**2016 District 16 Middle School Regulations and Playing Rules**

The following regulations and playing rules are in effect for the 2016 District 16 Middle School season and take precedence over local league regulations and playing rules; otherwise, the local league regulations for the host league concerning field and facilities use are to be followed as applicable. All other regulations and senior division playing rules, unless specifically modified by these interleague regulations and playing rules, provided in the current Official Little League Baseball Regulations and Playing Rules apply as written and intended. These interleague regulations and playing rules are subject to modifications as approved and implemented by the rules committee consisting of the current District 16 league presidents who have a participating middle school team(s) in the spring 2016 season.

**PREGAME:**

1. The home team is responsible for field preparation, which must be completed 60 minutes prior to game time.
2. The home team shall have use of the field first, one hour before scheduled start of the game. The visiting team shall have access to one batting cage during that time. Their time is not to exceed 25 minutes.
3. The visiting team shall have use of the field 35 minutes prior to scheduled game time. The home team shall have access to one batting cage during that time. Their time is not to exceed 25 minutes.
4. If adverse field conditions prohibit each team from getting 25 minutes of pre-game practice, then the remaining time shall be divided equally between the two teams with the game starting at its regularly scheduled time.
5. The last 10 minutes before game time shall be reserved for grooming the field and discussing ground rules with the umpire.
6. Both the home team and the visiting team shall supply the umpire with 2 new baseballs prior to the start of the game.

**DUGOUTS:**

Only eligible players in uniform, the manager, and two coaches shall occupy the bench or dugout. Players, coaches, and manager should remain in the dugout or on the field throughout the game. An adult manager or coach must be in the dugout at all times. The home team will occupy the first base dugout. While a team is out in the field on defense, one coach and the manager may sit outside of the dugout on a bucket.

**GRACE PERIOD:**

There is a 15 minute grace period before the game is suspended due to insufficient players. Games must be played with at least 9 eligible players on each team at all times.

**RAINOUTS/CANCELLATIONS**: Do not assume a rainout. Call the appropriate field closure number AND the manager of the opposing team to verify. The home team manager should then contact the appropriate commissioner/divisional vice president for their league ASAP to cancel the umpires.

**UMPIRES**: A minimum of one volunteer or contracted umpire will be scheduled by the home team. NOTE: The home team should strive to provide two umpires.

**BATS:**

Bats shall conform to the standards outlined on page 62 for Senior league, with the following exception. Middle school players will be allowed to use a bat that numerically does not weigh more than 3 ounces less than the length of the bat and not weigh less than 8 ounces less than the length of the bat (i.e. a drop-8, drop-5, and drop-3 BBCOR bat are all acceptable; however, any non BBCOR drop-8 or drop-5 bat must be labeled with a bat performance factor, or BPF, of 1.15 or less)

**BATTING LINEUPS & SUBSTITUTIONS:**

1. Each team will utilize a 9 player batting lineup
2. Each team will be allowed to freely substitute defensive players \*\*\*
	1. \*\*\*NOTE: Free defensive substitutions precludes a manager’s right to exercise regulation VI, (b) on page 39 of the Official Little League Baseball Regulations and Playing Rules. “This means that once a pitcher is removed from the mound, he/she cannot return as a pitcher in the same game.”
3. Minimum playing time will be 1 at bat and 6 defensive outs for all eligible players present
4. No courtesy runners; However, rule 7.14 in the Official Little League Baseball Regulations and Playing Rules may be exercised since each team will only be batting 9

**OFFICIAL SCOREKEEPER**: Both teams should maintain their own scorebook but only the home team scorebook is the official scorebook.

**OFFICIAL PITCH COUNT RECORDER**: Both teams should maintain their own pitch count record for all pitchers on both teams but only the home team pitch count record is the official pitch count record.

**BALKS**: Balk warnings shall not be given for middle school pitchers.

**MERCY RULE**: In accordance with rule 4.10(e) of the Official Little League Baseball Regulations and Playing Rules, if one team is ahead by 10 or more runs after 5 innings (4 ½ if home team), the losing team shall concede the game.

**TIME LIMITS and OFFICIAL GAMES:**

1. Games are 7 innings
2. No new inning shall start after 2 hours and 45 minutes, with a drop dead time of 3 hours and 30 minutes.
	1. Exception to the no-new inning rule if a game is tied: “The 2 hour 45 minute time rule is applicable UNLESS THE GAME IS TIED.  If the game is tied at the end of the 2 hour 45 minute scheduled game time, a new inning shall commence beyond this time limit until such time as the tie is broken.  Regardless of the score, the game will end after 3 hours and 30 minutes of play and no pitch will be thrown beyond that time.  If the game is still tied at the end of 3 hours and 30 minutes, it will be resumed at a later time.”

**PROTEST COMMITTEE**: All protests must follow rule 4.19 of the Official Little League Baseball Regulations and Playing Rules. All protests must first be submitted by the manager to the umpire on the field of play and then in writing to his/her league president within 24 hours. All protests involving two interleague teams shall be handled by a three person protest committee consisting of the two local league presidents involved (or their designees) and the umpire in chief of the game under protest. The committee will render a decision and inform the managers of their decision. The committee’s decision is final.