

# D10 East AA Baseball Interlock Rules

## General Rules and Guidelines

1. All games shall be played in accordance with the Official Little League Rule Book and the following interlock playing rules and regulations.
  2. Each player must play at least every other inning (sitting out two consecutive innings is not allowed).
    - a. Violations of this rule should be reported to the VP of Baseball.
  3. Continuous batting order rule applies.
  4. No on-deck batters are allowed. The next batter shall not leave the dugout until the play is complete and the pitcher has the ball on the mound
  5. Batter may not advance on dropped third strike.
  6. Each coach shall be held responsible for the conduct of their players, themselves, and their spectators.
    - a. The plate umpire has the right to ask any offender(s) to leave the field. Any such incident is to be reported to the VP of Baseball.
  7. Game chatter between offensive and defensive teams is prohibited. However, players may give encouraging chatter to their own teammates.
  8. Alcoholic beverages, firearms, tobacco products, e-cigarettes, and vaping devices are prohibited at all games and practices.
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## Pre-Game Procedures

1. Coaches and umpires shall review the rules and regulations and, when necessary, establish the field boundaries and characteristics to the particular playing field.
  2. The home team is responsible for layout of the field, including bases. Layout will be completed 20-30 minutes before the scheduled start of the game.
    - o Bases must be breakaway per Rule 1.06
  3. The home team shall provide (2) new balls for the game. Visiting team shall provide (1) backup ball.
  4. Weather and field conditions prior to game:
    - o a. The coaches shall inspect the field prior to play to determine if the field is playable.
    - o b. After the line-ups have been exchanged, it will be the plate umpire's decision as to whether the game shall be played or postponed.
  5. When a league umpire is not available:
    - o a. The home team shall provide the plate umpire. If gear is available, the game will be called from behind the plate, if not, it will be called from behind the pitcher
    - o b. The visiting team will provide the field umpire. .
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# D10 East AA Baseball Interlock Rules

## Game Timing and Completion

1. The actual start time will be the scheduled start time with the following exceptions:
    - a. Fields are not accessible/playable.
    - b. Umpires are late or are a no-show.
    - c. There are not enough players to start or end the game. For a regulation game, a minimum of 8 players is required; no out shall be given for the missing 9th batter.
    - d. If one of these exceptions is met, both managers and the umpire will agree on the actual start time and it will be recorded in both scorebooks prior to the start of the game.
  2. A complete game will consist of six (6) innings (or time limit; see below). All six innings will be player-pitch, three out baseball.
    - a. There will be a maximum of 5 runs scored per inning. In the 6th inning, or the called last half inning due to time limit, where the home team is behind more than 5 runs, unlimited runs will be allowed except in the case of the run rules.
    - b. The 15-run rule applies after the completion of 3 innings of play, the 10-run rule applies after the completion of 4 innings of play, and the 8-run rule applies after the completion of 5 innings of play.
  3. No new inning will be allowed after 2 hours and 15 minutes from the actual start of the game. An inning already in progress may be completed after the 2 hour and 15 minute limit.
  4. Darkness – if, in the umpire's opinion, darkness is hampering the game, play will be stopped.
  5. Rain – if, in the umpire's opinion, rain is hampering the game, play will be stopped.
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## Pitching Rules

1. In games through April 22nd:
    - a. There will be no walks. Once ball 4 has been thrown to the batter, the Manager/Coach will step in to pitch and finish the count.
    - b. The pitcher will face the next batter unless the 3rd out has been recorded.
  2. Beginning on April 23rd:
    - a. Once bases are loaded and ball 4 has been thrown to the batter, the Manager/Coach will step in to pitch and finish the count.
    - b. The pitcher will face the next batter unless the 3rd out has been recorded.
  3. Beginning on May 5th, there will be no Manager/Coach pitch.
  4. There is no base stealing when the Manager/Coach is pitching.
  5. The pitch count policy set by National Little League will be used.
  6. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.
  7. Pitchers shall pitch from 46 feet.
  8. 11 and 12-year-old players cannot pitch.
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# D10 East AA Baseball Interlock Rules

## Equipment Regulations

1. Catchers must wear a face mask attached to a helmet, a throat protector attached to the mask, a chest protector and shin guards.
    - All male catchers must wear a hard cup.
  2. It is strongly advised that every male player wear a hard cup.
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## Scorekeeping and Reporting

1. Scorekeepers should check the score and pitch count and agree on totals after each 1/2 inning.
  2. The scorekeeper for the home team will be the official scorer.
  3. Both managers shall report the game score, pitch count and other required information for their respective league within 24 hours of completion of the game
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## Post-Game Procedures

1. Both teams must police all playing and spectator areas after each game for garbage.
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## Interlock Rules Approval

These interlock rules have been reviewed and accepted by the following Leagues:

- Auburn Little League
- Kent Little League
- Steel Lake Little League