

**2024 Season INTERLEAGUE AAA
OALL-ONLL-BFLL**

1. Home team preps the field and provides two (2) new balls for the game. Field should be ready thirty (30) minutes prior to game time. Field prep shall include dragging, watering, chalking, installing bases and score board.
2. Home team returns bases and score board, locks up and calls to turn lights off.
3. Both visiting and home team managers are responsible for removing all trash and water bottles before leaving the field.
4. No standing on dugout benches.
5. All players on the team roster present for the game shall be included in the batting order CBO(continuous batting order per Little League Rule Book 4.04.)
6. A player may be entered or re-entered defensively in the game anytime provided he/she plays a minimum of 6 defensive out and 1 at bat in games that last 5 defensive innings or more.
7. If a game ends and a player has not played his minimum play, that player must start the next game and make up his minimum play. His minimum play must then be met in the present game before he can be replaced. Failure to meet the minimum play rule will result in disciplinary action per Little League Playing Rules (Section IV (i)).
8. Minimum one (1) adult coach in the dugout at all times.
9. Two (2) adult base coaches or one (1) adult and one (1) player.
10. Only ratified coaches / managers shall occupy the dugout. No team parents.
11. In case of coach or manager absence, the manager may request a ratified (completed and approved volunteer application on file) volunteer to assist in the dugout).
12. Home team provides the official scorekeeper.***Game Changer is not the official method of scorekeeping games. Paper book will be the official record***
13. Pitch logs will be required to be kept by the visiting team and will need both game managers' signatures at the end of the game.
14. No children other than players shall occupy the dugout.
15. Five (5) runs per innings maximum per side, except in the last inning which will be declared an open inning. The last inning will be the last inning as deemed by the umpire.
16. No new inning shall start after 1:45, but if the inning is started it must be completed.
17. Little League Run Rule (4.10e) will be in effect: If after 3 innings, 2 ½ innings if the home team is ahead, one team has a lead of 15 or more runs; If after 4 innings, 3 ½ innings if the home team is ahead, one team has a lead of 10 or more runs; If after 5 innings, 4 ½ innings if the home team is ahead, one team has a lead of 8 or more runs - The manager of the team with the least runs will concede the victory

18. If the game is tied after six (6) full innings then the game will remain a tie and be reflected in the standings.
19. Players, managers and coaches must receive permission from the umpire to leave dug out anytime during the game.
20. Win/loss records will be kept by Divisional Rep.
21. No uniform alterations / embellishments without permission from the Board of Directors. Exception: Players last name may be printed on the back of jersey or hat. No first names.
22. Any rules violation may result in suspension or disciplinary action against managers, coaches, players.
23. **No** two hour drop dead – any inning started prior to 1:45 of game play must be completed
24. All postponed games have to be made up within a two-week period (this does not include rain out games). If the game is not made up or scheduled for make up within two weeks of the date of postponement the team that needed to postpone the game will now forfeit the game and the game will show as a 4 inning 10 to 0 loss making it a regulation game. The team that was ready to play on their scheduled day will receive the win of the now forfeited game and will not receive any runs against his standings. If both teams cannot field a team then it will be treated as the same as a rainout. The team that was able to field a team on the day of the regular scheduled game has the first choice of makeup date. The date that this team chooses cannot involve a date that would interrupt a regular scheduled game of either team. The game must be made up on a day that neither team has a regular scheduled game.
25. No double-headers or Sunday play. All makeup dates will be presented/approved by the division rep then given to the VP of the league to put on the schedule as an official game. All rainout games will be attempted to be made up in a timely manner but if it is not feasible to make up due to time constraints the President of the league will cancel these games without reflection of record change to the affected teams.
26. Every attempt will be made to have every team play the same number of games, which could result in shorting the season. The decision of shorting the season due to rain will be made by the Board of Directors.
27. Stealing signs is prohibited. Any manager, coach or player who is caught stealing and relaying of signs as to pitch selection and/or location WILL be ejected by the umpire. No warning is required.
28. Artificial noise makers are not allowed in any field. Pregame, warm-up and walk-up music may be played. Please use discretion when selecting music and volume with which music is played. Walk-up music shall stop when the batter steps into the batter's box.
29. While at:
 - ONLL – Seeds are allowed as long as a spit cup is used. No food in dugouts.
 - OVLL – No Seeds/Gum allowed.
 - OALL– no food/seeds of any kind at fields or dugouts.
 - BFLL- No food in dug out. No Gum on fields. Seeds allowed as long as a spit cup is used.
30. Let's teach fundamental baseball and sportsmanship!