

LITTLE LEAGUE ALBERTA, DISTRICT 3 SPECIAL INTERLOCKING RULES FOR 2023 INTERMEDIATE, JUNIOR and SENIOR

1. TEAMS

HOME TEAM

- a) Will supply 3 game balls (2 new (80cc or equivalent) and one good used ball).
- b) Will supply a home plate and base umpire.
- c) Will use first base dugout.

Note: Prior to each game, the umpires shall hold a pre-game plate meeting at which time teams shall exchange lineup cards. In addition, the teams shall exchange their Baseball Pitcher Eligibility Form for review by the managers. Line up cards are to have both first name and last name. (No initials).

BOTH TEAM'S

Will send the following information to the co-ordinator: Corey Hein

- a) Your league name.
- b) Date game played.
- c) Your division (Intermediate, Junior, Senior – include Tier if appropriate).
- d) Your team name.
- e) **GAME** number as per schedule.
- f) The score.
- g) **Full name of pitcher(s), (Both Teams), Age of pitchers, Uniform # and number of pitches thrown by that pitcher.**

The co-ordinators can be reached at the following phone numbers:

District Administrator	Bill Smith	(403) 999-8775	da@albertadistrict3.com
District 3 Web Page	Corey Hein		chein@albertadistrict3.com

The above information can be sent in by using the District 3 Reporting Web Page located at:
<http://www.albertadistrict3.com>

The Umpire-In Chief of each league will attempt to schedule umpires for each game for all of their teams, but if they are unable to do this, then the manager is responsible to find their own umpires.

2 .BASEBALL PITCHER ELIGIBILITY FORM

All league teams require a Baseball Pitcher Eligibility Form (supplied with schedule) which must be used and kept up to date. The Baseball Pitcher Eligibility Form shall be presented to the opposing manager at the pre-game plate meeting. **AFTER EACH GAME, EACH MANAGER WILL VERIFY AND THEN SIGN THE OPPOSING TEAM'S BASEBALL PITCHER ELIGIBILITY FORM**

3. **PITCHING RULES SEE RULE 8 & REGULATION VI OF LITTLE LEAGUEE RULE BOOK**

- a) The home team shall provide an official pitch count supervisor for each home game, to act as the official pitch count recorder. The home team shall provide an official Scorekeeper for the game.

4. SUBSTITUTION RULE 3.03:

Senior REGULAR SEASON

3.03 A player in the starting line-up, who has been removed for a substitute, may re-enter the game, in the same position in the batting order provided:

- a) His or her substitute has completed one time at bat and;
- b) Has played defensively for a MINIMUM of six (6) consecutive outs

d) A starter and his/her substitute must not be in the line-up at the same time, except as provided in 3.03

NOTE: 3. Once mandatory play is met, a starter and substitute(s) can enter/re-enter for each other as desired, but must re-enter in the SAME position in the batting order.

NOTE: The designated hitter is not allowed in District 3 during the regular and playoff season.

NOTE: A player ejected from the game is not eligible to re-enter.

5. NEW: **CONTINUOUS BATTING ORDER: ALL Divisions except Senior –**

6. TIME LIMIT

No new inning to begin 2 hours after start time any partially completed inning(s) at the 2 hour mark will be allowed to finish. SEE ** below

- (a) Games can be called on the account of darkness (umpire decision ONLY).
- (b) When more than one game is scheduled at a diamond, no new inning can start ½ hour before the start of the next scheduled game unless the inning MUST be played to make the game official (5 innings or 4½ innings if home team ahead).

Intermediate, Junior and Senior Rule 4:10 (2) AR is 2hr

** No games shall be more than 2 ½ hours in length as per LL rule unless required to break a tie.

NOTE EXCEPTION PLAYOFFS ONLY TIME LIMIT REMOVED IF GAME IS TIED AND/OR REQUIRED INNINGS HAVE NOT BEEN PLAYED.

7. NOTE: MERCY RULE 4.10 (e)

15 after 3 innings
10 after 4 innings
8 after 5 innings

My recommendation is to forego having the home team bat in their half inning if winning by the run rule.

Synopsis: This would revise the run rule for all divisions of play during the regular season.

8. MINIMUM NUMBER OF PLAYERS

A team CAN play a game with 8 players and there is no automatic out. If the 9th player arrives, he is put in the number 9 batting position. If the game cannot start because of less than 8 players or continue because of

less than 8 players, then the team with 7 or less players loses by default. If you start the game with 9 players and a player has to leave for any reason, as long as you have 8 players the game can continue.

NOTE 1: Forfeited games of less than one inning do not count as a game.

If the forfeit occurs after the first inning, then the pitch count for each pitcher on both teams and innings played must be sent it.

NOTE 2: If you know early enough you can call players up from a lower division.

JUNIOR: (Tier 1) can call up players from their Tier 2 team(s). You CAN call players up from the Major Division.

Senior: You can call up players from your intermediate or Junior team(s).

The call up players CANNOT pitch for you.

Call ups must go through the team manager of the player you want to call up.

9. RUN RULE ALL DIVISION'S : 7 runs or three outs per inning, whichever comes first. NO OPEN INNING!!! If last is not the sixth inning (Intermediate)seventh (7) inning Junior & Senior, then both managers and the umpire must agree it is the last inning.

10. RAIN OUTS

- a) It is the responsibility of each team to reschedule games. Each league should appoint a coordinator to look after rescheduling of games. It is not the responsibility of the interlock coordinator to reschedule games.
- b) When games have been rained out, try and play them during the week they were scheduled.
- c) When games have been rained out, play your make up games in the order that they occurred on the schedule (first rain out to last), if possible.
- d) Every effort must be made to play all rained out games, as GAMES PLAYED is what is used to determine final standings. Rained out games not played could affect your standing at the end of the season.
- e) If in the opinion of the Interlock coordinator, one team is refusing to make up a game, the coordinator can award a win by default to the team trying to make up the game.

11. TIE GAMES: If the score is tied after completion of the final inning, score will remain tied and both teams awarded one point.

12. Good sportsmanship is expected from all participants, coaches, players and spectators. No abuse of umpires, the other team or officials will be tolerated. One warning, from the umpire, may be given, and ejection will result if there is a second offence. No warning is required to eject any individual. See **Rule 4.07 for penalty for ejection.**

13. Once each inning, a team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player. A player may only be removed for a special pinch-runner one time during the game. The player, for whom the pinch-runner runs, is not subject to removal from the lineup. If the pinch-runner remains in the game as a defensive or offensive player, the player may not be used as a special pinch-runner while in the batting order. However, if removed for another substitute or starter, that player or any player not in the lineup, is again eligible to be used as a pinch-runner.

NOTE: See new rule(s) 2:00, 3:04 and 7:14 of LL rule book courtesy runner allowed for the catcher with two outs.

14. A player must keep both feet in the batter's box at all times.

15. RULE INTERPRETATIONS

Any rule interpretations must go through your league's Umpire-In-Chief for clarification. If your league does not have an Umpire-In-Chief or the problem is still not solved, then YOU MUST go through District 3's **UMPIRE IN CHIEF** for clarification. District 3's **UMPIRE IN CHIEF'S** decision is final and binding.

16. TIES: As per LL Rule Book

Here is the tie breaking procedures that will be used where everyone plays everyone and seedings need to be determined.

- 1) Head to Head**
- 2) Runs Against Ratio – Total runs against in all games divided by 6 (Major/Minor) or 7 (Junior, Intermediate and Senior).**
- 3) If teams are still tied, Runs Against Ratio – Runs against with only the tied teams games used divided by 6 (Major/Minor), or 7 (Junior, Intermediate and Senior).**

Here is the modified tie breaking procedure that will be used where everyone does not play everyone and seedings need to be determined.

- 1) Head to Head**
- 2) Runs Against Ratio – Total runs against in all games with all tied teams played divided by 6 (Major/Minor), or 7 (Junior, Intermediate and Senior). (Common opponents only is another way to word this).**
- 3) If teams are still tied, Runs Against Ratio – Total Runs against with only the tied teams games used divided by 6 (Major/Minor), 7 (Junior, Intermediate and Senior).**
- 4) Runs Against Ratio – Total runs against in all games played by each team divided by 6 (Major/Minor), or 7 (Junior, Intermediate and Senior).**

17. MISCELLANEOUS

UNLESS OTHERWISE STATED HEREIN, THE RULES SET OUT IN THE “OFFICIAL REGULATIONS AND PLAYING RULES DISTRIBUTED BY LITTLE LEAGUE BASEBALL SHALL APPLY.

- 18. THE DISTRICT 3 ZERO TOLERANCE POLICY WILL BE IN FORCE FOR ALL MANAGERS, COACHES, PLAYERS AND FANS. MANDATORY SUSPENSIONS WILL BE HANDED OUT AS REQUIRED. DETAILS WILL BE PROVIDED TO EACH TEAM.**
- 19. PLAY-OFFS – are pool play first (1st) Odd vs first (1st) Even in all Tiers, Ties are broken using LL tie breaking rules Section IV- Runs – Allowed Ratio pg. 214**