

NORTH BOSQUE INTERLEAGUE
BOSQUEVILLE, CHINA SPRING, CLIFTON, MERIDIAN, VALLEY MILLS

2024 Interleague Rules

THESE RULES MUST BE POSTED IN ALL CONCESSION STANDS AND PROVIDED TO ALL MANAGERS AND COACHES.

GAME RULES:

All Age Groups:

- You may bat your entire roster with free substitution or play the normal baseball/softball lineup rules. You must declare at the plate meeting if you are batting your roster.
- You can play a legal game with 7 players but the 8th and 9th spots in your lineup are automatic outs. If you play with 8 then your 9th batter is out.
 - If players arrive after the start of the game, they must be listed as the 8th or 9th in order to enter the game. Batters 1-7 must be present at the start of the game.
- No age group is allowed to play with more than 9 players on defense.
 - Exception 6u TBall, reference TTAB/TTAS rulebook, pages 35 & 54.
- Tie Breaker Rule- If both teams are tied at the end of regulation innings or time limit then you shall proceed to the local tie breaker rule. The visiting team will start with 1 out and the last innings last 2 batters on 2nd and 3rd respectively. The home team will be given the same opportunity. There are NO OFFENSIVE Substitutions. If the score is tied after the tie breaker rule then you continue until there is a winner.
- Game is officially forfeit at 15 minutes after game start time without notification. Game clock will start at game time.
 - If a visiting team forfeits without 2 hour notice before game time, the visiting team is responsible for paying home umpires (\$50 flat rate)
- Rainout games will be scheduled to the next available date. Coaches will have 24 hours to request a change once notified of new date/time.

SCOREKEEPING:

- Home team keeps official scorebook.
- Both Head Coaches and Umpire must sign the book.
- Scores and Pitch Count must be turned by the home team to the league representative by 5pm the next day.
- Winning team responsible for scores cannot start the next game until scores/pitch count has been entered.
- If a game is forfeit, enter score 7-0.

PROTEST:

- All protests will be handled by the League Presidents involved in the protest. If they cannot come to a resolution, the protest will be escalated to the Interleague Representatives.
 - Encourage umpires to accept protests and note in the scorebook.

Boys and Girls 8U Coach Pitch (Game Time: 1Hr 30 minutes)

(Refer to the TTAB/TTAS Official Rule Book for the specific rules governing this particular division. The following are in addition to or are an exception to those rules)

1. Run limit of 7 runs per inning.

Boys 10U Tight Bases and Girls 10U (Game Time 1Hr 30 minutes)

(Refer to the TTAB/TTAS Official Rule Book for the specific rules governing this particular division. The following are in addition to or are an exception to those rules)

1. Run limit of 7 runs per inning.
2. No dropped 3rd strike rule in 10u due to tight bases.

Boys and Girls 12U (Game Time 1Hr 30 minutes)

(Refer to the TTAB/TTAS Official Rule Book for the specific rules governing this particular division. The following are in addition to or are an exception to those rules)

Boys 14U (Game Time 1Hr 45 minutes)

(Refer to the TTAB/TTAS Official Rule Book for the specific rules governing this particular division. The following are in addition to or are an exception to those rules)

Girls 15U (Game Time 1Hr 30 minutes)

(Refer to the TTAB/TTAS Official Rule Book for the specific rules governing this particular division. The following are in addition to or are an exception to those rules.)

Boys/Girls 6U T-Ball Special Rules (Game 1HR 15 minutes)

(Refer to the TTAB/TTAS Official Rule Book for the specific rules governing this particular division. The following are in addition to or are an exception to those rules)

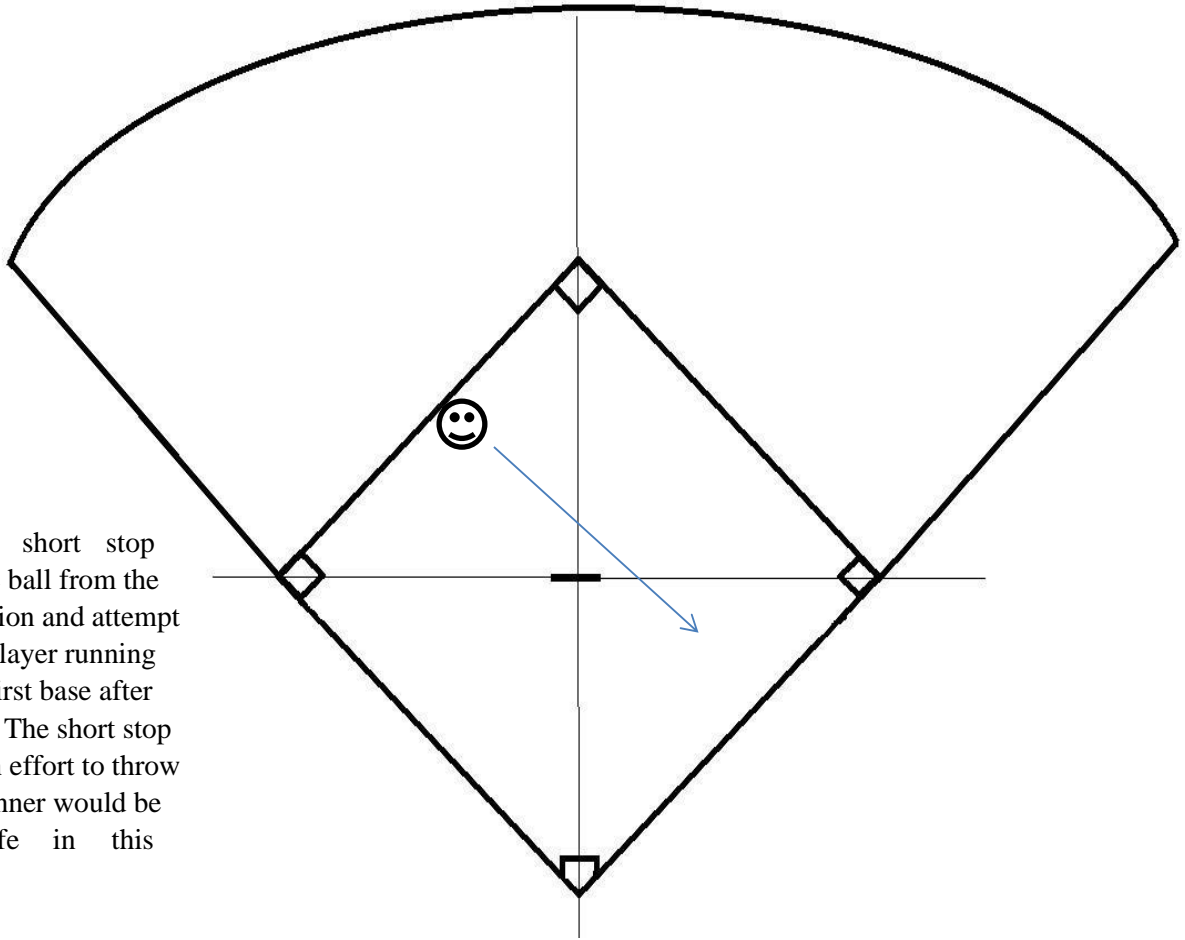
1. Run limit of 7 runs per inning.
2. If the team is at bat, its coach(s) shall remain within the dugout or in the-coaching box. No coach is permitted to stand behind, or near home plate, when his or her players are batting.
3. "Diamond Rule." No defensive player will be allowed to "run down" a runner except in case of a normal run down situation.(see example)
4. All outfielders must start each play behind the base path. An outfielder IS allowed to make a play at the base immediately in front of them.

DIVISION TIE BREAKER

In the event of a division tie the following rules apply in order:

1. Winning percentage
 - Highest of: (Total Number of Wins in Division)
2. Head to Head
3. Playoff game
 - Neutral location
 - Coin Flip to determine Home/Visitor
 - Participating teams split umpire costs
 - If Playoff cannot be played due to weather, then
4. Head to Head run differential (if Playoff cannot be played due to weather)
 - Highest of: o Total number of runs scored when playing all tied teams in #2 o Total number of runs allowed when playing tied teams in #2
5. Runs against overall
 - Lowest of: Total number of runs allowed for all games played in the division
6. Runs for overall
 - Highest of: Total number of runs scored for all games played in the division
7. Coin flip
 - The two reps meet

DIAMOND RULE



Example: The short stop cannot field the ball from the short stop position and attempt to put out a player running from home to first base after hitting the ball. The short stop should make an effort to throw the ball. The runner would be considered safe in this situation.