

**Little League,
Jersey District 2**
"Home of the

New
1970 World



Champions"

Mike Phillips District Administrator
2024 District 2 JR/SR Inter-League Playing Rules

All Little League rules will apply except for the following:

1. The schedule **MUST** be followed; we have taken into consideration everyone's needs ahead of time. **DO NOT reschedule** a game for any other reason but rainouts and, or poor field conditions. If for any other reason a game must be cancelled, the Inter-League Coordinator & District Administrator and Umpire Coordinator must grant final approval.
NO EXCEPTIONS! A Minimum of 10 games played to make playoffs.
2. Rainouts must be made up ASAP (scheduled within 5 days) and the **HOST** team must notify the Inter-League Coordinator and Umpire Coordinator of that schedule change in writing using appropriate form via e-mail.
3. **Eight (8)** or more players are required to start a game otherwise the game will be a forfeit. Additionally, each team must be ready to play at the official scheduled start time. If a team does not have enough players to start a game at the scheduled time, a **twenty (20) minute** (waiting period is included in length of playing time) waiting period will begin. If a team does not show up after that, the game will be a forfeit. If both teams do not have enough players (**less than 8 each**), both teams will forfeit.
4. There will be **NO ARGUING** on the field of play! This includes all Managers, Coaches, Players, Fans, and Umpires. Should there be a dispute on the field, the Manager and only the Manager will ask permission to speak to the umpire. **The Umpire does not need to grant permission.**
5. If for any reason a Player, Manager or Coach is **ejected from a game, he/she will be ineligible to play/coach in the next scheduled game. NO EXCEPTIONS!** If for ANY reason a Player, Manager or Coach is ejected for a second time, he/she will be ineligible for the remainder of the season. **All ejections must be reported to the district immediately.**
6. There will be **NO PROTESTS**. Book rule indicates a protest **MUST** be resolved before the next pitch.
7. **Substitutions**- unlimited substitutions except for the pitcher. Once a pitcher is removed, he **may return to the mound one time if not taken off field he may not be moved to catcher after throwing 41 pitches.**
8. **No new inning can begin after 2 1/2 hours of playing time rule is put in place for the games that are slow moving (due to pitching) and are one sided, as a courtesy to the HOST field.** When there are 2 games scheduled at a location (Mon-Thur) the 2-hour rule will be applied, unless in tournament time. Friday, Saturday, or Sunday Single games should be completed

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unless the 'behind manager' agrees to concede at the time limit restriction. **Double Headers have a 2-hour time limit.** If a local field has rules that supersede the above (with a certain time lights must be out), please discuss prior to game and approaching inning. REMEMBER to utilize the Catcher Speed Up rule and have your changes ready prior to each inning.

9. A **ten (10) run mercy rule after 5 innings, 15 runs after 4 innings** will be in effect.
10. Metal spikes will be allowed as well as molded plastic.
11. Speed up rule for the **catcher ONLY** with 2 outs. The runner inserted for the catcher is the player who **recorded the last batted out. NO EXCEPTIONS!**
12. The winning team is responsible for submitting the winning score & all the information requested on the attached sheet via e-mail to **Contacts below** for posting on the . Use the form or e-mail the same info to **Contacts below** **Please don't make us chase you down for scores! Scores should be submitted within 24 hours.**
13. **Standings** will be based on a **POINTS** System – 2 points for a win, 1 Point for a tie games and 1 point for a game played. (Example- if a team forfeits a game – that team will receive 0 points and the other team receives 2 points, they did not play therefor they do not get the 1 point).
14. **Borrowing players** – The borrowed player **MUST** play; bat last & must be listed on the game sheet submitted to the league. A **Borrowed Player cannot be used** as a pitcher or catcher and can be used **if the team has 9 or more players.**
15. **Playoffs – Playoffs begin date TBD.**
16. Each team will provide **2 new League Approved Baseballs** at the start of every game. Some sites require some used balls after the start of game.
17. District Umpires will be scheduled for each game. Each team is required to pay 1 umpire at the ground rules \$80 (50/70-JR/SR). Umpires are required to sign the SCORERS SHEET to the game for the district records. If the team does not show, the team is responsible to get to the district a \$25 travel fee for the umpire and the team that is there will also pay 1 umpire \$25. That umpire will sign the book. Report to the District. 1 umpire will receive a total of \$100 if the game is done by 1 umpire.
18. League bat rule applies – It shall not be more than 34 inches in length; nor more than **2 5/8 inches in diameter**, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. **All composite barrel bats shall meet the Batted Ball Coefficient of Restitution (BBCOR) PERFORMANCE STANDARD, and such**

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bats shall be so labeled. 21/4" barrel OK – weight is not a factor – Consult the LL website for a updated list of LEGAL COMPOSITE BATS. Stamped USA, BBCOR -3 Limit

19. Batting Order- team that has the least number of players at game time will determine the number of batters for both teams. However, bench players must get into the order for at least one at bat. Batting order **must maintain its integrity** after substitutions. Free subs for the field can occur each inning. (see rule 7) Coaches reserve the right to bat more players. **To be determined during ground rules!**

20. Head first sliding- is legal back to all bases and **ONLY** allowed advancing to either 2nd base or 3rd base. **NO HEAD FIRST SLIDING INTO 1ST BASE OR HOME PLATE! Seniors is allowed.**

**21. League Age: 12 – 14 (Junior League) 12yrs old Max 85,
13-14yrs old Max 95
15 – 16 (Senior League) 95 pitches per day**

Exception: If a pitcher reaches the limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. **(see rule 7)**

12-14 yrs. old

15-16 yrs. old

e. Pitcher's league age 15-18 must adhere to the following rest requirements:

66

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.

51-65

- If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed.

36-50

- If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest must be observed.

21-35

- If a player pitches 31 -45 pitches in a day, one (1) calendar days of rest must be observed.

1-20

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All Little League rules will apply except for the following:

- If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.

Games are official after 3 full innings of play!

Coordinators

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