



2019 Interlock Supplementary Rules

1. Rules

All games will be played under the Official 2019 Little League Baseball Rules and Regulations, except as stated otherwise herein.

2. Home Team

- a. Occupies the first base dugout.
- b. Prepares field, chalks lines, etc.
- c. Provides an official scorekeeper and pitch counter and they shall sit in a location easily accessible by the umpire, preferably behind the backstop.
- d. Must provide 3 new baseballs for the game, and 1-2 good used ones
- e. Home team takes their infield first, 25 minutes prior to game start time.
- f. If there is no plate umpire provided by the league, the home team is responsible for providing a plate umpire.

Note: The Official Scorekeeper is considered neutral and must not communicate information, such as a team batting out of order, to anyone other than the plate umpire only when requested.

3. Visiting Team

- a. Occupies the third base dugout.
- b. Visiting team takes their infield last, 15 minutes prior to game start time.
- c. If there is no base umpire provided by the league, the visiting team is responsible for providing a base umpire.

4. Line-ups

Line-ups, including first and last names of players, must be submitted to the plate umpire during the plate meeting prior to the game starting (top two copies). Each manager should provide a copy of their line-up to both scorekeepers at least 10 minutes prior to game start (bottom two copies).

5. Pitching

- a. Any player on a team may pitch. There is no limit to the number of pitchers a team may use in a game. **Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch for the remainder of that calendar day. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more (15 and 16 year olds: 31 pitches or more) in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20 pitch limit (15 and 16 year olds: 30 pitch limit) while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half inning or the game.**
- b. A pitcher removed from the mound but remaining in the game, moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game. Further, any pitcher removed by rule (removed due to 2nd mound visit in an inning, 3rd mound visit in a game), cannot return to the mound in that game, period.
- c. The manager must remove the pitcher when said pitcher reaches their limit:
League Age 13 to 16 = 95 pitches
League Age 11 or 12 = 85 pitches
The pitcher removed may remain in the game at another position.

Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at bat, provided that pitcher is removed before delivering a pitch to another batter.



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Note: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

- d. Pitchers must adhere to the following rest requirements:

League age 15 and 16:

76 or more pitches in a day, four (4) calendar days of rest.

61 to 75 pitches in a day, three (3) calendar days of rest.

46 to 60 pitches in a day, two (2) calendar days of rest.

31 to 45 pitches in a day, one (1) calendar day of rest.

1 to 30 pitches in a day, no calendar days required.

League age 14 and under:

66 or more pitches in a day, four (4) calendar days of rest.

51 to 65 pitches in a day, three (3) calendar days of rest.

36 to 50 pitches in a day, two (2) calendar days of rest.

21 to 35 pitches in a day, one (1) calendar days of rest.

1 to 20 pitches in a day, no calendar days required.

Note: No player shall pitch on three (3) consecutive days.

- e. Pitching in more than one game in a day:

Intermediate: A player may not pitch in more than one game in a day;

Junior and Senior: A player may be used as a pitcher in up to two games in a day. **NOTE:** If a pitcher reaches 30 pitches while facing a batter in the first game, the pitcher may continue to pitch, and maintain their eligibility to pitch in the second game on that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to pitch in a second game provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 31 or more pitches in the first game, and is not covered under the threshold exception, the player may not pitch in the second game that day).

- f. The home team will provide an official pitch count recorder. The pitch count recorder will use the pitch count sheet provided by Interlock League. The pitch count recorder will sit near the official scorekeeper, preferably behind the backstop where they will be easily accessible by the plate umpire.
- g. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
- h. The pitch count recorder should inform the umpire when a pitcher has reached his/her maximum pitches for a game. The umpire shall inform the pitcher's manager that the pitcher must be removed. However, failure by the pitch count recorder to notify the umpire, or failure by the umpire to notify the manager, shall not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.



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- i. Violation of any section of this rule can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

Notes:

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that pitcher has pitched a ball to a batter, shall not be considered a violation. All managers, coaches, umpires, scorekeepers, pitch counters, and spectators are encouraged to prevent protest situations from arising. When a protest situation is imminent, time should be called and the potential offender should be notified immediately.
 2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall count against a player's eligibility to pitch. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
- j. Each team manager must carry an up to date pitching control log, and make it available at the beginning of each game for inspection by the opposing team manager or Interlock or league official.
 - k. **Pitchers attending tournaments or playing in 'special games' with their regular season team, or participating on Little League Travel Teams must adhere to Little League Pitching Rules going in and coming out of special games or tournaments.**
 - l. Violation of pitching regulations will be considered grounds for forfeit by the team found to be in violation. Furthermore, repeated violations or violations found to be intentional, may result in the offending manager and/or coach(es) being suspended or removed.

6. **All Bat Rule**

All players present for the game shall be placed in the batting line-up and will bat throughout the game in that batting order, regardless whether they are playing defensive innings or not. Players arriving late must be added to the bottom of the batting order. The batting order cannot otherwise be changed during the game.

If a player is unable to bat (injured or ejected) his spot in the order will simply be skipped. If a player is injured while on the bases, the player who was the previous out for the team at bat shall take the place of the injured player on the bases.

7. **Mercy Rule**

15-run rule will be in effect after 4 complete innings, 3.5 innings if the home team is ahead. 10-run rule will be in effect after 5 complete innings, 4.5 innings if the home team is ahead.

8. **Length of Games**

- a. **Regular Season:** No new inning shall be started after 2 hours and 15 minutes from the scheduled game start time and in the end, it shall be considered a completed game. Any partially completed innings at the 2 hour and 15 minute mark will be allowed to finish. The umpire will be the official timekeeper or shall designate another person at the game to perform this task. If the score is tied after completion of this final inning, score will remain tied and both teams awarded one point. Note that extra innings are to be played in the event of a tie game at the end of seven innings, provided time limit has not been reached.
- b. **Playoff Games:** Will be a maximum of seven (7) innings plus extra innings if required to break a tie. No time limit, there can be no tie games in playoffs. Games are played to completion or until the Home Plate Umpire calls a game due to darkness or weather. Playoff games which are tied and suspended must be completed the next calendar day.



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9. **Fair Play**
Managers are to ensure that all players play an equal amount of time, or as close as possible. Please follow any fair play rules mandated by your league.
10. **Minimum Players**
A game cannot start with less than 8 players on each team. A game can be played with 8 players without an automatic out being assessed to the ninth batter. A team that cannot field the minimum number of 8 players to start and finish shall forfeit the game, and a final score of 7-0 will be assessed.
11. **Catchers Equipment**
All catchers must wear approved Little League catchers helmets with throat protectors and body chest protectors.
12. **Bats**
Must meet Little League specifications and standards. Certain bats do not meet testing standards, please visit www.littleleague.org for a list of any decertified bats.

Intermediate and Junior:

- Bats must be no more than 34" in length and barrel no more than 2 5/8" in diameter.
- Solid one-piece wood barrel bats are permitted and must be 15/16" in diameter at the smallest part, or 7/8" in diameter at the smallest part if 30" or smaller.
- All bats that are NOT solid one-piece wood barrel bats must bear the USA Baseball logo signifying it meets the USAbat youth bat performance standard.
- Bats meeting the BBCOR standard as outlined below are also permitted provided they are 34" in length or smaller.
- There are penalties for use of an illegal bat, please review rule 6.06(d) carefully.



Senior:

- Bats must be no more than 36" in length and barrel no more than 2 5/8" in diameter.
- The bat shall not numerically weigh, numerically, more than 3 ounces less than the length of the bat (i.e. a 33 inch long bat cannot weigh less than 30 ounces).
- Solid one-piece wood barrel bats are permitted and must be 15/16" in diameter at the smallest part, or 7/8" in diameter at the smallest part if 30" or smaller.
- All bats NOT made of a single piece of wood (aluminum alloy, composite and wood composite as examples) must meet the BBCOR performance standard and must be marked on the barrel as such with a permanent mark by the manufacturer.
- There are penalties for use of an illegal bat, please review rule 6.06(d) carefully.



13. **Base Coaches**
Two (2) adult base coaches are permitted provided an adult coach is on the bench. Players acting as base coach must wear a batting helmet.
14. **Replacement Coaches**
Only the team manager and two coaches that appear on the official league roster for a team may be on field or in the dugout during a game. Should a team require a single game replacement of a manager or coach at a game, the team manager must email the Interlock Coordinator in advance of the game informing them of the name of the replacement. The individual replacing the rostered manager or coach should complete volunteer screening with the local league.



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15. Call-up Players

Teams that are short players for a game (fewer than 9 players have indicated they will attend) and know in advance may contact their League Player Agent and request a single game 'call-up' player from the division below in their own league. The Player Agent must assign and track any and all players called up. Team Managers may not directly contact players or arrange for their own call-up players. A maximum of two call-up players may be used as replacement players for a game, and they may not be used in consecutive games by any one team. Call-up players must be noted on the line-up card and bat last. Call-up players may not pitch and may not be used for playoff games.

Note: This is to be used as a measure to ensure that games can be played and are not forfeited. It is not to be used as a means to manipulate game results. It should also be noted that players league age 13 may play on both an Intermediate and Junior or Senior team provided they are rostered by the league. Any 13 year old already rostered on two teams may not be used as a call-up player.

16. Scores

- Winning team manager to submit game report. In the event of a tie, the home team submits the game report.
- Game report must contain the score, number of innings played and official pitching records for BOTH teams (pitcher's uniform number and name). DO NOT LEAVE THE FIELD WITHOUT THIS INFO.
- Game report must be submitted on website at www.littleleaguedistrict8.com, login info for each team will be sent to the team manager.

17. Disputes Over Score or Pitch Count

In the event of a dispute over a score, the score as recorded by the official scorekeeper shall be considered correct. In the event of a dispute over a pitch count, the pitch count recorded by the official pitch counter shall be considered correct. Both teams are encouraged to keep score and pitch count and compare regularly throughout games.

18. Regular Season Standings

Teams will receive two (2) points for a win, one (1) point for a tie and no points for a loss. Standings on the District 8 website may not reflect this, however a manual calculation at the end of the regular season will be done to determining playoff seeding.

19. **Cancelled Games:** All regular season games cancelled due to weather or otherwise will be rescheduled. The Interlock Coordinator and the Team Managers involved will find an available timeslot to reschedule the cancelled game. In the event a game cannot be rescheduled, it will be declared a tie and both teams will be awarded one point. A final score of 7-7 will be assessed.

20. Tie Breakers

In the event of a tie after completion of regular season play, position in the standings will be decided as follows.

Two teams:

- The team with the best season record in the games played between the teams is awarded the highest placing.
- If still tied, the team with the most wins is awarded the highest placing.
- If still tied, the team with the fewest runs against is awarded the highest placing.
- If still tied, a flip of a coin is used to award the highest placing

Three or more teams:

- The team with the best season record in the games played between the tied teams is awarded the highest placing; the next best record is awarded the next placing, and so on.
- For remaining teams still tied, the team with the most wins is awarded the highest placing.
- For remaining teams still tied, the team with the fewest runs against is awarded the highest placing.
- For remaining teams still tied, flip a coin.



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21. **Sportsmanship**

Good sportsmanship is expected by all participants and spectators. No abusive comments will be tolerated. No warning is required to eject a manager, coach or player. Managers are responsible for the conduct of their team, including spectators in the stands. Once an individual is ejected or a spectator asked to leave, that person must promptly leave the game site, and the ball game shall not resume until the umpires are satisfied.

The District 8 Zero Tolerance Policy will be in force for all managers, coaches, players and spectators. If you have not reviewed the District 8 Zero Tolerance Policy, see your League President.