

Little League Alberta District 8

2009 Senior Interlock Rules

1. **Rules** - All games will be played under the Official 2009 Little League Regulations and Rules, except as stated otherwise herein.
2. **Home Team** –
 - (a) The home team will occupy the first base dugout and will provide an official scorekeeper. The home team's scorekeeper shall sit near the official pitch counter behind the backstop in a location easily accessible by the umpire
 - (b) Home Team is responsible to provide new balls for the game
 - (c) Home Team must prepare the field so it is ready at approximately 6:15 pm
 - (d) If there is no Plate umpire provided by the League, Home Team is responsible for the Plate Umpire
3. **Visiting Team** – If there is no Base umpire provide by the League, Visiting Team is responsible for Base Umpire
4. **Line-Ups** - Line-ups, including first and last names of players should be submitted to the Plate Umpire prior to the game.
5. **Pitching** –
 - a. Any player on a regular season team may pitch. (**NOTE:** There is no limit to the number of pitchers a team may use in a game.)
 - b. A pitcher once removed from the mound cannot return as a pitcher. **Junior, Senior, and Big League Divisions only:** A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
 - c. The manager must remove the pitcher when said pitcher reaches 95 pitches, but the pitcher may remain in the game at another position:

Exception: If a pitcher reaches his/her pitch limit while facing a batter, the pitcher may continue pitching to that batter until such batter reaches first base, is put out, or the inning ends.

Note: A pitcher who delivers 41 or pitches in a game cannot play the position of catcher for the remainder of that day.
 - d. Pitchers must adhere to the following rest requirements:
 - 1) If a player pitches 61 or more pitches in a day, four (4) calendar days of rest must be observed.
 - 2) If a player pitches 41 to 60 pitches in a day, three (3) calendar days of rest must be observed.
 - 3) If a player pitches 21 to 40 pitches in a day, two (2) calendar days of rest must be observed.
 - 4) If a player pitches 1 to 20 pitches in a day, no calendar days of rest must be observed.

- e. The visiting 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 behind the backstop where they will be easily accessible by the plate umpire.
- f. 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.
- g. 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.
- h. 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:

- 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.
 - 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.
 - i. Fill out pitching records and have opposing coach sign same at end of each game and have it available at the beginning of each game for inspection by the opposing coach.
 - j. **Violation of pitching regulations, player substitution regulations or mandatory playing time 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** - A 10-run rule will be in effect after 5 complete innings (4 1/2 innings if the home team is ahead).
8. **Length of Games –**
 - a. For all regular season games, no new inning shall be started after 2 hours and 15 minutes from the time the game began 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.
 - b. All playoff games will be a maximum of seven (7) innings unless extra innings are required to break a tie. Games are played to completion or until the Home Plate Umpire calls a game due to darkness.
9. **Maximum Rule Run –** All innings except the 7th or final inning of game is subject to a maximum of six (6) runs regardless of the number of outs. The final inning of the game (seventh inning or final inning as declared by the official time keeper prior to its start as per Special Rule 7) is unlimited.
10. **Fair Play** - All coaches are to ensure that all players play an equal amount of time, or as close as possible.
11. **Minimum Players** - A game can not start with less than 8 players on each team. *A game can be played with 8 players without an automatic out being accessed to the ninth batter.* A team that cannot field the minimum number of 8 players to start shall forfeit the game, and a final score of 6-0 will be assessed.
12. **Equipment** - All catchers must wear approved Little League catchers helmets with throat protectors and body chest protectors.
13. **Scores – Home team:**
 - i. Please e-mail in the results to: Dick Karperien dickk@timbertown.ca
 - ii. Dick would appreciate if he could get everything by e-mail. If that is a problem please let him know.
 - iii. Please provide the Game date, team names, score, pitchers – (name and number of pitches. Don't forget to get the visiting team pitching info)
 - iv. Please have the **results to Dick by the next day**. I know everyone is busy but it sure would make it easier to take care of standings.
14. **Rainout Games –** All games rained out will be attempted to be re-scheduled. The Interlock Coordinator and the Team Managers involved will find an available timeslot to play the rainout game. In the event a league game cannot be made up, both teams will be awarded one point. Final Score for all ties will be 6-6.

15. **Base Coaches** – Two (2) adult base coaches are allowed as long as an adult coach is on the bench.
16. **Tie Breakers** (for position in League Standings) - In the event of a tie after completion of league play, position in the standings will be decided as follows:

Two Teams:

- i. The team with the best season record in the games played between the teams is awarded the highest spot
- ii. If still tied, the team with the most wins is awarded the highest spot.
- iii. If still tied the team with the fewest runs against is awarded the highest standing.
- iv. If still tied, a flip of a coin.

Three or more Teams:

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

17. **Collisions and Any Close Play** - It is the responsibility of the runner to avoid a collision with the defensive player, or he or she will be called out at the discretion of the umpire (i.e. around, over or slide under).
18. **Sportsmanship** - Good sportsmanship is expected by all participants, coaches, players and spectators. No abusive comments towards umpires or diamond officials will be tolerated. No warning is required to eject a participant, coach, player or spectator. Once an individual is ejected, that person must promptly leave the playing field, and the ball game shall not resume until that person has left the playing field to the satisfaction of the umpire.

The District Zero Tolerance Policy will be honoured by all players, coaches, managers, spectators, officials, etc. If you have not signed the District Zero Tolerance Policy, see your League President. Policy is in full force.