



NEW MEXICO DISTRICT 8 LITTLE LEAGUE 2025 INTERLEAGUE PLAYING RULES
MINOR SOFTBALL DIVISION

Interleague is governed by a committee consisting of League Presidents within NM District 8. These rules will apply for Spring and Fall League. The host league is defined as the League location hosting the game.

ANY TEAM THAT DOES NOT SHOW FOR A GAME, INTENTIONALLY, MAY BE ELIMINATED FROM INTERLEAGUE PLAY.

1.	The 2025 Official Rulebook/ Official Regulations, Playing Rules and Operating Policies will be followed at all times. Each League <u>must</u> provide at least one rulebook (the LL digital rulebook is allowed) for each team and they shall carry a copy to all games. Each team shall also have a signed copy of the 2025 District 8 Interleague Rules.
2.	Each league <u>must</u> furnish a copy of their managers & coaches phone numbers to all leagues they interleague with. No exceptions.
3.	The HOME team will provide the Official Scorekeeper and they <u>must</u> be located inside the score booth or in the bleachers near home plate.
4.	The HOME team will provide the home plate umpire and the VISITING team will provide the field umpire for the game. The plate umpire will keep the official time. Either team will be allowed to place a third umpire on the field if they are able.
5.	Both teams are responsible for cleaning the dugouts and policing the bleacher areas on their respective sides.
6.	The HOME league will be responsible for field setup and maintenance. When games are played at a neutral site, both teams will be responsible for field setup and maintenance.
7.	All team managers <u>must</u> have in their possession at all times, a completed player medical release for each player on their team.
8.	All local league rules <u>must</u> be followed - No seeds, shelled nuts or gum allowed at Cibola, West Mesa, Paradise Hills or turf fields at Eastdale. - No pets allowed at any league with the exception of harnessed, certified service animals. - Smoking and the use of e-cigarettes and/or alcohol is not allowed at any Little League function.
9.	All leagues will follow the Little League Rule Book concerning the number of players needed to start and end a game. There is a <u>fifteen (15) minute</u> grace period for late arrivals, but this delay will not change the time limit for the game to be completed. - <u>FALL LEAGUE ONLY:</u> In emergency situations, where pool players were not available, rescheduling/ cancelling games is not recommended. If a team is short a player or two, NMD8 encourages the teams to “borrow” players from each other so that all positions are filled while on defense. NMD8 <u>will not</u> reschedule games for individual teams. It is the managers responsibility to reschedule if they choose not to play. Rescheduling must be coordinated with the host league.
10.	Two (2) adult base coaches will be allowed, provided <u>one (1) approved adult is in the dugout at all times.</u>



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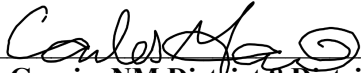
11.	Pool players will be allowed under Little League Reg V(c) pertaining to Pool Players. - The league's player agent creates and runs the pool from players within their respective division. - Players may not be "borrowed" from an opponent except during Fall league. They must be assigned by the player agent. Managers <u>are not</u> allowed to pick and choose from the pool. - Pool players that are called and show up at the game site <u>must play</u> at least 9 consecutive defensive outs and bat once. - All team players must wear the same league issued uniforms. Pool players must use their own team uniform. - Pool player may <u>not</u> pitch.
12.	Each team will provide one (1) new and one (1) used eleven-inch (11") softball for the game. Each team should bring an adequate supply of softballs to replace balls hit out of play.
13.	Umpires will adhere to the one (1) minute time limit between innings. Umpires will inform both managers at the pre-game meeting of this requirement to keep the game moving. - Protest will be followed in accordance with Little League Rule 4.19. No protest will be allowed during Fall League. - The plate umpire will submit a report to their League President and NMD8 Interleague Officer if any manager, coach or player is ejected from a game. The managers will also advise their league president.
14.	An offensive inning will consist of either three (3) outs or reaching five (5) runs. Upon a team scoring five (5) runs during an inning, the inning is terminated and the team batting will immediately take the field. All runs will be scored on and "over the fence" home run or a ground – rule double. The sixth (6th) and succeeding inning will not have a run limit and all runs will be counted. The 10-run mercy rule will be in effect.
15.	All leagues will follow pitching rules as defined in the rulebook under Regulation VI-Pitchers.
16.	Minimum playing time: - Nine (9) defensive outs per game. Exception: An inning where the five (5) run limit is reached counts as three (3) defensive outs as long as the player was in for the entire inning. - No player shall sit out for more than two (2) consecutive innings on defense.
17.	All players will be part of a continuous batting order. All players will bat in turn regardless of being in or out of defensive line-up. Free substitution is allowed.
18.	After entering the batter's box, the batter must remain in the box, with at least one foot, throughout the bat.
19.	The league is permitted to start and play games with eight (8) players on each team. The ninth (9th) position is skipped without penalty.
20.	A courtesy runner for the pitcher/catcher of records is permitted where there are two (2) outs, during the regular season.



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21.	The official scorekeeper must record the players first and last names, in ink, in the scorebook. Managers will furnish the official the official scorekeeper with a list of players not present for the game. The Official Scorekeeper will record the absent players names in the official scorebook.
22.	Warning will be called in inclement weather by the Board of Director assigned to the site for the game. All interleague games will have a lightening delay of 8 miles per 30 minutes.
23.	Games played on lighted fields will not exceed a completion time of 10:00pm otherwise, all games will be halted at the time limit or posted sunset time, whichever comes first.
24.	The time limit on weekend games will be two (2) hours and thirty (30) minutes. Games will be terminated at the scheduled stop time and the Little League rules will be followed for ending the game. NMD8 stop and start times are final. All games that have not been completed by Little League rules or that are cancelled must be continued/rescheduled on the first open date at the host site.
25.	Any league violating any of the above-referenced rules may be eliminated from interleague play.

Approved for the 2025 season on February 16, 2025.



Carlos Garcia, NM District 8 District Administrator

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