**2022 INTERLEAGUE BASEBALL RULES**

* There are **NO standings.** Summer &Fall are the perfect times to work on skills, and let players explore new positions.
* Scheduling games is solely at the discretion of the coaches and they are encouraged to schedule as many games as their respective team can handle.
* If a League has a field hot-line, those telephone numbers will be posted on the District 20 website ([**www.nydistrict20.org**](http://www.nydistrict20.org))

Notwithstanding, each coach must contact an opposing coach as soon as it is known that there is a problem in playing the game - for weather or player availability.

We will follow all rules in Little League Baseball Rule Book with the following exceptions:

1. **Playing the Game**
   1. Borrowing Players. Players may be borrowed from any other eligible team in order to play a game. **All borrowed players must bat at the end of the roster and may not play at the pitcher position.**
   2. Playing with Fewer than 9 Players. A team may play a game with 8 of its players; in such situation players may be borrowed from the opposing team to play defensively only. **There will NOT be an automatic out** **registered at bat for the missing 9th player in the batting order**
   3. Number of Outfielders.  **For the 8U we will use four (4) outfielders. 10U Minor Division, the rules dictate that you can play with three (3) or four (4) outfielders. This should be decided before the game amongst the two managers. If the two managers don’t agree, then the home team chooses.** The 12U Majors division will play with three (3) outfielders. **At the pitch, the outfielders can be no closer than the edge of the outfield grass**.
2. **Time Limit**
   1. Each game has a **2-hour time limit** with no exceptions. No new inning can begin after 1-hour and 45 minutes.
3. **Batting** 
   1. Roster Batting. For all divisions, every player on the team bats in a designated spot in the order for the entire game. No batting substitutions are necessary or appropriate.
   2. Mercy Rule: If a team is winning by a differential of more than TEN (10) runs after the game has been deemed official (after the end of the 4th inning or the top half of the 4th if the home team is winning), the game will end provided the losing team has had 4 turns at bat. Once the losing team has batted 4 times, the run that causes the 10-run differential will immediately end the game. If, after 3 innings of play, there is a FIFTEEN (15) run differential, the game will end provided the losing team has batted 3 times.
   3. Bunting. **Bunting is permitted** only in 10u & 12u levels but discouraged for other than strategic reasons; **no slash bunting**. Slash bunting is an automatic out & dead ball in 8u, 10u & 12u.
   4. Bats. All bats to be in compliance with Little League guidelines, and an approved Little League bat.
4. **Defense** 
   1. No player may sit defensively for more than 2 consecutive innings.
5. **Pitching**: Rules are same as little league rulebook for all Divisions. No deviation is allowed…no exceptions. After the fourth walk or third hit batter in an inning, it is **suggested** that the pitcher be removed and replaced. 8u will use pitch coach for 1st half of the season (July) and player pitch for the 2nd half (August).
6. **Baserunning:**
   1. 12U Majors Division:
      1. Runners may steal any base at any time.
      2. No leading or leaving a base until the ball reaches the batter.
      3. Dropped third strike is in effect. Little League Majors rules.
      4. No headfirst sliding except when returning to a base. Headfirst sliding is an automatic out.
   2. 10U Teams:
      1. Runners may steal any base at any time.
      2. No delayed steal.
      3. No advance on an overthrow, including throws to pitcher.
      4. No leading or leaving a base until the pitch reaches the batter.
      5. On a dropped third strike, the batter is automatically out.
      6. No headfirst sliding except when returning to a base. Headfirst sliding is an automatic out.
      7. There will be a maximum of six (6) steals per game and a maximum of three (3) steals per inning.
   3. 8U Teams:
      1. Runners may not steal any base at any time.
      2. No advance on an overthrow, including throws to pitcher.
      3. No leading or leaving a base until the pitch reaches the batter.
      4. On a dropped third strike, the batter is automatically out.
      5. No headfirst sliding except when returning to a base. Headfirst sliding is an automatic out.

**These Rules were adopted in an attempt to create an atmosphere of instructional baseball and encouraging the participation of all children on the roster. These rules are intended to apply to ALL District 20 Interleague baseball games without exception. The District 20 Interleague baseball Program relies on good faith voluntary compliance by each coach and manager. Any issues should be addressed to your League President who will then bring any appropriate issue to the prompt attention to the District. All problems should be submitted through an e-mail to Bob Candrea, District Administrator at** [**lotto268@aol.com**](mailto:lotto268@aol.com)**, Rich Wurtzburger at** [**RichWurtzburger@gmail.com**](mailto:RichWurtzburger@gmail.com) **or Kevin Duane at** [**truckduane@optonline.net**](mailto:truckduane@optonline.net)**. All leagues should make sure all umpires have a copy of these rules.**