

Inter-League Baseball Rules

SPRING 2021

For purposes of this rulebook, the term “league” and “interleague” will refer to the following associations:

The age group of PeeWee will have “interleague” play consisted of:

Archer Athletic Association

Grayson Athletic Association

The Interleague will play according to modified Dixie Youth Baseball rules and regulations. Any rule or action not covered in these league rules will revert to the appropriate Dixie rulebook and/or Major League Baseball rulebook. For additional information you are encouraged to go to the Dixie Baseball website (www.dixie.org)

General League Rules

1. Games delayed by rain, or other acts of nature shall be regulation games if 4 innings have been played, or the home team is ahead after 3 1/2 innings. Games shortened by reason of curfew, rain, or unforeseen conditions before they become regulation games shall be resumed from the point of termination.
2. In the event of weather or other unforeseen conditions prior to the start of a game, members of the local baseball committee, in

consultation with the umpires and league director, will determine whether playing conditions are safe. If a game has been started, the home plate umpire is in control and will have the responsibility and authority to suspend or continue play. The league director in accordance with the scheduling and umpire coordinator will reschedule games.

3. Interleague Temperature rule - If at the start of the game or practice the temperature is 40 degrees or below on the at park thermometer the game *or practice* will be rescheduled. In the event there is not an at park thermometer, the posted temperature at <http://www.weather.com> for the park zip code will be used. The ON-DUTY Director will consider the wind chill factor. This is a Gwinnett County Ordinance therefore a condition of league use for the park.

4. For the purposes of determining whether another inning can start, the next inning will be considered started when the third out of the previous inning is made. If time and innings remain, based on the game time limits for each age group, then play will be allowed to continue. (Refer to Dixie Rule Book)

5. The home team shall occupy the batting cages first followed by the visiting team. The home team will have use of the cages an hour before the game for twenty-five (25) minutes. The visiting team will have use of the cages thirty-five (35) minutes before game time for

twenty-five (25) minutes. Each team needs to be at the field ten (10) minutes prior to game time.

6. The home team of the first and last game of each playing day shall be responsible for getting and returning the electronic score board equipment and game box to the storage cage. Both teams are responsible for the cleanup of their dugout and stands after each game.

7. Each team shall have one responsible person keeping the scoreboard and scorebook/ pitch log during every game. The home team will keep the scorebook and the scoreboard/ pitch log. Two adults will use the pitch counters. (These need to be competent people who can handle the responsibility for each team, no one under the age 18.)

8. A game shall be considered a regulation game when a team is ahead by fifteen (15) runs after both teams have batted three times or, in the case of the home team, when it is leading, two times. Pitchers shall only be charged for innings actually pitched. The visiting team will be declared the winner of a game under the 15 run rule provision only if the home team has had an equal number of times at bat.

9. A game shall be considered a regulation game when a team is ahead by eleven (11) runs after both teams have batted four times, or in the case of the home team when it is leading, three times. Pitchers shall only be charged for innings actually pitched. The visiting team will be declared the winner of a game under the eleven-run rule

provision only if the home team has had an equal number of times at bat.

10. Each player will be given one warning for "slinging the bat". The second occurrence in the same game will result in that player being called out. The umpire must notify the official scorekeeper and manager of each warning.

11. All players who are eligible to participate shall be placed in the batting order and bat consecutively in that order.

12. Players arriving after the game has started may be put into the game, as long as the team has not started its second time through the batting order, but must bat as the last batter of the starting order. A team failing to field at least eight eligible uniformed players within ten minutes after the scheduled start time shall forfeit the game. A team shall be allowed to complete any game with less than the normal nine players under described conditions.

14. Substitute runners are allowed only if the original player is injured. The player that made the last out shall be used as the substitute runner. Courtesy runners are allowed for catchers in all innings except the last inning to speed up the game. The player who recorded the prior out must run for the catcher. The catcher then must catch the next inning.

15. It is not mandatory to slide at any base 1st through 3rd. It is strongly suggested that a runner slide at any base except 1st on a ground ball when a play is being made to the base they are running to. However, if the runner chooses not to slide thus causing a collision, he

will be called out and face ejection. It is the sole judgment of the umpires and therefore not a protestable call. On all slides it is the responsibility of the runner to attempt to avoid contact. When in doubt slide.

16. Any play going to be made or close to being made at home plate. It is mandatory that the runner slide and attempt to avoid contact. It is the sole judgment of the umpires if he/she feels the play was too close not to slide. If failure to slide results in a collision, the runner will be ejected. He is already out due to the fact he did not slide. Any play at the plate is defined by any player receiving the ball from any part of the field in an attempt to get a runner out at home. This is not a protestable call. When in doubt slide.

17. Free defensive substitutions are permitted provided that minimum play requirements are met. These requirements are at least every other inning.

18. Any player warming up a pitcher on the mound, in a bullpen or elsewhere shall wear a catcher's mask with a helmet and throat protector even if the mask has a manufactured extension at the bottom, excluding the hockey-style mask. A batting helmet cannot be used to warm up a pitcher. It is strongly recommended that only players warm up a pitcher at any time. No other person should warm up a pitcher without a protective face mask due to the risk of substantial facial or head injury from deflected balls.

19. Catchers wearing hockey style masks shall NOT be required to wear a throat protector.

20. No player will be considered ready to play if he/she is wearing any type of hard surface cast or brace. An ace bandage or

similar type of soft support does not constitute a cast for the purpose of this rule.

21. Only the Manager may represent or speak for the team unless otherwise requested by the Manager or duty officer. Managers must request and receive a time out from an umpire to discuss a call or rule. Anyone who charges the umpire or who does not request and receive a time out or who displays, at the discretion of the umpire, un-sportsman like conduct, may be ejected from the game and must leave the immediate playing field and grandstand area within **two minutes of ejection**. *Failure to leave these areas or any further disruptions may result in forfeiture of the game. Anyone ejected from a game is automatically suspended from the next game. Anyone serving a suspension from a game shall not be permitted in the grandstand area or the scorers' booth. If a person is ejected twice during the season, that person will go before the Baseball Committee for further disciplinary review.*

22. Players on the field or in the dugout area shall not wear jewelry of any kind, for safety reasons. This includes bracelets, necklaces and piercings of any kind.

Exception: (1) Players may wear breakaway sports necklaces. Medical or religious tags or medallions may be worn and secured by tape if deemed necessary by the umpire-in-chief.

(2) Defensive players may wear sunglasses.

Penalty: When a first time occurrence is noted, a warning shall be given to both teams, which applies to all players. Upon the second occurrence, the manager and player(s) will be ejected from the game.

23. Protests

- a. Protests that involve an umpire's judgment shall not be accepted.
- b. Only the team manager or the acting team manager shall be entitled to file a protest.
- c. The only legal protest shall be one that involves a violation of playing rules, the use of an ineligible player or eligibility of a pitcher
- d. The protesting manager must request time, notify the umpire he is protesting, notify the official scorekeeper to record the point in the game, and continue the game.
- e. The protest shall be considered only if it is placed in writing in accordance with the interleague rules by the manager in person along with a check of \$50.00 payable to the association at which the game takes place and to that park within 48 hours of the completion of the game. If protest is refused, the protest fee will be forfeited to that association. Any protests will be decided on by the protest committee.
- f. The award for winning a protest will be that the game will be replayed from the point of the protest at a time and date to be determined by the league.
- g. **AFTER THE COMPLETION OF A GAME, THERE SHALL BE NO PROTEST REGARDLESS OF THE CIRCUMSTANCES INVOLVED WITH THE EXCEPTION OF A PROTEST ON ELIGIBILITY OR FAILURE TO COMPLY WITH THE**

PARTICIPATION REQUIREMENT OR A PITCHING VIOLATION. A game shall not be considered as complete until opposing managers have an opportunity to make a protest on a game-ending play or failure to comply with the one-inning participation requirement. Fifteen minutes shall be considered sufficient time for the fulfillment of this rule.

Bat Requirements by League

- 2 1/4" D must be BPF 1.15 Approved, USSSA or USA baseball Stamp

- × 2 5/8" and 2 3/4" D are legal for this Level of play. Must be BPF 1.15 Approved or USA baseball Stamp

1.10(c) A batter who uses an illegal bat shall be called out and all runners shall return to the bases occupied by them at the time such batter took his position in the batter's box if protested by the opposing team manager prior to the first pitch to the next batter. A batter uses a bat when he takes the first pitch from a pitcher during any time at bat. The bat becomes illegal when the batter receives the first pitch during

his turn at bat. He does not have to hit the ball. Batter will be called out and any runners must return to the base they occupied prior to the first pitch to the batter.

Length of Play and Runs Allowed by League

Games are 6 innings or a time limit of 1 hour and 20 minutes. A new inning will not start after 1 hour and 20 minutes of play.

A team can score a maximum of five (5) runs per inning through the 5th inning. In the 6th and only the 6th inning, ten (10) runs will be allowed, or one time through the batting lineup.

If after 3 innings a team is leading by fifteen (15) or more runs, or after 2 1/2 innings if the home team is leading, the game will be declared over. If after 4 innings a team is leading by eleven (11) or more runs, or after 3 1/2 innings if the home team is leading, the game will be declared over.

If after 6 innings, time permitting, additional innings will be played. To begin the additional inning, the last batted out will be placed on 2nd base. The additional inning will be played in its entirety. No additional innings may begin after the specified time limit.

PEE WEE RULES

The Official Baseball Rules (OBR) will apply except as altered by the following

additions and exceptions.

PW1 In this league:

- The infield fly rule will not apply
- There will be no base stealing

PW4 There will be no continuation of play in PW. In a play situation where a home run or ground rule double is hit, the player will receive credit for the home run, but the run limit for that inning remains in effect.

PW5 Teams will play a maximum of ten (10) players during the inning, with four (4) outfielders. The remaining roster players will sit in the dugout. Players also will not sit two (2) continuous innings, unless the player is injured or circumstances exist outside of the Managers control. A Manager may not place a player in a short-fielder position. Each outfielder must play at equal depth in the outfield.

- Each team is allowed to have four (4) coaches, which includes the manager. This will allow two base coaches, one coach in the dugout, and one additional coach for pitching.

• Kid pitch will begin Monday, April 12th for all teams.

- Pitchers cannot pitch in any more than one inning per game and/or no more than 2 innings in a week. Kid Pitch will be for the first two (2) innings and Adult Pitch for any subsequent inning thereafter.

During Adult Pitch, each batter can receive a maximum of five (5) pitches or three (3) strikes (swinging or called).

During Kid Pitch, the pitch count will be “in effect”. If the batter receives a fourth “called ball” from the pitcher, the batter will receive two pitches from the Adult pitcher. Note: If the batter has two strikes called against him and the Adult pitcher enters the game for two pitches, the batter can only swing at one of the two pitches. If there is only one strike against the batter and the Adult pitcher enters the game, the batter can elect to swing at both of the pitches. The “integrity” of the Pitch

Count must come into play. Adult pitcher must pitch the ball over handed and are automatic strikes no matter where the ball is placed. If the sixth pitch or third strike is hit foul, the batter will continue to receive pitches until the ball is hit into play

PW7 When the adult is pitching, they will have the option to pitch with one foot on the rubber or from the front of the mound. If in the Umpire’s opinion, the Adult pitcher is stalling, the umpire will give a warning. If the stalling continues the batter will be called out.

PW8 In games where an Adult is pitching, the defensive player in the pitcher’s position will play within one-foot step of the rim of the artificial pitcher’s mound. In the event that there is no pitchers mound, a ten (10) foot diameter circle will be drawn around the pitcher’s mound.

PW9 If a batted ball hits an Adult, who is pitching, it will be called a “no pitch” and a replacement pitch will be thrown. If, in the opinion of the umpire, the Adult pitcher intentionally interferes with a defensive play, the batter will be out, and any runners will be returned to their original bases.

PW10 If a player pitching the ball hits a batter with a pitched ball two (2) times in the same inning that player must be pulled at that point.

PW11 The catcher must make the first attempt at a play at the plate (i.e.: The first baseman can not come to the plate and make the play in place of the catcher).

PW12 While on offense, only 2 coaches on the playing field (1st base and 3rd base coach).