

**District 8 Junior**  
**Baseball Rules for Inter-**  
**League Play 2016 Rules**

1. All Leagues must file an application for inter-league play with the District Administrator.
2. All regular season rules will apply as per the Little League "2016 Baseball Official Regulations and Playing Rules" except as amended below.
3. Pitching rules will be strictly observed by each team as per Regulation VI(c).
  - a. A player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.
  - b. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
4. All rules and regulations concerning bats will be strictly enforced.
5. Regulation V(c) allows teams to draw from a pool of players from their league when they have difficulty fielding a complete team. Managers are required to utilize this regulation to ensure that they have the required number of players for their scheduled games. Managers shall report the names and jersey numbers of pool players to the opposing manager. Please be reminded that pool players must play nine defensive outs, bat once and they cannot pitch. All teams participating in inter-league play are considered the "league." Therefore if one team has less than nine players, the other team has more than nine players and there are at least eighteen players at the field at game time; the team with more than nine players will pool enough players to the other team and the game will be played.
6. **There will be no forfeits.** If a game cannot be played or completed for any reason, it will be considered a non-regulation game.
7. The home team will occupy the third base dugout and the visiting team will occupy the first base dugout.
8. All games will have a 2½ hour time limit. On un-lighted fields, there will be no pitch after 5 minutes after sunset. When multiple games are scheduled on one field on any day, all players and equipment shall be vacated from the dugout by the scheduled start of the next game. **The 10-run rule is mandatory.**
9. The visiting team may take a ten-minute infield practice 25 minutes before game time and the home team may take a ten-minute infield practice 15 minutes before game time (the sequence teams taking infield practice may be reversed if both managers agree). Please note that there may not be time for a 10-minute infield prior to games. The home team shall provide a sufficient number of game balls to play the game. There shall be no practice of any kind on the infield prior to any infield practice.
10. The catcher's helmet provisions of Rule 1.17 will be strictly enforced. A catcher (or receiver for an infield/outfield batter) **MUST** wear a proper catcher's helmet during infield/outfield practice, pitcher warm-up and during the game. All catchers' helmets must have a dangling type throat protector.
11. The home team/league shall provide at least one and preferably two umpires for their own games. The home team is also responsible for providing a minimum of two (2) new game balls to the umpires prior to the start of each game.
12. Rules regarding ejections:
  - a. The first ejection of a manager, coach or player will result in the mandatory one game suspension per Rule 4.07.
  - b. The second ejection of a manager, coach or player will result in a two game suspension.
  - c. Any third ejection of a manager, coach or player may result in a season disqualification.