



## Spring Interleague Rules

**The following rules MUST be followed for the entire season. This includes “in house” games for teams participating in Interleague Play. Further, “Gentlemen’s” Agreements or Modifications to these rules ARE NOT permitted. Violations are subject to disciplinary action.**

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### AAA Baseball

The Washington District 1 Interleague AAA Baseball division will play by the official Little League Rules and Regulations Rule Book. In addition, the leagues of District One have approved the following Interleague Rules for purposes of proper instruction, rule emphasis, and safety of players and volunteers.

1. Age Alignment: The age alignment will include players league ages 9 through 11. Any league-age 12-year-old permitted to play in the division will be prohibited from pitching.
2. Game Length. A game will start no later than 15 minutes from its scheduled start time.
  - a. No new inning may start once 1:45 minutes have elapsed from the scheduled start time.
  - b. All games shall be stopped at two hours from the scheduled start time, **NO EXCEPTIONS**.
3. Scorebook. Each team will be required to maintain a scorebook at each game for the primary purpose of recording runs scored, innings played, and pitches thrown. Player’s names will be recorded in the scorebook with last name and first initial. Scores will not be posted, and standings will not be kept in this division. Scorebooks are required to prove player eligibility for all-stars.
4. Adult Volunteers. Only a total of THREE league-approved adults are allowed in the dugout or on the field during a game. ONE adult must be in the dugout at all times per rule 4.05.
5. Umpires. The home team shall be responsible for providing one approved adult volunteer umpire for each game. The home team umpire shall be positioned behind home plate. The visiting team shall provide one approved adult volunteer to umpire the bases. **Volunteers MUST refrain from instructing players, or coaching, while umpiring, at all times.**
6. Pitching.
  - a. All pitches shall be delivered by players.
  - b. Pitchers will be limited in accordance with Little League regulation VI.
  - c. Managers should agree on the pitch count for all pitchers at the completion of the game.
  - d. Each manager will enter their team pitch counts in the District 1 Pitch Count website within 24 hours of the completion of the game. PENALTY for NOT meeting this requirement:
    - i. 1<sup>st</sup> Offense – Warning by District Division Coordinator
    - ii. 2<sup>nd</sup> Offense – 1 game suspension for the offending manager
    - iii. Subsequent Offenses – indefinite suspension pending review by the ADA Inter-league director.
7. Playing Rules. The following apply to this level of play:
  - a. A continuous batting order as described in rule 4.04 of the Little League rulebook shall be used.
  - b. The uncaught 3<sup>rd</sup> strike rule shall not be used.
  - c. Infield fly shall be enforced.
  - d. Each team’s offensive inning will end when that team has scored five (5) runs or the defense has recorded three (3) outs, whichever comes first. The (5) run rule is suspended only in the 6<sup>th</sup> inning.
  - e. The (8), (10), or (15) run rule shall be utilized in accordance with Rule 4.10(e).
  - f. Bunting is permitted.
  - g. Stealing is permitted.
8. Playing Time.
  - a. Unlimited substitutions between innings. No player will sit more than two innings per game. Players shall not play more than two innings at the same defensive position (except Pitcher and Catcher).
  - b. NINE defensive players must be used. 10 players may not be used.
9. Protests. Protests are not permitted in the AAA divisions of play.
10. Rescheduling Games.
  - a. Managers are expected to confirm in advance of each game the location, time, and field; and status of inclement weather, if pending.
  - b. Inclement Weather. All efforts should be made to play games safely in inclement weather.



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1. A minimum of two-hour notice is to be provided if a game is canceled due to weather. Failure to provide proper notice may be grounds for forfeit and the game will not be rescheduled.
2. If a two-hour notice is not possible, failure to show up at the field to greet and notify the team of the cancellation shall be grounds for forfeit and the game will not be rescheduled.
- c. Cancelled games due to field conditions or school activities are not required to be rescheduled
- d. Cancelled games due to player availability, other than school activity, shall NOT be rescheduled
- e. Teams should play a minimum of 12 games per season.
- f. Reschedule Procedure. Rescheduling of games shall be the responsibility of the managers.
  1. It is the responsibility of the home team manager to provide a field for a rescheduled game.
  2. The following rescheduled game information must be provided to [WAD1.schedules@gmail.com](mailto:WAD1.schedules@gmail.com)
    - i. District Schedule Game Number
    - ii. Reason for Cancellation or Reschedule
    - iii. New game date, time, and location.