

# D10 East Single A 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. A safety baseball shall be used in lieu of a hardball.
  3. 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.
  4. Continuous batting order rule applies.
  5. 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
  6. No runners shall advance once the defensive player stops the ball. A runner that is between bases when the ball is stopped may advance to the next base.
  7. Stealing bases is not permitted.
  8. There is no infield fly rule.
  9. Coaches may be on the field to instruct the players, provided there is (1) adult in the dugout whenever a player is present.
  10. Each coach shall be held responsible for the conduct of their players, themselves, and their spectators.
    - a. The managers have the right to ask any offender(s) to leave the field. Any such incident is to be reported to the VP of Baseball.
  11. Game chatter between offensive and defensive teams is prohibited. However, players may give encouraging chatter to their own teammates.
  12. Alcoholic beverages, or firearms, tobacco products, e-cigarettes, and vaping devices are prohibited at all games and practices. Tobacco products, e-cigarettes, and vaping
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## Pre-Game Procedures

1. Coaches 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 15-20 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. The visiting team shall provide (1) backup ball.
  4. Weather and field conditions prior to game – The coaches shall inspect the field prior to play to determine if the field is playable.
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## 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. There are not enough players to start the game. A minimum of 8 players is required; no out shall be given for the missing 9th batter.
    - c. If one of these exceptions is met, both managers will agree on the actual start time.
  2. No new inning will be allowed after 90 minutes from the actual start of the game. An inning already in progress may be completed after the 90-minute limit.
  3. A complete game will consist of six (6) innings (or time limit).
  4. Each half inning shall end when three outs have been made or five runs have been scored, whichever comes first.
  5. There is no 10-run rule.
  6. Each team may use up to ten defensive players on the field. A player may be used in the outfield between first and second on the outfield side of the baseline, or one player in the outfield between second and third on the outfield side of the baseline. These players must be at least 15 feet into the outfield. Unlimited substitutions are allowed throughout the entire game.
  7. Darkness – if, in the coaches' opinion, darkness is hampering the game, play will be stopped.
  8. Rain – if, in the coaches' opinion, rain is hampering the game, play will be stopped.
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## Pitching and Machine Use

1. The manager, coach, or pitching machine shall be positioned 40 feet from the front of home plate, with the distance marked using a tape measure. There shall be no walks. Each batter shall stay at bat until:
  - a. A pitched ball is batted fair.
  - b. The batter has had a total of 7 pitches. If the 7th pitch is fouled off, the batter gets one more pitch. If the batter fouls the 8th pitch off, they are considered out.
2. If a machine is used, the manager or coach must operate the pitching machine. No players are allowed to operate the pitching machine.
  - a. The pitching machine must have a 6' diameter circle which is a "no access" area to the players.
  - b. Speed of the pitching machine is determined by the home team manager; however, the machine is to be set so that players can make contact and hit the ball. If the machine malfunctions or is continually erratic, the managers shall agree to remove the machine and coach pitch.
  - c. The player in the pitcher's position shall stand to the side of the pitching machine. The player must be at least 3 feet to the side before the pitch is made. The player may not be positioned outside a 14-foot radius of the pitching machine.

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- d. If a thrown ball hits the pitching machine the play is considered dead. No further play may continue by offense or defensive players.
- e. If a batted ball hits the pitching machine, the ball is live. If the ball lands inside the pitching machine circle, it is considered dead. The runners stay at the base they are at.

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### **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.
  - a. 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. No official score is kept.

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### **Post-Game Responsibilities**

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