

Minor Division Only

Little League Interleague Local Rules for 2019 Season

Districts: Riverhead, East End, Eastport South Manor

Game times: 6 innings or 2 hours; whatever comes first

1. Pitching

- a. After 4 walks in one inning, the batting team's coach will pitch the remainder of that inning
 - i. The 4th walk takes her base.
 - ii. Hit by pitch counts as a walk.
- b. The coach may not walk their own player
- c. The coach may strike out their own player swinging only
- d. If the batter is hit by the coach, the player remains at bat (if injured, player make take first base at coach's discretion)
- e. Pitching distance is 35 feet

2. Batting

- a. Teams will bat until 3 outs are reached or they bat through the order in their half inning (whichever comes first).
- b. Players will bat in a "universal" batting order which must be provided to the opposing coach prior to start of play. The batting order will contain the entire roster, not just players in the field. The batting order will remain the same regardless of on field substitutions.
- c. If the two teams have an uneven number of players, the team with less players will continue to bat through their order until the same number of batters on each team have hit.

3. Base Running

- a. Each team has a max of 3 steals per half inning.
 - i. Double steal counts as one advance
 - ii. Advancing on a passed ball (past the catcher) counts as a steal.
 - iii. No player may steal home
- b. No player may advance on overthrow from catcher to pitcher
- c. Unlimited advances on overthrows in the field, however runners may only advance 1 base on the overthrow.
- d. Leading off or stealing is on the release of the pitch.
- e. Players may only score when the ball is put in play (on a batter's hit, or on walk or hit batsman with the bases loaded. Players may not score on overthrows or errors.
- f. There is no batter advance on a dropped third strike. The batter is out when the third strike is called or swung at.

4. Substitutions

The pitcher and catcher may be replaced any time on the bases with the last player to complete her turn at bat. Catcher speedup rule. When a catcher gets on base with 2 outs, the manager calls time, and puts in a courtesy runner (player with the last batted out) for the catcher. (This is used in many leagues to speed up the game due to the time it takes for a catcher to get on the gear.)

5. Rosters

Games may be played as long as each team has a minimum of 7 players on the roster.

(Suggested defensive setup: pitcher, catcher, 1st base, 2nd base, 3rd base, 2 outfielders)

Games can be played with 4 or 5 outfielders so as to maximize the total number of players in the game.

MINORS INTERLEAGUE CONTACT INFO 2019

League	Team Name	Uni. Color	Coach Name	Cell No.	Email	Team Age
ESM1	Dynamo	Yellow	Nick Webster	631-255-3732	nickweb84@gmail.com	2010, 2009 (3rd/4th)
ESM2	Galaxy	Lime Green	Jon Rogers	631.742.0909	jrog3636@yahoo.com	2010, 2009 (3rd/4th)
ESM3	Nitro	Orange	Mark Pisani	941-993-6293	Mpisani122908@gmail.com	2010, 2009 (3rd/4th)
EE1	Hurricanes	TBD	Kate Celi	631-680-6339	celi.kate@gmail.com	2010, 2009 (3rd/4th)
EE2	Hampton Bays	TBD	Trevor Grunewald	516-818-3971	easervices@optimum.net	2010, 2009 (3rd/4th)
RH1	Total Medical Rehab	Royal Blue	Jeremy Savio	631-335-4980	savioyankee15@yahoo.com	2009, 2008 (4th/5th)
RH2	LISPN	Orange	Jay Kwasna	631-433-0199	jkwaz7x@aol.com	2009, 2008 (4th/5th)