Wisconsin Little League District 1

 Inter-League Expectations for Play

1. Inter-league play will be conducted by the Little League Rule Book for Junior, Major, and Minor baseball with the following exceptions:
	1. Juniors will have the option to play continuous batting line up or straight 9. The option will be chosen by the team during ground rules with the umpires. Score keepers for each team will ensure that the appropriate rules will be followed by each under the chosen option. With continuous batting order, if a player is injured and cannot return to the lineup then the continuous batting order will be moved up. With a continuous batting order, if a player arrives late to the game, the player will be placed at the end of the batting lineup.
	2. In order to avoid a forfeit, if a team requires players to form a 9 player team, a team may add players to their team from another junior team from the same Little League or from another Little League, if that league has offered available players to a team with an insufficient number of players. If this is done, the borrowed player must adhere to the following playing conditions:
		1. The player cannot pitch in the game.
		2. The player cannot play the catcher position.
		3. The player must bat at the end of the lineup.
	3. If a team believes that it has a full team for an inter-league game and when the team arrives and the team is one or 2 players short, then the team may borrow one to two players from their opponent to play defensively. The borrowed players from the opposing team for any defensive inning will be the last batter out (when borrowing one player) or the last 2 batters out (when borrowing 2 players). The borrowed player must adhere to the following conditions:
		1. The player cannot pitch in the game.
		2. The player cannot play the catcher position

When the team with insufficient players bats, the empty spots in the lineup will be recorded as an out.

1. In all Major inter-league games, dropped third strike will be played in the regular season games.
2. Junior game time will be 2 hours and 15 minutes hard stop and Major and minor game timed will be 2 hours hard stop. In majors and minors, no new inning will start after 1 hour and 45 minutes. In juniors, no new inning will start after 2 hours If a game does not follow the one being played, the time limit can be ignored and the game completed. Time limits are meant to keep games on fields moving. Time limits need to be determined during ground rules!
3. If a team forfeits a game by not having enough players or fails to show up for a scheduled game, the league for the forfeiting team will pay a $100 penalty fee to District 1. The penalty forfeit fee is required to be paid or the league will not be eligible for all-star tournament play.
4. If a forfeiting team is a visiting team, then District 1 will reimburse the home team for its umpire fees for the forfeited game.
5. Minors will have no dropped 3rd strike. Minors will not steal home on a passed ball. In minors, there will be a 5 run rule per inning, except for the last inning.