



District 14 Interleague Juniors Division Rules

1. Game Preliminaries
 - a. Team from the park where the game is played will set up the field. Traveling team must clean up their dugout and stands after the game. When both teams are not at their home field then they need to both setup and put away bases and equipment.
 - b. Home team is in the 3rd base dugout.
 - c. Each manager needs to provide a copy of a line up sheet with players name and number to the opposing manager and to the score box at the plate meeting prior to the game starting.
 - d. Only 3 coaches are allowed in the dugout. There must always be an adult coach in the dugout.
 - e. If the fields have gates, the gates must be closed to the dugout during gameplay. No buckets in the doorway with the gate opened. Coaches need to stay in the dugout when your team is on the field.
 - f. Park Specific Rules
 - i. Crossroads Park: both teams each need to have a parent in the score box 10 minutes prior to start of the game. One parent will work the scoreboard and the other the scorebook.
2. Regulation Game
 - a. Must play a minimum of 5 innings (4 ½ if home team is ahead). The 15 run rule applies after 4 innings; 10 run rule after 5 innings.
 - b. Game Length: No new inning after 2:00 hours or 7 innings.
 - c. Park Specific Rules
 - i. McQueen Park: Drop dead is at 2:15. Score will revert back to last complete inning.
 - ii. Crossroads Park: Drop dead is at 2:30. Score will revert back to last complete inning.
 - iii. Sossaman Park: Drop dead is at 2:15. Score will revert back to last complete inning.
 - d. The minimum number of players to start a game is 8. If you start a game with 8 players, the 9th batter is an automatic out. You can borrow a player from the other team for defense to make 9 defenders. They need to play outfield. A player pool can be used with each local league in order to make up for any missed players.
3. Players and Equipment
 - a. All players in lineup must bat.
 - b. Minimum playing time requirements shall be either (1) the little league rule book or (2) that no player can sit out in consecutive innings.
 - c. Players must use an approved USA, BBCOR, or wood bat. Managers need to check their player's bats prior to each game. A manager from the other team may ask to check a player's bat. If a player bats, one pitch or more, with a non-approved bat then they will be called out. The bat will be removed immediately from the dugout.
 - d. Metal or rubber cleats can be worn.
4. Pitching
 - a. 15 year olds are allowed to pitch
 - b. Coaches ARE allowed to warm up pitchers
 - c. Pitch Count Rules for Little League (league age is recognized):
 - i. 13-15 year old pitchers – max in one day 95 pitches
 - ii. Players league age **15 and under** must adhere to the following calendar days of rest (note this differs from the little league rule book which specifies a greater number of allowable pitches for 15 year olds:
 - 1-20 pitches- 0 days required
 - 21-35 pitches - 1 day rest
 - 36-50 pitches - 2 days rest

- 51-65 pitches - 3 days rest
 - 66+ pitches – 4 days rest
- iii. Pitchers who pitch 41 or more pitches can NOT assume the catchers position.
 - iv. Catchers who catch 4 or more innings can NOT assume the pitching position.
 - v. A player who plays catcher for 3 innings or less, then moves to pitcher and pitches 21+ pitches, cannot return to the catcher position.
 - vi. Exceptions for all above pitch count rules:
 1. If a pitcher reaches a threshold while facing a batter, the pitcher may continue to pitch until any one of the following occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half inning. The pitcher is only required to observe the calendar day(s) rest for the threshold he/she reached during that at-bat. Example: a pitcher ends a batter at 34 pitches. The next batter takes 3 pitches to retire. The pitcher reached the 35 pitch threshold during the at-bat and would be required to rest 1 day.
 - vii. Warm up pitches do not count towards to the pitch count rule.
 - viii. Pitchers should be encouraged to pitch approximately 8 pitches to warm up their first inning and 5 pitches every subsequent inning. This helps maintain pace of play.
 - ix. All live pitches count, including foul balls in pitch count.
5. Umpires
 - a. There will be a zero tolerance policy in regards to umpires. Any attempt by a parent, player or manager/coach to intimidate an umpire will not be tolerated and may result in ejection. Please communicate this rule this with your parents.
 - b. Any coach ejected from a game must exit to the parking lot immediately and is suspended for a minimum of the next physically played game.
 6. Walk-up music is not allowed.
 7. Please see the Little League rule book or use the Little League App for the remainder of the rules.