

CA District 14 Interleague By-Laws

2024 Season

Administrative

1. Each league will designate an inter-league coordinator to the District Administrator. The inter-league coordinator may be required to serve on the Interleague Committee to handle protest, disciplinary, or other matters.
2. All required inter-league and combined forms must be approved in the data center at least 2 weeks prior to the start of the season. Leagues will not be approved for inter-league play until all other required documents have been submitted to District and approved. This includes Constitution, By-Laws, and Ground Rules. All leagues participating in inter-league play must submit a completed ASAP safety plan on the Little League data center, except for uploaded registration data, prior to the start of the season.
3. District 14 will oversee preparation of schedules for the Intermediate, Junior, and Senior divisions. Leagues will prepare and agree on schedules for the Major division and below.
4. Each league will have its own League Champion that may participate in any TOC/Invitational tournament run by the District. In the Intermediate, Junior and Senior divisions all teams may participate in the TOC. Seeding for the Intermediate, Junior and Senior TOC will be based on standings.
5. Tiebreakers for seeding Intermediate, Junior and Senior TOC will be as follows and used in the order listed until the tie is broken.
 - a) Best win / loss record in head-to-head games
 - b) Lowest runs allowed ratio in head-to-head games, calculated as runs allowed divided by 7 innings per game.
 - c) Lowest runs allowed ratio in all games, calculated as runs allowed divided by 7 innings per game.
 - d) Coin toss

Game Organization

1. COVID Precautions – Both teams will follow the host league’s COVID procedures and guidelines, and any local and state guidelines.
2. The home team will supply a minimum of 2 qualified umpires and gear for each game in Minor Player pitch division and above.
3. In Minor Player pitch and above, both teams must keep a season scorebook, bring it to all games, and provide a scorekeeper for all games. The home team will be the Official Scorekeeper & Pitch Count Recorder. Teams may use Gamechanger as their official scorebook. **Defensive substitutions must be recorded for purposes of monitoring Mandatory Play.**
4. For Minor Player pitch divisions and above, each manager shall provide a lineup card with 4 copies, listing player first name, last name, jersey number and defensive position by number (1-9). One copy shall be given to the scorekeepers at least 15 minutes prior to the game with remaining copies brought to the plate meeting before the game. Lineup changes can be made at the plate meeting before the umpire verifies the lineups.
5. Pitching records must be completed in ink and signed by both managers after the game. The Little League International Tournament Pitching Record will be used.
6. Each manager is responsible for their own pitching records and shall present the records to the Official Scorekeeper at least 15 minutes prior to the game. If dual rostered players are participating on a team, the manager is required to have a copy (electronic or paper) of the pitching record for the player’s other dual roster team.
7. Pitching records may be reviewed by the opposing manager up until 5 minutes before the game start time.

8. Host league will provide 3 new baseballs and additional as needed for each game.
9. The host league shall prepare the field before each game. Both teams shall help with clean-up after the game, including the stands and dugouts.
10. The managers must always carry player medical releases (including pool players) and a first-aid kit during practice and games.
11. Host field ground rules apply for each game.
12. Home and visitor dugouts will be as specified by the host league.
13. If a league uses 15 to 20 player rosters, and 15 or more eligible players are at a game, Mandatory Play is reduced to three defensive outs and one at bat.

Protests

1. There will be a protest committee comprised of at least 3 members including at least 2 inter-league coordinators or President's designee from leagues not involved in the protested game, and either the District 14 Division Coordinator, District Administrator, or District Administrator's designee.
2. All protests must be made in compliance with rule 4.19.
3. Written (email) notice of a protest must be delivered within 24 hours to the District 14 Division Coordinator or District Administrator. Each written notice of protest must include the protesting manager's name, email and phone number and the full details of the protest.
4. The Chief Umpire of the protested game will submit a written (email) report describing the events that took place in detail to the District 14 Division Coordinator within 24 hours.
5. There are no protests in Minor coach pitch, machine pitch or Tee Ball divisions.

Conduct at the Field

1. Conduct of players, managers, coaches, umpires and spectators shall be beyond reproach.
2. Umpires are in control of the games and all game participants and will be fully supported by the host league board of directors or game site coordinator.
3. Artificial noisemakers are not permitted at games. Batter's walk-up music may be played if permitted by the host league. Lyrics must be appropriate for youth, and silenced when the batter enters the box. No explicit lyrics or foul language is permitted, and the umpires have discretion to disallow walk-up music they deem inappropriate. If disallowed, it applies to both teams.
4. Unruly spectator behavior will not be tolerated. The host league shall have a board member or game site coordinator at all interleague games. The Interleague Committee shall review all league disciplinary action involving ejections, game participant behavior, or spectator behavior, and may impose additional penalties through the league on the participant, or spectator. Failure of a league to enforce these penalties may result in game forfeiture and/or suspension from inter-league play or TOC.
5. Umpires shall submit ejection reports to the District Division Coordinator and District Administrator within 24 hours of the game. Failure to submit the report on time shall have no effect on the ejection or disciplinary action.

Rescheduled, Makeup, & Continuation Games

A Rescheduled game is one whose scheduled date and time was changed based on an advance request.

A Makeup game is one which couldn't be played due to weather, field conditions, or some other natural circumstance.

A Continuation game is one which could not be completed to the point of being a regulation game in which a winner is determined due to darkness, weather conditions, or some other natural circumstance.

1. Any request to reschedule an interleague game must first be approved by the requesting manager's local Board of Directors or a designated representative with authority of the Board of Directors (usually the league's interleague coordinator or player agent). Once approved, the request for rescheduling must be submitted to

the District Coordinator, who may seek guidance from the Interleague Committee. The request should be received by the District Division Coordinator at least 48 hours before the scheduled start of the game.

2. No request for a reschedule of an interleague game will be considered if such request is due to a perceived competitive advantage. Rescheduling due to unavailability of pitching or specific players will not be approved.
3. The two leagues concerned may choose the date for all Rescheduled, Makeup, and Continuation games with the approval of the District Division Coordinator, but the date must be within the next fourteen (14) day period. It may be extended with the District 14 Coordinator's approval. If agreement cannot be reached the District Division Coordinator will assign the first available date excluding Sundays (although Sundays may be used if needed).
4. All Rescheduled, Makeup, and Continuation games may be played on either the home field or the visitor's field, based on availability; however, preference will be given to the home field. If a game is moved from the home team's field, the home team and all responsibilities, other than field prep, will stay the same.
5. All Rescheduled, Makeup, and Continuation games that are not played will be brought before the Interleague Committee for review. If no legitimate reason is found for not playing the rescheduled game, the manager responsible for not playing the game will lose his/her invitation to manage in the District 14 TOC's or Invitational tournaments, plus in the Intermediate, Junior and Senior division that team will be the bottom seed in the District TOC or Invitational tournament.
6. All Rescheduled, Makeup, and Continuation games must be played before any local league special games, including local league tournament games. Failure to play a game before any local league special games may result in a forfeit by the team that caused the game not to be played and the manager of the team responsible may lose his/her invitation to manage in the District TOC, or Invitational Tournaments.
7. All Rescheduled, Makeup, and Continuation games take precedence over scheduled practice dates.
8. Double headers will be used in the Major and above Divisions only as a last resort to get all Rescheduled, Makeup, and Continuation games in before tournaments.

Playing Rules

All playing rules will be by the Little League Rule book, with the following options adopted for Interleague play. Note that Inter-district by-laws and rule options take precedent for inter-district games.

Tee Ball

1. The side is retired when all players on the roster have batted once in their half-inning.
2. One adult manager and up to 3 adult coaches are permitted.
3. The manager or other adult coaches may be on the field defensively, provided one adult always remains in the dugout or on the bench when players are on the bench.
4. All rostered players may be on the field defensively, provided no more than 6 players are stationed in the infield, including the catcher and player at the pitching position.
5. Baserunners may only advance one base, at the risk of being played on, on any overthrow or wild throw that remains in play.
6. Scores and standings will not be kept.
7. After half the season's games are completed, for all batters, an adult coach may deliver up to 4 pitches, then revert to hitting off the Tee for that at bat.

8. No inning shall be started after 90 minutes

Minor Coach Pitch and Machine Pitch Divisions

1. Both managers shall agree at the game site whether to use a pitching machine or coach pitch. In the event of the managers being unable to agree, the home team manager will determine which is being used.
2. Scores and standings will not be kept, except for tracking runs per half-inning to determine if the side is retired after five runs are scored
3. Rule 6.02 (c) requiring batter to keep one foot in batter's box is **not** adopted
4. Infield Fly Rule is **not** in effect
5. The five run per inning limit is **not** suspended in last half inning for either team
6. One adult manager and up to 3 adult coaches are permitted.
7. The manager or other adult coaches may be on the field defensively, provided one adult always remains in the dugout when players are in the dugout or on the bench.
8. Use of a 4th outfielder defensively is permitted for either team (10 defensive players). Outfielders should be positioned at least 20 feet past the edge of the infield.
9. Baserunners may only advance one base, at the risk of being played on, on any overthrow or wild throw that remains in play.
10. Stealing or advancing on a passed ball or wild pitch is not permitted
11. Bunting is not permitted.
12. No inning shall be started after 1 hour and 45 minutes. The new inning starts when the last out is made in the preceding inning.
13. Before the game, the host league manager must instruct the visiting league manager in the safe and proper operation of the pitching machine. Instruction will also include local ground rules governing: 1) thrown or batted balls contacting the pitching machine or any screens surrounding the pitching machine; 2) batted or thrown balls entering any designated areas around the pitching machine; and 3) restrictions on player positioning near the pitching machine before the pitch, or restrictions on players entering any designated areas near the pitching machine.
14. Only an adult manager or coach from the offensive team is permitted to operate the pitching machine, or pitch to their own team. The adult pitcher or adult operating the pitching machine shall also serve as umpire.
15. If an adult pitcher is used, he or she shall be standing and pitch from no more than 10 feet in front of the pitcher's plate. Regardless of the position of the adult pitcher, the player playing the position of pitcher shall stand on the pitcher's mound, on either side of the mound and not in front of the adult pitcher.
16. The adult pitcher (or operator) may instruct the batter briefly to reposition in the batter's box, but to maintain pace of play pitches should be delivered within 15 seconds of the adult pitcher receiving the ball
17. For coach or machine pitch, the batter will receive a maximum of 5 pitches, unless the batter either:
 - a) Hits a fair ball.
 - b) Has 3 swinging strikes (foul third strike is not a strikeout per rule book)
 - c) The batter fouls off the 5th pitch, in which case the at bat continues until the batter either:
 - i. Hits a fair ball
 - ii. Swings and misses
 - iii. Does not swing

NOTE: There are no walks in this division. Batter hit by coach or machine pitch is a "no pitch" and will not result in a base award or count against the maximum pitches.

16. Player Pitch will be permitted after May 15th, provided both managers agree at the game site. If one manager does not agree to player pitch, it will not be used by either team.

- a) A manager or coach from the offensive team will call balls and strikes from behind the pitcher
- b) Base on balls is not awarded.
- c) A player pitcher shall pitch a maximum of 4 called balls per batter. After 4 balls, the offensive coach/umpire shall pitch the remaining pitches.
- d) The player who was pitching shall position himself in the 10-foot circle, on either side, but not in front of, the coach pitcher
- e) Each pitch delivered by the coach shall be called a strike. The number of strikes on the batter remains from player pitch, and the at-bat continues until the batter strikes out or puts the ball in play.
- f) A batter hit by a player pitch is awarded first base. Batter hit by a coach pitch is “no pitch” and batter will not be awarded first base.
- g) If a player pitcher hits two batters in an inning, or 3 in a game, he must be removed as pitcher.
- h) Player pitch counts must be kept, a pitching affidavit completed, and Regulation VI limits on pitcher and catcher eligibility must be followed.

Minor Player Pitch Divisions

- 1. A time limit of 2 hours and 30 minutes is in effect for Inter-league games in these divisions under Reg VII, X and rule 4.10.
- 2. Games may be started and continued with eight players on either team. A team with 8 players may skip over the 9th position in the batting order without an out or other penalty
- 3. Ten and fifteen run rules are in effect (4.10-e). Eight run rule is not in effect.
- 4. 6.02 (c) regarding batter keeping one foot in batter’s box **is** adopted
- 5. Infield Fly Rule **is** in effect
- 6. The five run per inning limit in 5.07 is suspended in the last inning, when last inning is declared by the umpire.
- 7. Rule 9.01(d) option regarding the penalties for stealing and relaying of signs and/or pitch location **is** adopted
- 8. Tournament Rule 14 will be used for Tie Games
- 9. Rule 7.14(b) Courtesy Runner rule is in effect.

Major Division

- 1. Games may be started and continued with eight players on either team. A team with 8 players may skip over the 9th position in the batting order without an out or other penalty.
- 2. Ten and fifteen run rules are in effect (4.10-e). Eight run rule is not in effect.
- 3. Rule 6.02 (c) regarding batter keeping one foot in batter’s box **is** adopted
- 4. Option to use Minor Division rule for third strike not caught by catcher [6.05(b)(2)] is **not** adopted, so 6.05(b)(2) and 6.09(b) are in effect.
- 5. Rule 9.01(d) option regarding the penalties for stealing and relaying of signs and/or pitch location **is** adopted
- 6. Continuous Batting Order will be used, so there is no Special Pinch Runner
- 7. Rule 7.14(b) Courtesy Runner rule is in effect.
- 8. Tournament Rule 14 will be used for Tie Games.

Intermediate, Junior and Senior Divisions

- 1. League Age fifteen-year-olds may participate in the Junior Division for regular season if rostered by the local league and may pitch.
- 2. Ten and fifteen run rules are in effect (4.10-e). Eight run rule is not in effect.

3. A time limit of 2 hours and 30 minutes is in effect for Inter-league games in these divisions under Reg VII, X and rule 4.10.
4. Games may be started and continued with eight players on either team. A team with 8 players may skip over the 9th position in the batting order without an out or other penalty.
5. Rule 6.02 (c) regarding batter keeping one foot in batter's box is adopted.
6. Rule 9.01(d) option regarding the penalties for stealing and relaying of signs and/or pitch location is adopted.
7. Continuous Batting Order will be used for Intermediate and Junior games, but not for Senior games.
8. Senior Division - The option to use tournament rule 3(d) for Special Pinch Runner instead of rule 7.14 is not adopted. Regular season rule 7.14 is in effect.
9. Rule 7.14(b) Courtesy Runner rule is in effect.
10. Tournament Rule 14 will be used for Tie Games
11. Game scores for Intermediate, Junior and Senior games shall be reported by each District 14 manager to the District Division coordinator within 48 hours of completion of the game. The district may implement an electronic form on the district website for score reporting, in which case that form will be used for all score reporting.