

INTERLEAGUE RULES FOR 2021

These Interleague Rules are in effect for the 2021 season, and replace all prior years' rules.

PeeWee (Machine Pitch) Softball and Baseball:

Game time: 1 hour, 15 minutes – finish the inning. (Little League allows for a time limit in this division in lieu of innings played. There is no requirement for there to be a declared winner for an official game.)

A game may not be played or continued with less than nine (8) players on each team. All efforts should be made to acquire a ninth player through their respective player pool. A pool player can play any position.

The pitching machine speed will be set at minimal arc of the ball pitched. The machine should be adjusted any time deemed necessary by an official. The standard machine speed shall be 40 mph/46 feet for baseball, and 35 mph/35 feet for softball.

All players occupying the Pitcher's circle MUST wear a helmet WITH facemask. The Pitcher should not leave the circle or switch sides of the machine until the ball leaves the pitching machine.

All batted balls hit into fair territory are considered live. This includes balls that hit the pitching machine.

If a batted ball cannot be fielded safely from the area of the pitching machine, a field official should declare "TIME". The batter and all base runners are advanced one base from the base occupied at the time of the pitch.

Continuous batting order will be used – i.e. all players bat in order.

An "at bat" will consist of a maximum of three (3) swinging strikes or five (5) pitches, whichever comes first. If the fifth pitch is fouled, the batter will continue their turn at bat until a pitch is missed, taken or put into play.

All overthrows are deemed live and in-play, and players advance at their own risk.

There is NO infield fly rule in machine pitch.

There is a 5-run limit per each half inning. If the game is tied at the end of regulation play or the time limit, the game remains a tie.

If the score differential is 10 runs or greater at the end of 4 innings (3 ½ if home team is leading), OR 6 runs or greater at the end of 5 innings (4 ½ if home team is leading), the game shall be ended with the team leading declared as the winner.

With two (2) outs, a pinch/courtesy runner MUST be utilized for the Catcher. The pinch runner must be any player who is not in the game defensively. If there are no extra players, the player who made the most recent out shall be the pinch/courtesy runner.

FOR THE DISTRICT 13 ALL-STAR (SPECIAL GAMES) TOURNAMENT: Games will be played for 6-innings, unless the run rule becomes applicable after the 4th or 5th inning. If a game is tied after 6 innings, the following tie-breaker will be utilized: (1) the 7th inning will be played as normal; (2) starting in the top of the 8th inning, and each half-inning thereafter, the offensive team will begin its turn at bat with the player who is scheduled to bat last in that respective half-inning being placed on second base. No tie games will occur – games will continue until there is a winner.

Minor Softball and Baseball:

Game time: 1 hour, 15 minutes – finish the inning. (Little League allows for a time limit in this division in lieu of innings played. There is no requirement for there to be a declared winner for an official game.)

A game may not be played or continued with less than nine (8) players on each team. Inability to field nine players is not an automatic forfeit as per Little League rules, but shall be referred to the District Administrator for a decision.

There will be NO coach pitch in the Baseball Minor Division. In Softball, and only through April 14, after the batter receives a 4th called Ball, then the Coach may pitch the remainder of that batter's at-bat. Coaches will NOT be allowed to catch pitchers at the plate, bullpen or elsewhere during the game. This is a Little League rule – no exceptions.

There is a 5-run limit per each half inning. If the game is tied at the end of regulation play or the time limit, the game remains a tie.

If the score differential is 10 runs or greater at the end of 4 innings (3 ½ if home team is leading), OR 6 runs or greater at the end of 5 innings (4 ½ if home team is leading), the game shall be ended with the team leading declared as the winner.

With two (2) outs, a courtesy runner may be utilized for the Catcher. This is not mandatory.

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Little League (Major) Softball and Baseball:

Game time: 1 hour, 45 minutes (finish the inning) or six (6) innings. To be a regulation game, a minimum of 4 innings must be played (3 ½ innings if the home team is ahead).

A game may not be played or continued with less than nine (9) players on each team. Inability to field nine players is not an automatic forfeit as per Little League rules, but shall be referred to the District Administrator for a decision.

There will be NO coach pitch in the Major Division.

Coaches will NOT be allowed to catch pitchers at the plate, bullpen or elsewhere during the game. This is a Little League rule – no exceptions.

There is a 5-run limit per each half inning. If the game is tied at the end of regulation play or the time limit, the game will continue until there is a declared winner.

If the score differential is 10 runs or greater at the end of 4 innings (3 ½ if home team is leading), OR 6 runs or greater at the end of 5 innings (4 ½ if home team is leading), the game shall be ended with the team leading declared as the winner.

There will be NO courtesy runner in the Major Division.

Intermediate (50/70) and Junior Softball and Baseball:

Game time: 2 hours (finish the inning) or seven (7) innings. To be a regulation game, a minimum of 5 innings must be played (4 ½ innings if the home team is ahead).

A game may not be played or continued with less than nine (9) players on each team. Inability to field nine players is not an automatic forfeit as per Little League rules, but shall be referred to the District Administrator for a decision.

There will be NO coach pitch in the Intermediate or Junior Divisions.

Coaches will not be allowed to catch pitchers at the plate, bullpen or elsewhere during the game. This is a Little League rule – no exceptions.

There is a 5-run limit per each half inning. If the game is tied at the end of regulation play or the time limit, the game will continue until there is a declared winner.

If the score differential is 10 runs or greater at the end of 5 innings (4 ½ if home team is leading), OR 6 runs or greater at the end of 6 innings (5 ½ if home team is leading), the game shall be ended with the team leading declared as the winner.

There will be NO courtesy runner in the Intermediate or Junior Divisions.