

DC District Inter-League Rules

These rules will govern inter-league play for DC District 3 games.

All Divisions

- All divisions will be governed by the current Little League rules.

AA (Machine/Coach Pitch)

- 5-runs rule per inning.
- Ball thrown to the infield—does not have to be controlled—stops action. Runners may continue advancing to base they were headed to when the ball was thrown in, but no further.
- 8 pitches total per batter.
- Machine **OR** Coach-Pitch. At the discretion of the coach, the coach can pitch to a player that he/she feels cannot otherwise hit it from the machine. The goal is to put the ball in play!
- Continuous batting line-up. Meaning every player must be in the at-bat line-up.
- Catchers must wear dangling throat guard on the catcher's mask.

AAA (Minors)

- 5-runs rule per inning.
- Runners can steal 2nd base & home plate, but cannot steal 3rd base under any circumstances (i.e., catcher overthrows 2nd base on a steal attempt; the runner cannot attempt to advance to 3rd base on the overthrow.).
- Continuous batting line-up. Meaning every player must be in the at-bat line-up.
- Catchers must wear dangling throat guard on the catcher's mask.

Majors

- Continuous batting line-up. Meaning every player must be in the at-bat line-up.
- Catchers must wear dangling throat guard on the catcher's mask.