

California Little League District 41 2023 Inter-League Rules / Bylaws

Objective:

Promote, develop, supervise, and voluntarily assist in all lawful ways, the interest of those who will participate in Little League Baseball.

District 41 leagues participating in Inter- league play will adhere to the same rules for the 2023 Season.

General:

The “2023 Official Regulations and Playing Rules of Little League Baseball” will be strictly enforced, except those rules adopted by these Bylaws.

All Managers, Coaches and Umpires shall familiarize themselves with all rules contained in the 2023 Official Regulations and Playing Rules of Little League Baseball (Blue Book/ LL app).

All Managers, Coaches and Umpires shall familiarize themselves with District 41 2023 Inter-league Bylaws.

RULES FOR ALL DIVISIONS

1. There is no on deck circle or batter warm-up on the field at any time.
2. Make-up games may only be scheduled by the agreement of the local league Presidents involved. Games will be made up at the first available time and field.
3. The Local league will handle any disciplinary action.
 - 3.1.1. The ejection of a player, manager or coach will result in an automatic and mandatory one (1) game suspension. The suspended player, manager or coach may NOT be present at their next physically played game.
 - 3.1.2. Any physical or verbal altercation between player, manager, coach, umpire, or spectator will require disciplinary action.
4. NO Dogs are allowed at any game site
5. Smoking/Vaping or use of alcohol is strictly prohibited at all Little League games or events, including spectators.
6. The Home Team is responsible for preparing and lining the field prior to each game. If there is another game immediately following your game, the visiting team from the earlier game will assist the home team with prepping the field.
7. The Manager for all games MUST carry medical Release's for each player.
8. All scheduled games must be played and may only be cancelled or moved with the prior approval of both League's Presidents and District 41 notification. Exception is games cancelled due to weather.

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8.1. Failure to follow this will result in disciplinary action.

DOUBLEHEADERS:

1. Doubleheaders are only allowed in Majors, Minors, Intermediate, Juniors and Seniors.
2. There will be a thirty (30) minute break between games. With the second game starting with the first pitch. The home plate umpire shall notate and inform the official scorekeeper with the start time.

POOL PLAYER GUIDELINES:

1. Pool players are only allowed in Minor A, Majors, Intermediate, Juniors, and Seniors.
2. Pool Players can be utilized during Interleague Play. Pool players must be from the same league as the team requesting the player(s). The leagues shall keep a Pool Player list.
 - 2.1. Managers/Coaches shall not contact Pool Players. This will be the Local Leagues Player Agents duty.
 - 2.2. Pool players may be utilized to ensure a team has at least ten (10) players available for a game. Pool players must play nine (9) consecutive outs, and bat once in each game and may not pitch.
 - 2.3. Pool players shall wear their regular season uniform.

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Tee-Ball Division:

1. Teams will use the tee for all at bats.
2. Each field must have a tee.
3. A Tee-ball game is 60-minutes maximum.
4. Each team will bat the entire roster each inning. Official scores or standings shall not be maintained.
5. Each batter will advance one base on a ball hit to an infielder or outfielder, with a maximum of two bases on a ball hit past an outfielder. The last batter of each inning will clear the bases and run as if a home run and teams will switch sides.
6. No stealing of bases or advancing on overthrows.
7. A coach from the team on offense will place/replace the balls on the batting tee.
8. On defense, all players shall be on the field. There shall be five infield positions. The remaining players shall be positioned in the outfield.
9. A hit ball is foul if it leaves the 1st or 3rd baseline prior to crossing the bag or is not hit beyond the 10-foot arc drawn in front of home plate.
10. Managers and coaches of the team on defense are allowed on the field but must avoid interfering with a ball in play.

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Minor C “ROOKIES” Division: Coach/Machine Pitch

1. Win-loss records or official standings will not be kept nor published.
2. There must be one approved coach in the dugout at all times.
3. A Minor C game is six innings unless the game is shortened by time limit. No new inning can start after 1 hour and 15 minutes of the scheduled start of play. An inning begins at the moment the last out of the preceding inning is made.
4. There are NO Protests.
5. Each team will bat their entire roster in order.
6. On defense, all players must be on the field. There shall be no benching of players. There shall be six infield positions. The remaining players shall be positioned in the outfield. The outfielders must be out of the infield.
7. Each player must play at least two innings per game on defense in an infield position. If the coach/parent determines the player is a safety risk in the infield, then the coach/parent may decide to have the player only play the outfield.
8. Runners may not steal any bases including home.
 - 8.1. The play is dead when the ball is returned to the vicinity of the pitcher's mound and will be the call of the coach on the pitching mound.
9. A coach from the team on offense will pitch 5 pitches to the batter. If batter fouls last pitch, then he gets another. If the batter does not put the last pitch in play, then the batter will get two (2) swings from the tee. If the second attempt is not put in the field of play, then the batter is out.
 - 9.1. The offensive pitching coach must stand at the front of the mound and pitch overhand and shall not kneel or sit while pitching.
 - 9.2. If using a pitching machine, the speed must be set at or below 40 mph.
10. A half inning is complete when there is either three (3) outs, four (4) runs, or lineup has batted in full.
11. Runners may advance only one base on an overthrow per batter.
12. Once a player reaches third, the player must either be walked or hit home, they cannot advance home on an overthrow. Coaches shall develop their catchers.
13. A parent may be behind the catcher to speed up play.
14. No Bunting.
15. No Walks.
16. No Stealing.
17. No enforcement of the infield fly rule.
18. Managers and coaches of the team on defense are allowed on the field but must avoid interfering with a ball in play.
19. Coach on the pitching mound will call plays dead.

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Minor B “CAPS” Division: Coach/Player Pitch

1. Win-loss records or official standings will not be kept or published.
2. A Minor B game is six (6) innings unless the game is shortened by time limit. No new inning can start after 1 hour and 30 minutes after the scheduled start of play. An inning begins at the moment the last out of the preceding inning is made.
3. There are NO Protests.
4. Continuous Batting Order (CBO).
5. A half inning is complete when either three outs are registered, or the batting team scores four (4) runs.
6. There shall be six (6) infield positions, and up to four (4) outfield positions outfielders. The outfielders must be out of the infield and play on the outfield grass.
7. Each player must play at least two innings per game on defense in an infield position. If the coach/parent determines the player is a safety risk in the infield, then the coach/parent may decide to have the player only play the outfield.
8. No enforcement of the infield fly rule.
9. If the batter is hit by a player pitch, then the batter will advance to first base.
10. The Coaches will develop their catchers and pitchers.
11. The first half of the season will be a combination of player/coach pitch. Kids will pitch as follow:
 - 11.1. A pitcher will throw until a hit or a strikeout is recorded or the player throws four (4) balls); after four (4) balls the strike count will carry over when a coach comes in to pitch.
 - 11.2. The coach will then have up to a maximum of three (3) pitches unless the batter fouls off the last pitch (in which they get an additional pitch). The batter is out if the batter misses or does not swing at the 3rd pitch. There will be no walks. The pitching team coach standing behind the pitcher will call balls and strikes.
 - 11.3. The coach must pitch from the base of the mound in an overhand method.
12. Batting team coach will pitch to their own players once summoned by the coach calling balls and strikes.
13. Bunting is not allowed.
14. Runners may only steal second or third base on a passed ball or a ball that touches the dirt before touching the catcher's glove.
15. Home may not be stolen at any time.
16. A runner may advance on one overthrow per play (batter) but may only advance one base. (i.e., player puts a ball in-play, and an overthrow is made at first, the player may choose to advance to 2nd, but is still subject to being tagged out. However, in the process of trying to tag out advancing runner, the defense makes another overthrow, the batter must hold their position at 2nd and cannot

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- advance again).
17. The play becomes dead when the ball is properly returned to the pitcher in the vicinity of the pitcher's mound and will be the call of the coach on the pitching mound.
 18. If the Coach pitching is hit with a batted ball, the ball is dead, and the player will receive first base.
 19. The only coach allowed on the field is the "umpiring" coach behind the pitcher and those in the coaching boxes on first and third baseline.
 20. There is a four-run limit imposed per inning except for the sixth/last inning, when either team has a chance to win the game. In the 6th inning all runs will count towards the official game score. In innings 1-5, a maximum of four runs will count towards the official game score regardless of the manner in which the 4th run was scored exception of a bases-clearing over-the-fence home run.
 21. The 6th inning will be an automatic open inning, if due to time or light constraints a game will not reach the 6th inning, then an open and last inning can be declared by the Umpire at the start of the inning and will therefore be open. If the inning was not declared "last" or "open" then the inning will adhere to the 4-run rule above, even if the game is shortened and therefore never reaches the 6th inning.
 22. Pitching Rest requirements will be based upon the 2023 Little League Rule Book. A completed pitching Affidavit must be carried by each team to every game; it is the sole responsibility of the team manager to maintain the affidavit. The Home scorekeeper must sign the affidavit after every game. If a completed pitching affidavit is not provided prior to the start of the game to the Home Scorekeeper, the game will be suspended, and the manager will be subject to disciplinary action by their league.

BEGINNING ON 4/17/23 – MINOR B:

23. Player pitch only, no coach pitch. Walks are allowed.

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Minor A Division: Player Pitch

1. A Minor A game is six (6) innings unless game is shortened by time limit. No new inning can start after two (2) hours. An inning begins at the moment the last out of the preceding inning is made.
2. Official score and standings are kept for the entire season.
3. Each team will use Continuous Batting Order (CBO). Latecomers must be added at the bottom of the order.
4. All players must be listed on the lineup card, even if they are absent. Players must be listed on the lineup card in this format: last name, first name or initial, and uniform number.
5. A team can play with eight (8) players and an out will not be recorded for the missing ninth player.
6. There must be at least one approved coach in the dugout at all times.
7. When utilizing CBO and a player gets injured, becomes ill, or must leave the game site after getting on base the policy will be to use the last out as a runner for that player. In the event that there were no outs yet recorded in the inning then it will revert to the last out of the previous inning.
8. There is a five-run limit imposed per inning except for the sixth/last inning, when either team has a chance to win the game. In the 6th inning all runs will count towards the official game score. In innings 1-5, a maximum of 5 runs will count towards the official game score regardless of the manner in which the 5th run was scored exception of a bases-clearing **over-the-fence** home run.
9. The 6th inning will be an automatic open inning, if due to time or light constraints a game will not reach the 6th inning, then an open and last inning can be declared by the Umpire at the start of the inning and will therefore be open. If the inning was not declared "last" or "open" then the inning will adhere to the 5-run rule above, even if the game is shortened and therefore never reaches the 6th inning.
10. Players may advance to any base on a throwback to the pitcher or on overthrows at any base (including home).
11. There is a ten-run rule after four (4) innings or 3 ½ if Home Team.
12. Pitching Rest requirements will be based upon the 2023 Little League Rule Book.
 - 12.1. A completed pitching Affidavit must be carried by each team to every game; it is the sole responsibility of the team manager to maintain the affidavit/log.
 - 12.2. The Home scorekeeper must sign the affidavit after every game. If a *completed* pitching affidavit is not provided prior to the start of the game to the Home Scorekeeper, the game will be suspended, and the manager will be subject to disciplinary action by their league.
13. Managers are responsible for recording proof of the mandatory play rules (i.e. – taking a photo of the home scorebook at an away game and submitting to the

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league's Player Agent).

25. The **HOME TEAM** will supply at least one (1) umpire for all games.
26. Each team will provide an Official Scorekeeper and Official Pitch Counter for each game.
27. The official score book will be **retained** by the host league for the remainder of the current season, in order to resolve any disputes that may arise.
28. All player changes for any substitution or pitching will be made to the home plate umpire, who will then relay the information to the official scorekeeper.

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Majors Division:

1. A Major game is six (6) innings unless shortened due to weather or curfew.
2. Each game will have a drop-dead time of 20 minutes prior to the next scheduled game on that field.
3. There is a ten-run rule after four (4) innings or 3 ½ if Home Team.
4. Every player on the roster present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one time.
5. Continuous Batting Order (CBO) will be utilized.
6. When utilizing CBO and a player gets injured, becomes ill, or must leave the game site after getting on base the policy will be to use the last out of the previous inning as a runner for that player.
7. All players must be listed on the lineup card, even if they are absent. Players must be listed on the lineup card in this format: last name, first name or initial, and uniform number.
8. The Uncaught Third Strike rule will be enforced. See Little League Rule 6.05(b) (2).
9. Pitching Rest requirements will be based upon the 2023 Little League Rule Book.
 - 9.1. A completed pitching Affidavit/Log must be carried by each team to every game; it is the sole responsibility of the team manager to maintain the affidavit/log.
 - 9.2. The Home scorekeeper must sign the affidavit after every game. If a *completed* pitching affidavit is not provided prior to the start of the game to the Home Scorekeeper, the game will be suspended, and the manager will be subject to disciplinary action by their league.
10. Managers are responsible for recording proof of the mandatory play rules (i.e. – taking a photo of the home scorebook at an away game and submitting to the league's Player Agent).
11. The **HOME TEAM** will supply at least one (1) umpire for all games.
12. Each team will provide an Official Scorekeeper and Official Pitch Counter for each game.
13. The official score book will be **retained** by the host league for the remainder of the current season, in order to resolve any disputes that may arise.
14. All player changes for any substitution or pitching will be made to the home plate umpire, who will then relay the information to the official scorekeeper