



Little League Florida District 6 2025 Interleague Rules

REVISED: February 11, 2025

LITTLE LEAGUE RULES AND REGULATIONS

All LLB Rules and Regulations apply to all interleague games. These District 6 Interleague Rules are additional rules implemented by our District in order to standardize all Interleague Play. No District rule may be in conflict with any LLB Rule or Regulation. If any conflicts occur, LLB Rules and Regulations shall prevail.

VIOLATION OF RULES

Violations of the Interleague Play Rules and/or Little League Playing Rules constitute a possible protest situation. If your Interleague Play opponent is in violation, you can protest following the LLB rules on protests. If the protest is upheld, the game may be forfeited and the offending team, Manager, and/or coaches may be suspended from Interleague Play.

DISTRICT AUTHORITY & AGREEMENT

According to Little League policy, the District is responsible for the oversight of Interleague Play. Each League that participates in Interleague Play must agree to District 6 Interleague rules, which outlines adherence to LLB Rules and Regulations, as well as these District Interleague Play Rules. The matter of Interleague Play issues, disputes, and Rules violations are outlined in these rules. A copy of these rules are available on the District 6 website (FLD6.org). **Any participation in Interleague Play also signifies your league's endorsement of the rules.**

The District Protest Committee must be notified of all issues, disputes, and Rules violations. Please send an email/text to our District Administrator, Terry Thompson when issues/ejections arise.

GAME START TIME

Starting time shall be printed on the official game schedule and both teams must be at the game site at least 1/2 hour prior to that start time. 30 minutes after the scheduled start time a team that cannot field nine (9) players will automatically forfeit the game. Failure of a team to show for a scheduled game constitutes an automatic forfeit for that team.

RESCHEDULING GAMES

The Player Agents/Scheduling agents of programs involved have the responsibility to reschedule rained out games within seven (7) days of the original scheduled date of the game not played or on the first available open date, whichever comes first. The team that cannot show on the rescheduled date will automatically forfeit the game. In the

event a team cannot field enough players because of a scheduled school, church, or scout function the game may be rescheduled within seven (7) days of the original scheduled date of the game not played. The manager must have given at least five (5) days notice (days being Sunday through Saturday) prior to the school function to the District, Player Agents, and opposing team. In the event a rescheduled game is rained out, it will not be rescheduled the second time until the end of the half season and then only if needed to determine the standing of either or both of the teams involved.

EJECTIONS / INFRACTIONS

Ejection of a player, manager, or coach must be reported the same night to the District Administrator. Per LLB rules, ejections must also be reported in writing within 24 hours to the team's League President. An "Ejection Report" MUST be filed with the District for any Manager, Coach or Player ejections.

Penalty for ejections are as follows: (penalty is the same for players, managers, and coaches).

First Ejection: one game suspension;

Second Ejection: two game suspension; and

Third Ejection: removed for remainder of season.

NOTE: The DA (at his/her discretion) may waive or amend any penalty. If the infraction is severe, the DA can suspend the participant at any time for the remainder of the season, including the Tournament of Champions. DA's decision will be final.

PROTESTS

Protests involving two Interleague Play teams shall be handled by the FLD6 Umpire Consultant in Chief (UCC) or their Senior Umpire Consultant (at the discretion of the UCC) and forwarded to the District Administrator for approval. The District Administrator's decision is final.

CONTINUOUS BATTING ORDER

Per LLB Rule 4.04 Note 1 - Continuous batting order is mandatory for TBall and Minor divisions.

District 6 Interleague rules will follow LLB/LLS Tournament rules for Continuous batting order for Major and above divisions except for the Senior Baseball and Softball divisions.

15/10/8-RUN RULE

The 15/10/8 run rule shall prevail. Please review Little League rulebook for information on the added 8 run rule.



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TIME LIMITS

T-Ball Coach-Pitch Baseball and Softball: 1 hour 15 minutes.

Minor Coach-Pitch Baseball and Softball: 1 hour 30 minutes.

Minor B Softball: 1 hour 30 minutes.

Minor A Softball: 1 hour 45 minutes

Minor A & B Baseball: 1 hour 45 minutes.

Little League Baseball and Softball: 2 hours.

Junior Softball: 2 hours

50/70, Junior Baseball: 2 1/2 hours.

Senior Baseball and Softball: 2 1/2 hours.

No new inning may begin after the Time Limit, but the inning in progress may be completed, unless a regulation game has already been reached. The umpires shall keep the official time and shall confer with the official scorekeeper who will note the start and end time in all games.

Exception: Minor & Major League Baseball & Softball: When the time limit has been reached and less than 4 innings (or 3 1/2 innings if the home team is ahead) have been played, the innings completed will constitute a complete game. There will be no reschedule to play more innings.

Exception: 50/70, Junior, Senior Baseball & Softball: When the time limit has been reached and less than 5 innings (or 4 1/2 innings if the home team is ahead) have been played the innings completed will constitute a complete game. There will be no reschedule to play more innings.

5-RUN RULE / NO OPEN INNING

In Minor League A, B & C Baseball & Softball, there will be 5-runs or 3-outs per inning limit, whichever comes first (per LLB Rule 2.00 Definition of "Inning"). There is no open inning.

CONDUCT

League officers and Team Managers shall assume responsibility for the conduct and control of their respective coaches, players, parents and spectators. Managers, Coaches and team members will make no remarks to the opposing team or to the Umpires. The District Administrator will not tolerate any misconduct toward District Umpires or League Officials.

SCOREKEEPER

Each team must provide a scorekeeper and a scorebook or Gamechanger at every game. The Home team will provide the official scorekeeper and official scorebook.

Every game played by Minor A and above must have an official scorebook/gamechanger record. This is for tracking purpose of total number of games for the season per team, per division and per player. For each game played all players on the team roster must be accounted for and there must be a clear, well-written record of all pitchers, including the number of pitches thrown (BB) and innings pitched (SB). Official scorebooks (Gamechanger printouts) will be used by District staff to qualify teams/players for TOC/All-Star play at the end of the season.

INTERLEAGUE TEAM ROSTER FORM

Each team **MUST** carry a Team Roster to every Interleague Play Game. If you use Pool Players, you must also carry a copy of the Team Roster from whom you are obtaining the Pool Player. Interleague Team Roster forms can be downloaded from (www.FLD6.org) in the Interleague section of the website.

UMPIRES

Provide two (2) District 6 Registered Umpires (volunteer or paid) for Junior and Senior Baseball and Softball. One District 6 Registered Umpire is acceptable for Minor and Little League (Major) Baseball and Softball. In the Little League (Major) division, two (2) umpires are highly recommended in all circumstances.

RESPONSIBILITY OF THE HOME/HOST TEAM:

1. Provide Umpires.
2. Provide the official scorekeeper.
3. Have concession stand open.
4. Make sure safety equipment and ice is available until the game is completed.
5. Provide the game balls (at least 3 to start) that meet **Little League** specifications.
6. If the game is at night, there must be someone present who is familiar with turning the lights on/off.
7. **Have a Board Member stay at the game site until the game is over and all visitors have left the complex.**
8. Prepare the field for play.

RESPONSIBILITY OF THE VISITING TEAM:

1. Let parents and league officials know the location of and directions to the game field. Yahoo maps to all District 6 parks are available on the District website (FLD6.org)
2. Have at least one Board Member attend each game and help the team manager with crowd



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control and in any other way deemed necessary.
Conduct must be above reproach.

3. Provide your own team equipment.
4. It is permissible and advisable for each team to bring their own cooler with water or Gatorade.

LOCAL LEAGUE RULES

A league's local rules are not binding on their Interleague Play opponent. Each league must, however, comply with their own local rules if required playing time per player is more than LLB Regulation requirements. If a manager does not follow their local league rule on mandatory play, then that manager is subject to discipline by his/her league. An infraction of the required playing time as specified in LLB Regulation IV (I) can constitute a protest situation in an Interleague Play game.

DISTRICT 6 INTERLEAGUE POOL PLAYER RULES

To aid leagues that are having a difficult time getting enough players for their regular season teams the following option is available.

A pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game. Pool players are only to be used if your team could potentially have to forfeit because the team will have less than 9 players at the start of the game. Pool players are not to be used as "guest" players. **NOTE:** Players may not be "borrowed" from an opponent. They must be assigned by (league's) the Player Agent.

LLB GUIDELINES

1. The league's Player Agent will create and run the pool. The league's Player Agent will use the pool to assign players to teams that are short of players on a rotating basis. **Managers and/or coaches will not have the right to randomly pick and choose players from the pool.**
2. **Players used from the pool will not be allowed to pitch,** except during the player's own (team) regular season scheduled game.
3. Pool players that are called and show up at the game site must play at least nine consecutive defensive outs and bat once.
4. Pool players will be administered through the District ADA during Tournament of Champions.

DISTRICT 6 POOL PLAYER RULES

1. Pool Players MUST be submitted to the DA by March 15 (unless an extension is granted) on the "Interleague Team Roster Form". The form is available at (www.FLD6.org) on the Interleague homepage.
2. **If you use pool players, you must carry a copy of the Interleague Team Roster for the pool player's team.**
3. No team will have more than 10 players if using Pool players.
4. Managers are subject to a protested game if they do not meet the minimum play requirements for a pool player, regardless of a game shortened for any reason.
5. A pool player may only be substituted for one rostered team player. You may not substitute two pool players in a game for the same regular rostered team player (to be fair to your regular rostered team players).
6. Once a pool player has been substituted for a rostered team player, the regular rostered team player may not be a substitute for another regular rostered team player. If a pool player starts the game, they must be substituted for a rostered team player after they have met their minimum play requirements.
7. Mandatory Play for pool players is 9 defensive outs and one time at bat. Pool players may not exceed mandatory play unless the regular rostered team player being substituted for is injured or ejected from the game.
8. If your team is using two pool players, a pool player may not substitute for a regular rostered team player (pool players must substitute for each-other). If you have three pool players, two pool players must substitute for each other and the third pool player may substitute for one regular rostered team player.
9. No regular rostered team player may be substituted for more than once during the Season until all regular rostered team players have been substituted for. This means that you cannot remove the same regular rostered team player every game for a pool player.
10. Every time a pool player is assigned, the Player Agent will provide notice to the District DA for that division with the pool player's name and what team they are to be used on. Failure of notification



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| 11. may lead to the ineligibility of that pool player to play in that or future games.
Any team using a pool player(s) must designate the pool player on their official lineup card. and | notify the official scorekeeper and Umpire in Chief (UIC) on the field prior to the start of the game. |
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DISTRICT 6 CONTACTS

<u>POSITION</u>	<u>NAME</u>	<u>EMAIL</u>
District Administrator	Terry Thompson	Terry.Thompson@FLD6.org
Safety Officer/ASAP Director		
Umpire Consultant in Chief	Steve Lewis	Steve.Lewis@FLD6.org
Treasurer	Josh Geise	joshgeise@gmail.com

ADA & Director of Baseball

ADA - Minor Baseball	Martin Stewart	Martin.Stewart@FLD6.org
ADA - Major Baseball	Tony Dill	tdill40@hotmail.com
ADA-Intermediate Baseball	Harvey Hawkins	hawk1056@verizon.net
ADA-Junior Baseball		
ADA - Senior Baseball		

ADA of Softball

ADA - Minor Softball		
ADA - Major Softball	Lonis Chadwick	lonis.chadwick@gmail.com
ADA - Junior Softball		
ADA - Senior Softball		

Director	Jim Thompson	Blsbwsump04@msn.com
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SOFTBALL PLAYING RULES ADDENDUM - MINOR A

Please refer to Little League Softball Rulebook for all playing rules. No one other than the Manager and his Coaches will be allowed in the dugout or on the field. All coaches and assistants must have a Volunteer Application on file and be board approved. Upon game completion, each team must clean their dugouts and bleachers.

RULE	MINOR A - SOFTBALL
Ages	8-9-10-11 / NOTE: 12 year olds w/ LL Waiver Only
LL Division	Minor Division
Time Limit	1 hour 45 minute time limit. No new inning may start after the time limit is reached. Prior to this time the visiting team can bat and start the inning. All coaches should be hustling in and out to try to get in as many innings in. Except for rainouts, all games are final regardless if you can not complete four innings.
Pitching	Player Pitch only. Same rules apply as in the Little League Softball Rulebook.
Softball Size	11" Softball
Innings	As per LLB Rules. 5 run limit per inning, including the last inning.
Batting Order	Continuous batting order is applied per LL rules. This is when all players are used in the batting order. If you have 12 players, then the batting roster contains 12 players. All offensive players MUST be in the dugout and NO PLAYER can swing a bat until they appear at the plate.
Bunting / Stealing	As per LL Rules.
Extra Bases	As per LL Rules.
Umpire	A minimum of one Little League Umpire is required.
Defensive Players	There are 9 defensive players, 6 infielders (includes pitcher and catcher) and 3 outfielders.
Coaches on field	As per LL Rules.
Games Final	Except for rainouts, all games are final regardless if you can not complete four innings.



Little League Florida District 6 2025 Interleague Rules

SOFTBALL PLAYING RULES ADDENDUM - MINOR B

Please refer to Little League Softball Rulebook for all playing rules. No one other than the Manager and his Coaches will be allowed in the dugout or on the field. All coaches and assistants must have a Volunteer Application on file and be board approved. Upon game completion, each team must clean their dugouts and bleachers.

RULE	MINOR B - SOFTBALL
Ages	7-8-9-10
LL Division	Minor Division
Softball Size	11" Softball
Time Limit	1 hour 30-minute time limit. Prior to this time the visiting team can bat and start the inning. All coaches should be hustling in and out to try to get in as many innings in.
Pitching	No pitcher can pitch more than two innings and the two innings will be consecutive. The pitcher will throw four (4) pitches or three strikes. After the pitcher has thrown her 4 pitches, the batter will retain the strikes thrown and the offensive coach throws a maximum of (4) more pitches, unless the last pitch is foul, from the pitching plate. Three strikes (swinging or called) and the batter is out. Batters hit by a pitch are encouraged to shake it off and continue batting, the pitch will be considered a ball. Batters hit by a pitch from a player-pitcher, batter is encouraged to shake it off and continue batting, the pitch will be considered a ball. Once a batter is hit by a player-pitcher, the Coach Pitcher will immediately come in and pitch a maximum of 4 pitches. Strikes will carry over from player-pitcher. Umpire does not call strikes when the coach is pitching. Coach pitch strikes are only pitches swung and missed. While a coach is pitching, the coach must start with both feet inside the 8 ft pitching circle.
Pitching Examples	Example: After three balls are pitched by the coach, the coach will need to tell the batter that she is only getting one more pitch. After the fourth coach pitch and the ball is not hit foul or tipped, then the batter is out even if the coach threw a bad pitch.
Walks	There will be no walks.
Innings	As per LL Rules. 5 run limit per inning, including the last inning.
Batting Order	Continuous batting order is applied per LL rules. This is when all players are used in the batting order. If you have 12 players, then the batting roster contains 12 players. All offensive players MUST be in the dugout and NO PLAYER can swing a bat until they appear at the plate.
Bunting	Bunting and stealing are not allowed.
Extra Bases	In the event of an overthrow to any base, runners may only advance one base at their own risk. Players may take as many bases as possible on balls hit to the outfield. Once the ball is thrown into the infield <u>and</u> an infielder has obtained possession of the ball in the clay, the runner(s) should be held up at the closest base. Runner(s) will be awarded the base they were closest to when the ball was possessed by the infielder. Possession by an outfielder will not stop the play. If the infielder receiving the ball from the outfield overthrows the base while making an immediate throw to a base in an attempt to make a play at a baserunner, the baserunner(s) may advance one base at their own risk.
Umpire	Balls, strikes, outs and base award (or go back) will be called by the umpire, or the offensive coach who will position themselves behind the pitcher if no umpire is provided.
Defensive Players	There are 10 defensive players, 6 infielders (includes pitcher and catcher) and 4 outfielders. All outfielders must be positioned in the grass when the ball is pitched.
Coaches on field	The defensive team allows one coach in the outfield and one coach in foul territory in addition to the offensive coach that is the umpire and pitcher.



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SOFTBALL PLAYING RULES ADDENDUM - MINOR C / T-BALL / COACH-PITCH

Please refer to Little League Softball Rulebook for all playing rules. No one other than the Manager and his Coaches will be allowed in the dugout or on the field. All coaches and assistants must have a Volunteer Application on file and be board approved. Upon game completion, each team must clean their dugouts and bleachers.

RULE	Minor C / T-BALL / COACH-PITCH T-BALL - SOFTBALL
Ages	5-6-7-8
LL Division	T-Ball Division
Softball Size	11" Safe/Soft Training Softball
Time Limit	60 minutes Time limit may be extended to 75 minutes mutual agreement of both managers, and field usage allows. Prior to this time the visiting team can bat and start the inning. All coaches should be hustling in and out to try to get in as many innings in. Extra inning(s) may be played with the agreement of both managers.
Pitching	The coach throws a maximum of five (5) pitches from a position where the batter can hit the ball. If she does not hit the ball, a tee will be provided. The ball must be put into play.
Walks	There will be no walks.
Innings	Inning is over after all players in the lineup complete an at-bat.
Batting Order	Continuous batting order is applied per LL rules. This is when all players are used in the batting order. If you have 12 players, then the batting roster contains 12 players. All offensive players MUST be in the dugout and NO PLAYER can swing a bat until they appear at the plate.
Bunting / Stealing	There will be no bunting or stealing.
Extra Bases	No batter/runners may advance other than to the base they are going to if a ball is overthrown or missed by an infielder in the attempt of making an out. Runners can advance ONLY one base at a time on balls stopped in the infield clay. Batter/runners may advance ONE base (at own risk) when the ball is hit to the outfield grass. In the event of an overthrow when ball is thrown into the infield from the outfield, runner(s) can only advance one base subject to the judgment of the offensive coach who is the umpire.
Scorekeeping	Runs will not be allowed to count. (THERE IS NO SCORE KEPT)
Umpire	No umpire is used in this division.
Defensive Players	All players will play on defense. You will be allowed to have 5 infielders plus a pitcher and a catcher. The pitcher MUST have one foot in the pitching circle during the pitch. All other players will be positioned in the outfield grass. After a ball is hit, they may come in to assist in plays, but will need to return to their outfield positions for the next batter. All outfielders must be positioned in the grass when the ball is pitched.
Coaches on field	The defensive team allows two coaches in the outfield in addition to one backing up the catcher.
Game Final	All games are final regardless if you cannot complete four innings. No holding up a game due to a lack of players. You will play with the players that you have. NO FORFEITS.



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BASEBALL PLAYING RULES ADDENDUM - MINOR C / T-BALL / COACH-PITCH

Please refer to Little League Baseball Rulebook for all playing rules. No one other than the Manager and his Coaches will be allowed in the dugout or on the field. All coaches and assistants must have a Volunteer Application on file and be board approved. Upon game completion, each team must clean their dugouts and bleachers.

RULE	Minor C / Coach-Pitch
Ages	5-6-7-8
LL Division	Minor C
Baseballs	Use only Reduced Injury Factor (RFI) soft baseballs (RF15) designed for Coach Pitch. Strictly avoid hard baseballs.
Time Limit	Regulation games are comprised of 5 innings unless limited by time OR games should conclude within 90 minutes, with no new inning starting after 1 hour and 15 minutes.
Pitching	The coach throws a maximum of five (5) pitches from a position where the batter can hit the ball. If he does not hit the ball, a tee will be provided. The ball must be put into play.
Walks	There will be no walks.
Innings	Each inning concludes after 5 runs or 3 outs, whichever happens first.
Batting Order	Continuous batting order applies—all players bat. Offensive players must stay in the dugout, and no one swings until their turn.
Bunting / Stealing	There will be no bunting or stealing.
Extra Bases	<ul style="list-style-type: none">• Infield Hits: Runners can only advance one base at a time on balls stopped within the infield clay.• Outfield Hits: Batter/runners may advance one additional base (at their own risk) when the ball is hit to the outfield grass.• Overthrows: Runners cannot advance on overthrows to either a base or when the ball is thrown back into the infield by an outfielder.
Scorekeeping	Runs will not be allowed to count. (THERE IS NO SCORE KEPT)
Umpire	No umpire is used in this division.
Defensive Players	All players will play on defense. You will be allowed to have 5 infielders plus a pitcher and a catcher. The pitcher MUST have one foot in the pitching circle during the pitch. All other players will be positioned in the outfield grass. After a ball is hit, they may come in to assist in plays, but will need to return to their outfield positions for the next batter. All outfielders must be positioned in the grass when the ball is pitched.
Coaches on Field	The defensive team allows two coaches in the outfield in addition to one backing up the catcher.



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Game Final	All games are final regardless of if you cannot complete four innings. No holding up a game due to a lack of players. You will play with the players that you have. NO FORFEITS.
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BASEBALL PLAYING RULES ADDENDUM - MINOR B

Please refer to Little League Baseball Rulebook for all playing rules. No one other than the Manager and his Coaches will be allowed in the dugout or on the field. All coaches and assistants must have a Volunteer Application on file and be board approved. Upon game completion, each team must clean their dugouts and bleachers.

RULE	Minor B
Ages	7-8-9-10
LL Division	Minor Division
Baseballs	Little League approved baseballs are to be used. NO Reduced Injury Factor (RFI) soft baseballs (RF15) are to be used at this level
Time Limit	Regulation games comprise 5 innings unless limited by time. Games should conclude within 115 minutes, with no new inning starting after 1 hour and 30 minutes. Track time diligently.
Pitching	<ul style="list-style-type: none"> • Pitching Rotation: Coach-Pitcher innings are 2, 4. Kid-Pitcher innings are 1, 3, 5. • Coach-Pitch Innings: Coach-Pitcher avoids contact with the ball. If unavoidable, the ball is live. Coach interference with defense results in an out. Batters receive 7 pitches or 3 strikes. Extra pitches are allowed if the 7th pitch is fouled. No walks, hit-by-pitch, or bunting. • Coach-Pitcher starts at the pitching plate (46ft 6in) for the first 4 pitches, moving to the mound's front for the last three pitches. • Player in the pitching position during the coach pitch innings must begin play with one foot on the mound at pitching plate depth or deeper. <i>(marked with chalk)</i> • Kid-Pitch Spring: Follows standard Little League rules. At bat: hit, 3 strikes, or 4 balls from the standard pitching rubber at 46ft 6inches. • Pitching Limits: maximum of 3 innings per pitcher and/or 50-pitch maximum per game.
Optional Pitching Rule <i>(Must be agreed upon before game by Coaches during the plate meeting/rule review)</i>	Kid Pitch Innings: <ul style="list-style-type: none"> • After four balls, the offensive coach throws four pitches (two from the plate, two from in front of the mound). • Strikes from the kid pitcher carry over. • A hit-by-pitch awards first base. • After three coach pitches, the batter gets one final pitch. • If not hit fair or fouled, the batter is out.
Innings	As per LL Rules. 5 run limit per inning, including the last inning.
Batting Order	Continuous batting order applies per Little League rules—all players are in the lineup. All offensive players must stay in the dugout, and no one may swing a bat until their turn at the plate.



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Bunting / Stealing	<ul style="list-style-type: none">• Bunting is not allowed.• Runners may steal 2nd or 3rd once the pitched ball reaches the batter.• Stealing home on a pitched ball is not permitted per Little League rules.
Extra Bases	<ul style="list-style-type: none">• On an overthrow from a batted ball, runners may advance one base at their own risk.• On hits to the outfield, runners may take as many bases as possible.• Once an infielder gains possession in the clay, runners must stop at the nearest base unless they are past the halfway point, in which case they may proceed.• Possession by an outfielder does not stop play.• If an infielder overthrows a base while making an immediate play on a runner, runners may advance one base at their own risk.
Umpire Rules	Balls, strikes, outs and base award (or go back) will be called by the umpire, or the offensive coach who will position themselves behind the pitcher if no umpire is provided.
Defensive Players	There are 10 defensive players, 6 infielders (includes pitcher and catcher) and 4 outfielders. All outfielders must be positioned in the grass when the ball is pitched.
Coaches on Field	The defensive team allows one coach in the outfield and one coach in foul territory in addition to the offensive coach that is the umpire and pitcher as needed
Game Final	Except for rainouts, all games are final regardless if you cannot complete four innings.



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BASEBALL PLAYING RULES ADDENDUM - MINOR A

Please refer to Little League Baseball Rulebook for all playing rules. No one other than the Manager and his Coaches will be allowed in the dugout or on the field. All coaches and assistants must have a Volunteer Application on file and be board approved. Upon game completion, each team must clean their dugouts and bleachers.

RULE	MINOR A - BASEBALL
Ages	9-10-11
LL Division	Minor A Division
Baseball Size	Little League Approved baseballs are to be used. No Reduced Injury Factor (RIF) soft baseballs (RF15) are to be used at this level
Time Limit	Regulation games are comprised of a maximum of 6 innings or 1 hour and 45 minutes. No inning starts after the time limit or 8:45 PM on school nights. Track time diligently. Run Rules: 10-run rule applies after 4 innings.
Game Play	<ul style="list-style-type: none"> • Infield Fly Rule: Enforced. • Bunting: Allowed, including fake bunting. • Stealing: Runners may steal once the ball reaches the plate. Runners leaving early must return unless out on a play. Pinch Runners: Allowed only to replace the catcher with two outs or after four runs in an inning. Use the last recorded out as the runner. • Sliding: No mandatory sliding rule. Runners may slide or avoid tags but must not make malicious contact. Can only slide head first going back to a base. All other head first slides will be called out. No sliding into first.
Pitching	<ul style="list-style-type: none"> • Pitch Limits by Age: <ul style="list-style-type: none"> • 9-10 years: 75 pitches per day. • 11-12 years: 85 pitches per day. • Rest Requirements: <ul style="list-style-type: none"> • 66+ pitches: 4 calendar days. • 51-65 pitches: 3 calendar days. • 36-50 pitches: 2 calendar days. • 21-35 pitches: 1 calendar day. • 1-20 pitches: No rest required. • Catchers as Pitchers: <ul style="list-style-type: none"> • A pitcher with 41+ pitches cannot play catcher that day. • Players catching 4+ innings cannot pitch that day.
Walks	There will be walks. Intentional walks are allowed.
Innings	Inning is over after three recorded outs OR the 5 run rule limit is taken effect.
Batting Order	Continuous batting order applies per Little League rules—all players are in the lineup. With 12 players, the batting order includes all 12. Offensive players must stay in the dugout, and no one may swing a bat until their turn at the plate.
Bunting / Stealing	There will be bunting and stealing allowed in the Minor A division. Stealing home on a pitched ball is not permitted per Little League rules.



Little League Florida District 6

2025 Interleague Rules

Base Running	<ul style="list-style-type: none">• General Advancement: Runners may advance at their own risk on batted balls, subject to the specific rules below.• Infielder Overthrows/Missed Plays: If a ball is overthrown or missed by an infielder while attempting to make an out, runners may advance at their own risk to the base they were already attempting to reach.• Infield Clay Stops: If a ball is stopped within the infield clay, runners may advance at their own risk.• Outfield Hits: When the ball is hit into the outfield grass, batter-runners may advance at their own risk.• Overthrows from the Outfield: If a ball is thrown from the outfield into the infield and results in an overthrow, runners may advance only one base, subject to the judgment of the umpire.• Stealing & Lead-Offs: Runners may not lead off before the pitch crosses home plate. Stealing is permitted, but runners must wait until the pitch reaches the batter before attempting to advance.• Passed Balls & Wild Pitches: Runners may advance at their own risk on a passed ball or wild pitch, including stealing home.• Tagging Up: On a caught fly ball, runners must tag up before advancing.• Play is Dead: The play is considered dead once the pitcher has control of the ball on the mound, and runners must return to their base if they have not already advanced.
Scorekeeping	Runs will be allowed to count. All scores, statistics and other relevant game information should be recorded in GameChanger and validated.
Umpire	A two-man umpire crew is typically used in this division.
Defensive Players	Each team will have 9 defensive players (6 infielders and 3 outfielders).
Coaches on field	No coaches are allowed on the field of play.
Game Final	All games are final regardless if you cannot complete four innings.



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BASEBALL PLAYING RULES – LITTLE LEAGUE DIVISION (MAJORS)

Please refer to Little League Softball Rulebook for all playing rules. No one other than the Manager and his Coaches will be allowed in the dugout or on the field. All coaches and assistants must have a Volunteer Application on file and be board approved. Upon game completion, each team must clean their dugouts and bleachers.

RULE	LITTLE LEAGUE DIVISION (MAJORS) - BASEBALL
Ages	10-11-12
LL Division	LITTLE LEAGUE DIVISION
Baseball Size	Little League Approved baseballs are to be used. No Reduced Injury Factor (RIF) soft baseballs (RF15) are to be used at this level
Time Limit	Regulation games are comprised of a maximum of 6 innings or 1 hour and 45 minutes. No inning starts after the time limit or 8:45 PM on school nights. Track time diligently. Run Rules: 10-run rule applies after 4 innings.
Game Play	<ul style="list-style-type: none"> • Drop 3rd Strike: Enforced. • Infield Fly Rule: Enforced. • Bunting: Allowed, including fake bunting. • Stealing: Runners may steal once the ball reaches the plate. Runners leaving early must return unless out on a play. Pinch Runners: Allowed only to replace the catcher with two outs or after four runs in an inning. Use the last recorded out as the runner. • Sliding: No mandatory sliding rule. Runners may slide or avoid tags but must not make malicious contact. Can only slide head first going back to a base. All other head first slides will be called out. No sliding into first.
Pitching	<ul style="list-style-type: none"> • Pitch Limits by Age: <ul style="list-style-type: none"> • 9-10 years: 75 pitches per day. • 11-12 years: 85 pitches per day. • Rest Requirements: <ul style="list-style-type: none"> • 66+ pitches: 4 calendar days. • 51-65 pitches: 3 calendar days. • 36-50 pitches: 2 calendar days. • 21-35 pitches: 1 calendar day. • 1-20 pitches: No rest required. • Catchers as Pitchers: <ul style="list-style-type: none"> • A pitcher with 41+ pitches cannot play catcher that day. • Players catching 4+ innings cannot pitch that day.
Walks	There will be walks. Intentional walks are allowed.
Innings	Inning is over after three recorded outs.
Bats	All bats must have USA stamp. No USSSA bat may be used. An automatic out will be recorded and repeated offenses may disqualify the batter for the game.



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Batting Order	Continuous batting order applies per Little League rules—all players are in the lineup. With 12 players, the batting order includes all 12. Offensive players must stay in the dugout, and no one may swing a bat until their turn at the plate.
On Deck Batters	On-deck batters are not allowed. Players can only hold or swing bats at home plate.
Bunting / Stealing	There will be bunting and stealing allowed in the Majors division. Stealing home on a pitched ball is not permitted per Little League rules.
Base Running:	<ul style="list-style-type: none">• General Advancement: Runners may advance at their own risk on batted balls, subject to the specific rules below.• Infielder Overthrows/Missed Plays: If a ball is overthrown or missed by an infielder while attempting to make an out, runners may advance at their own risk to the base they were already attempting to reach.• Infield Clay Stops: If a ball is stopped within the infield clay, runners may advance at their own risk.• Outfield Hits: When the ball is hit into the outfield grass, batter-runners may advance at their own risk.• Overthrows from the Outfield: If a ball is thrown from the outfield into the infield and results in an overthrow, runners may advance only one base, subject to the judgment of the umpire.• Stealing & Lead-Offs: Runners may not lead off before the pitch crosses home plate. Stealing is permitted, but runners must wait until the pitch reaches the batter before attempting to advance.• Passed Balls & Wild Pitches: Runners may advance at their own risk on a passed ball or wild pitch, including stealing home.• Tagging Up: On a caught fly ball, runners must tag up before advancing.• Play is Dead: The play is considered dead once the pitcher has control of the ball on the mound, and runners must return to their base if they have not already advanced.
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