

Baseball Interlock Rules 2016

Majors, Coast, AAA Divisions

Sno-Valley North, Snoqualmie Valley, & Falls Little Leagues

Last updated March 4, 2016

(material changes from last year are highlighted)

1. **Official Rules** - The rules as outlined in the Little League 2016 Official Regulations and Playing Rules (Green Book), together with the options and additional rules noted below, shall govern all play. These additional rules shall also be in effect for interlock, intra-league, and special games. Additional end of season tournament rules may apply.
2. **Season Standings and Valley Tournament** - All games count for season standings. Win-loss records are kept and viewable from a league website. However, end of season standings will not be used for purposes of Valley Tournament seeding. Valley Tournament seeding shall be determined by random draw into pools. All teams will participate in pool play. Final details regarding advancement to the championship bracket will be communicated during the regular season.
3. **Home team is defined by the scheduler.** Home team may not always be a team whose league is providing the field. However, the scheduler shall try to accommodate this where practical to ease travel for local umpires.
4. **Dugouts** - The 3rd base baseline dugouts will be reserved for the Home team. The 1st baseline dugouts will be reserved for the Visiting team
5. **Umpires** - For Majors and Coast, umpires will be provided by Umpires NW. For AAA and for any Majors or Coast game for which there is no provided umpire, the Home Team should provide two umpires for the game. The league-provided umpires should be trained by the league UIC. In no circumstances should the team's coaches or managers be used as umpires. Should the home team be unable to supply umpires, the visiting team may, but is not required to, provide umpire(s) for the game. In any case, however, an attempt to play the game with proper officiating with the volunteers at hand shall be made rather than postponing the game. Where possible the UICs may have agreed to try and use the Arbiter scheduling system to assign umpires. If an approved umpire is not assigned by the home team within 48 hours of the game, the visiting manager should attempt to contact the home team to verify that league approved umpires are in fact available and if not the visiting team may offer to provide league approved umpires. If the home team has provided two league approved umpires, the visiting team is free to add a third league-approved umpire, if they so desire, so that there are two umpires in the field and one behind the plate. Once assigned the umpires shall decide who is behind the plate and who is in the field, this is not a decision for the managers.
6. **Score Keeping** - The Home Team Score Keeper and Home Team Pitch Counter are the official book for a game. Scorekeepers should confer at every half inning to avoid disputes. Both teams must report scores and pitch counts to the Game Scheduler or other website as directed by the evening the game is concluded. While the manager may delegate this to another coach or parent, the manager is ultimately responsible. All teams will keep a book of record on each pitcher which may be requested by the opposing manager prior to a game to verify eligibility.
7. **Ground Rules** (Individual Fields) - Field rules regarding low hanging trees, open fences, permanent equipment of the field, etc. shall be stipulated prior to the start of a game at the umpire pre-game meeting of the managers and shall be adhered to by all participants.
8. **Time Limits** - No Time Limits will apply and per the official rules the umpires shall make determinations regarding when to call a game. No new inning shall be started within 1 hour of the next scheduled game on Saturdays.
 - i. EXCEPTION: AAA interlock games shall be limited in duration. No new inning shall start after 2 hours.

9. Pre-Game

- i. **Visitors Infield Practice** – The visiting team will take infield practice for 10 minutes starting 25 minutes before game time.
- ii. **Home Infield Practice** – The home team will take infield practice for 10 minutes starting at 15 minutes before game time.
- iii. **Teams shall share batting cages.** If only one cage is available, visiting team shall have the cages first, for 20 minutes starting one hour before game time.

THE GAME

10. **Entire Roster Bats** - Each team shall bat the entire team roster, as allowed in Rule 4.04. Injured players are exempt. Also, if a child arrives late to a game site and if the manager chooses to enter him/her in the lineup he/she would be added to the end of the current lineup. Lineups will be provided to the umpires at the plate meeting and should include the manager's name and the names of up to two assistant coaches.

11. **Rule VI (d) Exception** – A "T" is used to denote threshold pitching in pitch count reporting. Example: Pitcher reaches pitch count of 35 while facing a batter. The pitcher throws an additional three pitches to complete the at bat then is removed from the pitcher's position for the game. The recorded pitch count will only be "35T" (denoted threshold), regardless of the number of additional pitches to that last batter.

12. **5 Run Rule – Coast and AAA Only.** As specified in Rule 2.00, Inning and 5.07, — a five run limit is to be imposed, which would complete the half-inning. Runs that may score after the fifth run are not counted. Example: Team has scored 4 runs and player hits a grand slam. Player gets credit for RBI's but team posts a limit of 5 runs in the scorebook not an 8.

** Exceptions:

- ❖ No 5-Run Rule in the 6th or "Extra" Innings – The 5-run rule is not in effect in the 6th inning of a 6 inning game or in any extra innings in the event of a tie after 6-innings.
- ❖ No 5-Rule in "Last Inning" -- In games where limited time results in a game shorter than 6 innings, the Manager of either team or the Umpire must declare and seek consensus prior to the beginning of a new inning that the current inning is the —Last Inning. In this case, the 5-run rule is waived and there will be no maximum number of runs in that final inning. The Umpire has the final say on when the last inning is determined.
- ❖ The 10-run rule (4.10e) will take precedence over the 5-run rule. In games where the home team is ahead by 10 or more runs after 3 1/2 innings or the visiting team is ahead by 10 or more runs after 4 innings, the game will be called immediately.

13. Minimum Innings Per Player –

- i. **6 Consecutive Defensive Outs** – Per Regulation IV(i) every eligible player on each team shall play a minimum of 6 consecutive defensive outs or 2 consecutive defensive innings in innings shortened by legal means (10-run rule, weather or darkness). In the event that a 3 1/2 inning (10-run rule) game prevents this from happening, players who did not get their minimum number of innings will start the following game and complete their total requirements for the former and current game before being substituted for, as specified in Regulation IV (i).
- ii. **9 Total Defensive Outs** -This rule is intended to be an additional requirement to the above rule and requires that every eligible player on each team play a minimum of 9 total defensive outs or 3 total defensive innings.
- iii. In games legally shortened that prevent this from happening, players who did not get at least 6 consecutive defensive outs or 2 consecutive defensive innings in the immediately prior game as defined above in 13(i) will start the following game and complete the number of outs required to reach 6 from the prior game as well as their 6 consecutive defensive outs for the current game before being substituted for, as specified in Regulation IV (i).
In a game that is not legally shortened (i.e. a complete game), players who did not get at least 6 consecutive defensive outs and 9 total outs in the immediately prior game as defined above in 13(i) and 13(ii) will start the following game and complete the number of outs required to reach 9 total outs from the prior game as well as their 6 consecutive defensive

outs for the current game before being substituted for, as specified in Regulation IV (i). A player in this situation must still complete 9 total outs in the current game to fulfill Rule 13.

Note: A game where the home team does not bat in the bottom of the 6th inning due to being ahead in runs is NOT a legally shortened game; it is a complete game.

Examples:

- A. Johnny plays 5 defensive outs in a game against the Dodgers before that game is legally shortened. In the following game, Johnny must start and play at least 7 consecutive defensive outs before being substituted and still must play at least two more defensive outs before a 6 inning game is completed.
- B. Billy plays 6 consecutive defensive outs and, later in the same game, plays 2 more outs before the game is legally shortened. Billy's manager is not required to start Billy in the next game.
- C. Willie plays 6 consecutive defensive outs. In the bottom of the 6th inning, Willie's manager realizes that Willie has not met the 9 total outs rule. Willie's manager substitutes Willie into the game with one out to go. The game ends as a complete 6 inning game with Willie playing a total of 7 outs. In the following game, Willie must start and play at least 8 consecutive outs before being substituted and still must play at least one more defensive out before a 6 inning game is completed.
- D. Connie is on the visiting team. By the end of the 5th inning, Connie has played 6 consecutive defensive outs and his team is down by 1 run. The visiting team bats in the top of the 6th and scores no runs. The home team wins the game and the bottom of the 6th inning is not played. This is a complete game and Connie has not played his 9 total defensive outs. In the following game, Connie must start and play at least 9 consecutive outs before being substituted and still must play at least 3 more defensive outs before a 6 inning game is completed.

Spirit of the Minimum Innings Rules – The intent of these rules is to give all players a fair amount of playing time and the chance to develop their skills. It is not acceptable to swap or “platoon” players in the middle of innings in order to meet the minimum consecutive or total innings requirements. For example, a Manager may not substitute a player for the last out of an inning, keep the player in for only the first out of the next inning in order to achieve 2 consecutive defensive innings. Furthermore, in AAA and Coast, player development is of the utmost importance. In a six inning game, with a 12 or fewer player roster, Managers should strive for players to sit no more than 2 innings per game.

14. **Infield Fly Rule** – Does not apply to AAA division.

15. **Stealing** –

AAA: no stealing once the pitcher is in contact with the pitcher's plate and in possession of the ball. Runners are no longer allowed to steal regardless of where the catcher is located and must promptly return to their last base. When allowed to steal, the runner may only steal one base per pitch. If a throw-down occurs, the runner may not steal another base irrespective of overthrows or other mishandling of the ball. The goal of this rule is to allow runners the opportunity to steal and also to teach catchers how to throw down without fear that a runner will simply steal all the way around. Stealing of home is not allowed. The only way a runner on third base may score is when forced via walk or on a hit ball.

Coast and Majors: no stealing once the pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball. This is rule 7.13. **INTERLOCK INTERPRETATION: The catcher may be standing, squatting, or kneeling in the catcher's box.** Runners must promptly return to their last base.

16. **Pitching eligibility** – Each manager must identify ineligible pitchers on their lineup card prior to the start of each game.

17. **Bunting** – The use of the “fake bunt to full swing” on a single pitch is not allowed for safety reasons. Once a batter squares up or otherwise enters a bunt position with the body or bat, that batter cannot change and execute a full swing on that same pitch.

GAME CANCELLATIONS, FORFEITURES & RESCHEDULING

18. **Cancellation Process** — Game cancellations must be made prior to the scheduled game start time. No games shall be played if the fields are closed. The home team manager is responsible for calling the visiting manager to determine if game shall be played if league or city officials are unavailable to determine the field conditions. Do not rely on the park rainout lines, as Leagues may have the authority to prep the fields for play after park crews have made an earlier decision. If the field is available for play as scheduled, the managers are to make all efforts to play the game. Failure to show up for a game may result in forfeiture.

19. **Rescheduling Process** — Games that must be rescheduled will be rescheduled on the next available field date. A field date is defined as available if the field is available, the teams can both field a minimum of 9 players and umpire(s) are available. The scheduler will reschedule the game at the earliest available date and may schedule “back-to-back” games or similar scheduling approaches at their discretion. The scheduler will notify each manager of the rescheduled game at least 3 days prior to the rescheduled game date. Email and voicemail shall be considered notification. Scheduler will make reasonable efforts to limit schedules to no more than 3 games per week per team.

As a trial for the 2016 season, extra games are being scheduled during the season in an attempt to not require (as many) rain-out make-ups. Games rained out during the month of April will not be rescheduled unless notified by the Scheduler or other League representative.

20. **Forfeitures** — The Protest Committee will determine all forfeitures based on facts as provided by the scheduler and other league officials

21. **Player Pool** – A player pool will be maintained by each league’s Player Agent to provide players to cover situations where a team is unable to or becomes unable to field 9 players for a game. This will be operated as specified in all aspects of the Green Book Reg V – Selection of Players (c) alternate method of operation. Pool players for the Majors division must be currently playing Majors, as it is a different division than Minors, which incorporates all levels below Majors. The umpire should be notified before the start of the game if a pool player is being used.

PROTESTS & EJECTIONS

22. **Protests are to be avoided** - All Little League Officials including managers, coaches, umpires, scorekeepers, etc. are urged to take precautions to prevent them. Failure to take precautions to prevent protests could affect the outcome of the protest. Protests must be made in accordance with Green Book rules.

23. **Acceptable Reasons for Protests** - No protest shall be considered on a decision involving an umpire’s judgment. Protests shall only be considered when based on:

- ❖ The violation or interpretation of a playing rule
- ❖ Use of an ineligible pitcher
- ❖ Use of an ineligible player.
- ❖ Equipment, which does not meet specifications, is not an acceptable reason for a protest. Unacceptable equipment must be removed from the game.

24. **The Protest Committee:**

- ❖ The protest committee shall be comprised of the Chief Umpire of the 3 leagues with the uninvolved UIC as chair. Managers and Coaches will not be eligible for the protest committee regardless of their standing as a league official.
- ❖ UICs shall be responsible to the Local Boards of Directors if necessary to render a decision.
- ❖ Protest committee shall recommend to the local league all disciplinary actions involving managers, coaches, players and umpires. The local league shall be responsible for the administration of all disciplinary actions.

25. **Ejections** - Managers, coaches or players ejected from a game shall be suspended from participating in the team’s next game that is played. The manager may be subject to further disciplinary actions by the league Board of Directors.