

2025 District 6 Little League Minors Interleague Agreement

Interleague Agreement

This Interleague Agreement is executed on the last page by authorized representatives of the following local Little League (LL) Charters: Arcadia, East Scottsdale, Fountain Hills, McCormick Ranch, Scottsdale and South Scottsdale, and covers the local playing rules for T-Ball, Farm/AAA, Minors and the Little League Division. It is noted and acknowledged that all Rules, Regulations, Policies and Guidelines of Little League Baseball, Inc. hereby apply, in their entirety, to this program and that there are no "Special Rules". The playing rules below are intended to help clarify and develop local rules and conditions but may not be interpreted to contradict, waive, or otherwise replace Little League Rules. The Manager or, in his absence, the Coach, is totally responsible for the team and its conduct. It is the responsibility of each Manager to ensure that all rules and playing conditions are understood and adhered to throughout each game and during the season. It must always be remembered that these Divisions are considered a minor league and, as such, must emphasize education and instructional objectives over competitive play. **The Presidents and Interleague Directors have the authority to question any manager who does not adhere to these playing rules and the rules set forth in the current Little League Rule Book. If it is determined that rules are not being followed, managers may be removed according to procedures in the operating manual.**

The objective for minors is to put focus on instruction and development and better prepare the kids to learn baseball skills and improve those skills throughout the season.

9 players are required to field a team. In the event a team is short players, they should borrow players from the opposing team. Borrowed players cannot pitch or catch. Borrowed players are only for defense use only and will bat with their own team. Borrowed players shall change for each inning and is recommended that it be the player that made the last out.

No new inning after 1 hour 45 minutes, but hard stop at 2 hours. Discuss at plate meeting local time restrictions. In the event the game must be stopped in the middle of an inning after the allotted time, the score shall revert to the last completed inning. 6 innings max.

There are 3 coaches allowed per team, per game. No rotation of coaches, and the only time a new coach can come into a game is if a coach previously started the game has to leave.

Home team keeps the official score and pitch count via GameChanger. The home team occupies the 3rd base dugout. The visiting team occupies the 1st base dugout. The designated GC Scorekeeper must be identified to both teams and within easy access to the home plate umpire. The Scorekeeper CANNOT be in the dugout.

Each team is required to have a documented pitch count log to validate eligible and ineligible pitchers.

Each manager will be required to provide the home plate umpire at the plate meeting a list of ineligible pitchers for the game and a lineup card.

Each team shall bat the roster with free defensive substitutions. No player shall sit out a second inning unless all players have sat at least 1 inning. Minimum play is 6 outs, not required to be consecutive

The 5 Run Rule is in effect for ALL INNINGS. Let the play continue until a dead ball. Only count 5 runs.

If there is no adult umpire, then an adult must be on the field during the duration of the game.

The home team is responsible for field preparation, maintenance and provides 2 new game balls.

Foot in the Batter's Box – Rule 6.02(c) will be enforced and in accordance with Little League Rules. This rule is enforced in order to keep pace of play going.

Rule 7.00 (b) Courtesy Runner: for the catcher and/or pitcher of record when there are 2 outs will be adopted. Must be the player in the batting order that made the last out.

All other playing rules will be in accordance with Little League Rules.

2025 MRLL Specific Hometown Rules

1. There is no stealing allowed until the third week into the season. This allows new catchers to focus on skills and their role without the added stress of trying to nab runners. *This does not include pass balls.* Players are allowed to advance on passed balls until they are on 3rd base. Once they are on 3rd base a player is not allowed to advance home on a passed ball until **Saturday, October 25, 2025**. Make sure all coaches are aware of the rule change before unleashing runners.
2. The 5/8 run rule is in effect. There are 5 runs max in an inning unless the following happens.
 - a. Bases are occupied, the offensive team has 4 runs and the hitter puts a ball in play. The batter runs out the play like they would if there were no runs. If they clear the bases then the max runs in that inning are 8 (assuming a grand slam, but can be less).
 - b. Runner on base, the offensive team has 4 runs and the hitter puts a ball in play. The batter runs out the play like he/she would if there were no runs. If he/she clears the bases then the max runs in that inning are 6.
3. The official scorekeeper can and should keep both sides of the game in GameChanger using the **score head-to-head** function. To do so, the official scorekeeper must be granted team staff access within the team page ahead of your game.