



District 56
50-70/Junior/Senior Interleague By-
Laws

<http://tshq.bluesombrero.com/cad56ll>

1:00 – PURPOSE AND BOUNDARIES

1:01 – These rules are established to provide uniformity and consistency throughout the leagues from year to year. They will in no way conflict with or supersede those specifically stated and recorded in the published Little League Official Rulebook for any current year. **The Little League Official Rule Book will be followed, with these approved exceptions.** D56 Leagues may elect NOT to play in an alliance with other D56 League's and still utilize these by-laws if they so choose.

2:00 - DISCIPLINE

2:01 – LL Rule: 4.07 is in effect: (Automatic suspension for the team's next physically played game). All Umpire ejection reports are **to be sent to the DA & Dist. ADA** for Upper Division Baseball, within 24 hours of the completion of the game. This is the responsibility of the home field manager.

2:02 - LL Rule: 9.05 (c): The Discipline Committee, composed of a representative from each league in the Alliance, may impose additional penalties if the committee deems that the infraction warrants- The committee must notify the ADA of the Jr./Sr. Div. of the infraction that they are imposing additional penalty before the hearing. The Committee must render a decision within forty-eight (48) hours of notification by the umpire to any Committee member and their result sent by email to the Dist. DA or ADA for Upper Division Baseball.

3:00 – SCHEDULING

3:01 – Each Alliance is responsible for their game schedules Game times and dates of games must be approved by the Alliance Committee for their respective Alliance. Copies of the MASTER schedule will be emailed to the DA & ADA of the Jr./Sr. Div. to be posted on the District 56 website

3:02 – All games that are not played are to be reported the DA. A committee, made up of the District Administrator and who is appointed as specific ADA staff, and will rule to have the Alliance re-schedule or to forfeit the un-played game. These games are to be scheduled on first available OPEN date on the Master schedule or on that following Friday or Sunday if fields are available. **Exception:** Weather related cancellations or conditions out of the control of the participating managers are exempt.

4:00 – PLAYING RULES

4:01 –Only Local League related ground rule; what dugout is home, what is dead ball territory, what is a home run, what is a ground rule doubles, will be allowed. It is the responsibility of the home team to give the umpires and visiting team the local ground rules at the umpire meeting before the game;

4:02 – LL Reg. IV (i) & LL Rule 3.03: Player Playing Time. All Divisions will be per LL Rules & Regulations. Each League or Junior Alliance may impose more playing time on their teams with District Approval. **{Mandatory Play: 1 at Bat and 6 Outs} Note 4:** If a Team has 15 or more eligible players at the game, mandatory play is 3 defensive out & 1 at bat.

4:03 – Mercy Rule: LL Rule 4.10 (e): **15 Runs after 4 innings, 10 Runs after 5 innings & 8 after 6 inning will be in effect.**

4:04 – Time limit: No new inning shall be started after 2 hours. A new inning begins when the last out is made
Exception: Games tied at the end of regulation will continue, following the LL TIE Game Format (Place a Runner on 2nd Base), **STARTING in the next inning until a winner is determined. If the game can't be completed, it will record as a TIE.**

4:05 – Base Distance; 60/90 will be used for all junior games.

4:06 – LL Rule 8.01: BALKS: will be enforced.

4:07 -LL- Rule 4.04: Batting Line-up's:

For Junior & Intermediate, A continuous batting line-up will be used for all games

For **Senior Division- Batting** line-up will be in accordance with LL Rule 4.04. **or** before the game starts, with the agreement of the two Mgr's a continuous batting order may be used during regular season games. If both managers cannot agree then a nine-player batting order will be used with subs.

4:08- Pitch Count: LL Reg. VI (d): Each team will exchange with the other team prior to start of play of each game their pitching information from the previous game that was signed by the manager, showing the count for their players who pitched.

4:09- LL-Rule 6.02 (c); Batters must keep one foot in the batter's box.

4:10- LL- Rule 3.04: A courtesy runner may be used for the Pitcher or Catcher of record when there are two outs.

4:11- LL Reg. IV: Junior Division may use 12 to 15 year olds, during the Regular Season.

NOTE: 15 Y/O's are not eligible play on a Junior All Star Team.

4:12- LL-Rule 1.01 (4.16 & 4.17): In All D56 Upper Divisions, a game may not start and be played with less than 8 players.

5:00 – PLAYER TRANSACTIONS

5:01 –Intermediate, Junior and Senior League teams must maintain at least a minimum of **10** players per team- if it is a smaller size team - must have an approved waiver by Charter thru the District Administrator.

5:02- At the beginning of each season. Each league is to select one person to act as the Assigner of Pool Player for their League **OR** IF AGREED UPON BY ALL LEAGUES IN THE ALLIANCE, then that Alliance may agree to assign ONE person for the entire Alliance to act as this person. The Assigner will contact all leagues in the Alliance to establish a list of those players, who wish to act as a Pool Player. Following the rules specified in Regulation V (c); the assigner will use the list to randomly assign a player or players to fill the needs of any Team(s) in that Alliance. All leagues in that alliance are to have players available. Either the Local League assigner or the Alliance League assigner **MUST** select players on a rotating basis and fairly from ALL the leagues. Being careful to not show favoritism or pairing leagues unfairly.

5:03 - Pool Players: Regulation V (c): When a team faces a shortage of roster players for a game, the Manager is expected to request players from the Assigner of Player Pool for the Alliance, so as to be able to **field 10 players** at the scheduled game time. The use of Pool Players must specifically follow all rules as defined in LL Regulation V (c) of the LL Rule Book, unless there is an approved LL Waiver. Managers must announce at the plate meeting, if a Pool Player, is playing on their team for that game.

6:00 – GENERAL PROVISIONS

6:01 – All Managers/Coaches must have been background checked by both JDP & DOJ livescan, along with having received certificates for Diamond Leader & child abuse awareness.

6:02 – Home team is responsible for keeping score and the pitch count. Both managers and umpires need to sign the score book or score sheet AND the League's Pitching Register after each game, unless scoring is done using game changer.

6:03 – Each team will provide two (2) new regulation JR/Senior League Baseballs for each game played and have 2 spare good used ones in case they are needed. If these additional balls are needed each team takes turn (beginning with home team) supplying the additional good used baseballs. 50/70 as well.

6:04 – Protest: LL Rules 4.19. **The Protest Committee will be composed of the District UIC's (NOT in conflict) -2 appointed District Staff ADA's (NOT in conflict), as well as the ADA Directors of 50/70, Jr. Sr. Division (NOT in conflict) and may include the District Administrator if needed.** A written report will follow stating the ruling. Any protesting manager must turn in the written VIA EMAIL protest to the District Jr. Sr. ADA and their Local League President or Jr./SR /50/70 Director within 24 hours of the protest stating the RULE Infraction that was broken clearly. - NO VIDEOS allowed.

6:05- Umpires:

Umpires Assignments, for all Upper Division Games, are the responsibility of the Host League to schedule an umpire for the game. All Umpires used, must have passed background checks by both JDP & the DOJ livescan.

6:06 – Each league will pick their own tournament teams, managers and coaches following LL League Rules & Regulations and their league bylaws.

6:07 – If two or more Leagues are going to combine for All-Stars, they must submit a description of their method of selecting their All-Star managers and coaches as well as players to be selected on the All Star team in writing to District DA and ADA of the Jr. SR./ 50/70 for approval.

6:08 – If there is a change to one of these rules, (THERE ARE NO NEGOTIATIONS) it must be presented to all Alliance Committee Members that the rule affects. All changes are sent to the District DA for approval or disapproval PRIOR to it being enforced.

7.00 FIELD DECORUM

7.01 – Esteli Park & Murphy Ranch have a no seed shell rule at the playing fields. At Estelí, no seeds by any players and no food, candy or drinks other than water allowed in dugout, per city regulation for maintaining the Astros turf- and their board along with the UMPIRES will notify the manager and will enforce a fine of \$50 when a league violates rule- The president will be notified and it must be paid by check to LH within 72 hours of being notified.