



Spring Interleague Rules

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

Farm Softball (89’ers)

The Washington District 1 Interleague Farm Division of Softball shall 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 age 8- and 9-year-olds.
2. Game Length. A game will start no later than 15 minutes from its scheduled start time.
 - a. No new inning may start once 1:40 minutes have elapsed from the scheduled start time.
 - b. All games shall be stopped at 1:50 minutes from the scheduled start time when there is a game scheduled to follow. **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.
4. Adult Volunteers. Only a total of FOUR 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. One coach will be allowed on the mound for pitching. The other 2 can be base coaches.
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. Any disagreement between coaches is to be handled respectfully and discreetly so that play can be continued in a sportsmanlike manner.***
6. Pitching.
 - a. All pitches shall be delivered by players from a distance of 30’.
 - b. The coach on the mound must make a reasonable effort to avoid contact with a live ball. If the ball is hit and makes contact with the coach prior to touching a player, it will be a dead ball, and all players get 1 base.
 - c. Pitchers may only pitch in (2) consecutive innings with the goal of developing pitchers and providing equal opportunity for all players to get a chance to pitch if desired.
 - d. Players can pitch using any method within the progression of a full underhand pitch. Methods include Strong/Power K and Windmill.
 - e. Managers should agree on the innings pitch count for all pitchers at the completion of the game.
 - f. Each manager will enter their team's innings pitched counts on the D1 website within 24 hours of the completion of the game. PENALTY for NOT meeting this requirement:
 - i. 1st Offense – Warning by District Division Coordinator
 - ii. 2nd Offense – 1 game suspension for the offending manager
 - iii. Subsequent Offenses – indefinite suspension pending review by the ADA Inter-league director
 - g. No walks permitted. Upon the occurrence of ball four, the coach shall enter the game and pitch up to three (3) additional pitches to the batter. The strike count shall carry over from player pitch. The at-bat shall end on the sooner of (1) player putting the ball in play, (2) player swinging and missing at strike three, or (3) three pitches completed, and the ball is not put in play.
 1. The player shall be automatically out upon the occurrence of (2) and (3).
 2. In the event the third pitch by a coach is a “foul ball”, the at-bat shall continue until #1 or #2 occur, or the coach completes additional pitch (s) and the ball is not put in play.
 3. Swinging strikes only during the Coach Pitch portion of an at-bat. The umpire shall call strikes during player pitch.



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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. A courtesy runner shall be used for catchers when there are 2 outs to expedite the game.
 - c. The uncaught 3rd strike rule shall not be used.
 - d. Infield fly shall be enforced.
 - e. 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. (5) run rule is suspended only in the 6th inning.
 - f. A batter will reach base either by putting the ball in play or being hit by a player-thrown pitch.
 - g. The (8-10-15) run rule will not be utilized at this division of play.
 - h. Bunting is permitted when a player is pitching, no bunting if a coach is pitching.
 - i. Stealing is not permitted at this level; however, runners are allowed to advance on overthrows that remain in play. Overthrows that go into a dead ball area are to be awarded as follows:
 - ** Thrown by a fielder, Two base award.
 - ** A ball that is pitched and goes out of play, One base award.
8. Playing Time
 - a. Unlimited substitutions between innings. No player will sit for more than two innings per game. Players shall not play more than two innings at the same defensive position (except Pitcher and Catcher).
 - b. Players playing four or more innings in a game must play at least one inning in the outfield and one inning in the infield.
 - c. Ten players should be used on defense. Nine may be used if only nine are available. When 10 are used, four must be in the outfield. Outfielders must be positioned at least 15 feet behind the baseline.
9. Protests. Protests are not permitted in the Farm 89'er 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.
 1. A minimum 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
 - i. District Schedule Game Number
 - ii. Reason for Cancellation or Reschedule
 - iii. New game date, time, and location.