



2011 Senior Interlock Rules



1. **Rules:** All games will be played under the Official 2011 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 3 new baseballs for the game
 - (c) Home Team prepares field and will take first infield, Visiting team last.
 - (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. Visiting Team provides official pitch counter.
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.
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.) **Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.**
 - 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 count 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 **league age 15 or 16** must adhere to the following rest requirements:
 - 1) If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
 - 2) If a player pitches 61 to 75 pitches in a day, three (3) calendar days of rest must be observed.
 - 3) If a player pitches 46 to 60 pitches in a day, two (2) calendar days of rest must be observed.
 - 4) If a player pitches 31 to 45 pitches in a day, one (1) calendar days of rest must be observed.
 - 5) If a player pitches 1 to 30 pitches in a day, no calendar days required.



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Pitchers **league age 14** must adhere to the following rest requirements:

- 1) If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - 2) If a player pitches 51 to 65 pitches in a day, three (3) calendar days of rest must be observed.
 - 3) If a player pitches 36 to 50 pitches in a day, two (2) calendar days of rest must be observed.
 - 4) If a player pitches 21 to 35 pitches in a day, one (1) calendar days of rest must be observed.
 - 5) If a player pitches 1 to 20 pitches in a day, no calendar days required.
- 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.



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- 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.**
 - k. *Pitching in more than one game in a day - Junior League and Senior League – A player may be used as a pitcher in up to two games in a day. (Exception: If the player pitched 31 or more pitches in the first game, that player may not pitch in the second game on that day)*
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 ½ 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 7-0 will be assessed.
12. **Equipment:** All catchers must wear approved Little League catchers helmets with throat protectors and body chest protectors.



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13. **Scores – Home team manager to submit**
 - i. Please e-mail all game results within 24 hours to:
Glen Lindsay at glen@lindsayfamily.ca
 - ii. Please provide the game date and number, team names, score, pitchers name and number of pitches. Don't forget to get the visiting team pitching info.
14. **Rainout Games:** All games rained/snowed 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. A final score of 7-7 will be assessed.
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. **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 reviewed the District Zero Tolerance Policy, see your League President. Policy is in full force.