wear full gear including: shin guards, chest protector, and catcher's helmet with dangling throat guard. A fielder's face mask or batting helmet can NOT be used by the catcher in lieu of a catcher's helmet. The catcher can use any type of glove or mitt – they do not have to use a catcher's mitt.
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- (15) Players League Age 15 can pitch only if both managers agree prior to the start of the game. Players League Age 15 have no restrictions on catching. Players League Age 16 can play if approved by the League Presidents, but cannot pitch or catch.
- (16) An umpire has the authority to disqualify any player, coach, manager, or substitute for stealing and relaying of signs to alert the batter of a pitch selection or location