



2014 Intermediate and Junior Interlock Rules



1. **Rules:** All games will be played under the Official 2014 Little League Regulations and Rules, 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.
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 provide 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.
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.**
 - 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 3rd mound visit in an inning, 4th 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 & 14:	95 pitches
League Age 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.

Note: A pitcher who delivers 41 or more 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 66 or more pitches in a day, four (4) calendar days of rest must be observed.



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- 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 of rest must be observed.
- e. 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.
 - 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.**



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- k. **Pitching in more than one game in a day:**
Intermediate – A player may not pitch in more than one game in a day.
Juniors - 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 games will be a maximum of seven (7) innings plus extra innings if required to break a tie. No time limits. Games are played to completion or until the Home Plate Umpire calls a game due to darkness or weather.
9. **Fair Play:** All coaches are to ensure that all players play an equal amount of time, or as close as possible.
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 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.
1. Bats must be no more than 34" in length and barrel 2 5/8"
 2. Aluminum alloy bats are permitted and can be any weight drop.
 3. Composite barrel bats are permitted, but must meet the BBCOR performance standard and must be marked on the barrel as such with a permanent mark by the manufacturer.
 4. Wood 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.
 5. There are penalties for use of an illegal bat, please review rule 6.06(d) carefully.



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13. **Scores:**
- Winning team manager to submit. In the event of a tie, the home team submits.
 - Please e-mail all game results within 24 hours to:
INTERMEDIATE: district8intermediate@gmail.com
JUNIOR: district8juniorbigleague@gmail.com
 - Please provide the game date and number, team names, score, pitchers uniform number and name and the number of pitches. Pitching records **MUST** be submitted for both teams. Official Pitch counter to supply records.
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 game cannot be rescheduled, 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 permitted provided 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:**
- The team with the best season record in the games played between the teams is awarded the highest spot
 - If still tied, the team with the most wins is awarded the highest spot.
 - If still tied the team with the fewest runs against is awarded the highest standing.
 - If still tied, a flip of a coin.
- Three or more Teams:**
- 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
 - For remaining teams still tied, the team with the most wins is awarded the highest spot.
 - For remaining teams still tied, the team with the fewest runs against is awarded the highest standing.
 - 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 game site, and the ball game shall not resume until the umpires are satisfied.

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.