



2023 D18 60/90 Inter-League Rules & Regulations

Barnegat, Beachwood, Berkeley, Brick, Holbrook, Jackson & Manchester

60/90 League Coordinator: ADA Jon Bentivegna 848-992-0522 or hoboflts@gmail.com

*****All these rules are a supplement to LL Book Rule*****

OUR LEAGUE WILL FOLLOW ALL BAT RULES: LL Rule 1.10

13 & 14 Year Olds (LL Age): USABAT, BBCOR or WOOD.

15 & 16 Year Olds (LL Age): BBCOR or WOOD BAT ONLY

NOTE: If a 15 or 16 Year Old is caught using a USABAT – per LL rule; immediate ejection and next game suspension. Manager is also ejected and suspended next game.

1. The age structure for this 60/90 League will be LL ages 13-16 (with 12's being allowed to play if needed, refer to 2023 Little League handbook). All teams in this division must be chartered as a Regular Season Senior Division team at your local league. Playing in this division allows you to charter a Junior Division and/or a Senior Division Tournament Team.
2. 60/90 League games will start at 7pm during the week (M-F). Majority of these games will be on Tuesdays, Wednesdays or Thursdays. Saturday games will be mostly at 10am, 1pm or 4pm.
3. 60/90 League games have a 2.5 hour time limit. No new inning may start once the time limit has been reached. However, any local curfew rules will take precedence. Regular season games may end in a tie. Playoff games will continue inning by inning until a winner is decided.
4. Balk Warnings: 1 per pitcher, per game. No balk warnings in playoffs.
5. All LL Mercy Rules are in effect, refer to 2023 Little League handbook (15, 10 & 8).
6. Continuous batting order will be used for all games (including regular season and playoffs). Free substitution, in & out as long as book rule has been observed. A runner for the pitcher or catcher, with 2 outs can be used (must be last batted out).
7. Pitch counts in effect for the 2023 season are as per the Little League 2023 rule book. Pitching log must be carried and completed at every game and shall be available upon request.

8. **SPECIAL 60/90 PITCHING RULES:**

- Each team can only pitch a maximum of 3 innings per game of any combination of their league age 16 year olds.
- East team can only pitch a maximum of 4 innings per game of any combination of their league age 15 year olds.
- Each team **MUST** have any combination of their league age 13 & 14 year olds pitch in at least a total of 2 innings per game.

We will also follow LL rules when it comes to a game being shortened for ANY reason (that being exempt from this rule).

9. Schedules, Standings & Pitch Counts will be maintained on NJ District 18 Web Site (<http://leaguelineup.com/njdistrict18>). This website will be the one and only source of standings, schedules, pitch counts and rosters. Any roster changes must be submitted to the League Coordinator via e-mail prior to next game. Standings will be based off of a point system: 3 points for a win, 2 for ties & 1 for a loss and 0 for any games not played. **Winning team is responsible for posting final score and pitch counts (please verify before leaving field with opposing manager) immediately after completion of game in the web site, not in an email or phone call.**

10. The Host Site for every scheduled game will supply two umpires (unless other arrangements have been made). When 2 teams are playing at a neutral site, the Host Site will still coordinate scheduling umpires. Championship Game will have one umpire from each league that is playing.

11. Any player arriving from a school game, MUST wear their appropriate Little League jersey and cap. Pants, socks, belt, etc..., issued from the player's school will be acceptable as long as the Little League jersey and cap are worn.

12. Home team communicates weather related issues to away team and League Coordinator as soon as something is known. All games that are “PPD” Rain/Weather shall be rescheduled within 5 days and played within 10 days from that date. Player Agents/Division VP will mediate the rescheduling process without any communication between the managers/coaches involved, if needed. Managers will not have the authority to waive or disagree to the Player Agents/Division VP rescheduled date.

- a. If both teams refuse to reschedule on the date given or do not show for the rescheduled game, a double forfeit will be issued and a 7 run penalty will be added to both teams' runs against total for the year. Runs against are a critical determining factor for playoff seeding (see playoff section)
- b. If one team refuses to reschedule on the date given or does not show for the rescheduled game, a forfeit will be issued to that team and a 7 run penalty will be added to that teams' runs against total for the year. Runs against are a critical determining factor for playoff seeding (see playoff section)
- c. Tie games that are suspended or light curfew suspended games must be played from the point of suspension within 10 days as stated above, or with coordinator's approval before the 2 teams next scheduled meeting. Failure to show will result in 7-0 loss (regardless of score at the time of tie), being issued to the offending team(s).

13. All umpire rulings for Regular Season and Post Season games will be final, NO EXCEPTIONS!!! If something is needing to be protested, the manager will report the issue to their league's Player Agent/Division VP immediately after the game and he/she will then pass it up the chain of command as needed. The Division protest committee is comprised of ADA Jon Bentivegna, ADA Steve Gerling and DA Frank Trenkle who may be brought in to make a ruling (if needed).

14. Book rules will apply to games suspended due to light curfew, weather or light failure(s).

15. Pool Players will be allowed and administered by the Player Agent/Division VP of each league. **Pool Player(s) should be of same age/division as of the missing regular player(s). Meaning you cannot have a 15 or 16 Year Old Senior Division player, pool play for a 13 or 14 Year Old missing player. However, a 13 or 14 Year Old Junior Division player MAY pool play for a 15 or 16 Year Old Senior Division player (playing up a level).** Protests may be heard with regard to the use of ineligible pool players. Below are the Pool Player Rules;

- a. Player Agents should administer the selection of the Pool Players and to the best of their ability, the selection of the pool players shall be on a rotating basis.
- b. Pool Players are not eligible to pitch.
- c. Pool players can only play in the outfield or catcher positions. No infield positions allowed.
- d. Pool players must be positioned at the bottom of the batting order.
- e. The pool player must wear the uniform of his regular rostered team.
- f. There is a maximum of **THREE** pool players per game for each team.
- g. Pool Player(s) may only be used if team has 10 or less regularly rostered players at the game. Maximum total of 13 players (including the three pool players).
- h. No pool players are allowed in playoffs.
- i. A regular player on the team cannot play less defensive innings than a pool player.

16. Borrowing of player: If you have 8 players, you can borrow up to one player from opposing team so your team can start a game defensively. Player must be the last batted out & play the outfield positions (exception: 1st inning should be the last batter in lineup on opposing team). If last batted out is the Pitcher or Catcher move up lineup card to the next batted out so it is not the Pitcher or Catcher. **The borrowed player does not bat in your lineup.**

17. All Rosters are to be submitted to the Division Coordinator and will be posted on the District Website. Any additions/subtractions shall also be submitted as they happen and must be received by the coordinator prior to playing in a game. **A 15 or 16 Year Old will have their age listed in brackets [15] at the end of their name on the website, for pitch count tracking purposes.**

18. There will be a 15 minute waiting period for a team to produce enough players to start a game before the umpire shall call the game. If a team has word that a player/players are en route from a school game or other function, the waiting time will be extended to 30 minutes. Please DO NOT ABUSE this - if you do not know that a player is on their way, do not say so. Games not played are not

automatic forfeits, but when you say there is a player on the way, and everyone waits and no player shows, that will be taken into consideration when deciding on the forfeit. Let's make every effort to play the games.

19. ALL players at games **MUST** play at least 2 innings defensively in a game. These innings do not need to be consecutive innings.

60/90 DIVISION NOTES

The regular season will include a minimum of 14 games scheduled plus playoff games. A few rainouts might not be rescheduled. The minimum amount of games played will be determined by weather, rescheduling availability and coordinator's decision as we get towards end of season but the goal will be to play a minimum of 12 games. The scheduling may or may not be balanced.

60/90 PLAYOFFS:

All teams will qualify for the playoffs in the 60/90 Division.

Seeding is determined by how the teams finish the regular season in standings.

Teams will re-seed after each playoff round. (Highest seed will always get the lowest seed left).

Format will be determined later in the season.

There will be a single elimination bracket to determine the District 60/90 Champion. All Playoff games will be played until completion.

PLAYOFF SEEDINGS (IN THIS ORDER):

1. Overall Record (Points)
2. Head to Head Record
3. Runs Against