

DISTRICT SIX: MINORS INTERLOCK RULES

THESE RULES APPLY TO INTERLOCK PLAY for 2018 SEASON

The rules of Little League Baseball will be used with the following exceptions:

Pitching:

- Pitch count as per the Rule book will be in effect.
- The pitching distance will be 42 feet during the first and second inning only.
- Only those players 9 years of age and younger are permitted to pitch from 42 feet.
- If a 10 year old pitches in the first or second inning the pitching distance will be 46 feet.
- Starting from the third inning until the end of the game the pitching distance will be 46 feet.
- **Starting the first Saturday of May** the pitching distance will be 46 feet from the beginning to the end of the game.
- No 12 year olds are allowed to pitch at any time.

Batting: All players on a team batting order will bat. No on-deck batter is permitted. All bats that are deemed legal by LL International may be used for Interlock play. Rule 6.02(c) with respect to batters keeping one foot in the batter's box during their at-bat applies.

Runners: If the pitcher has the ball while standing on the rubber and the catcher is in the receiving position, all runners must return to their bases. If there is a runner on third base, umpire has the discretion to call "time" to stop delays. (eg. Catcher running up the line chasing runner.)

Additional rules:

- Unlimited substitutions.
- 2-hour time limit, no inning shall start after two hours from the scheduled start time (Games played at Hastings shall have a 1 hour and forty minute time limit).
- 10 players allowed in the field (four outfielders).
- Eight players may start game, if there are less than eight players (minimum of seven), the eighth spot in the batting order will be an out. If a team does not have enough players, please try to split teams and have a fun game.

Call-Ups If a team is short players they may only call-up 7 & 8 year olds from the Rookie division. A player may not be called-up more than 3 times to play on a Minor team.

Run limits are:

first two innings	- maximum of two runs per inning
all remaining innings	- maximum of five runs per inning
	(no open inning)

- Further to Rule 4.07, when a coach/player is ejected from the game, the opposing team's manager will contact their Minors Coordinator who will then contact the ejected parties Coordinator to advise him/her of the ejection. It is the responsibility of the ejected parties League to advise the responsible person of the ejection and to ensure that he/she does not come to the next physically played game.

Coaches may warm up pitchers between innings

Forfeits & Protests: All forfeits & protests will be handled by the District Administrator.

Rainouts:

Rainouts are to be played no later than June 1st or the game is cancelled. Umpire to make decision on start of game if weather is poor.

If rained out before full four innings (3 ½ if Home team is ahead); the teams have a 10-day period to continue and complete the game or the game is cancelled. If game is cancelled each team is awarded a "0" score. A win is "2" a tie is "1" and a loss is "0".

Tiebreaker Procedures

- 1) The first tiebreaker is the result of the head-to-head match-up(s).
- 2) The total number of runs given up in all interlock play games played by each team, divided by the number of half-innings played on defense in interlock play games by those teams. The team with the lowest Runs-Allowed Ratio advances.
- 3) If the tie is still not broken then the District-Administrator shall decide to break the tie with a coin flip.

These rules are in the rule book under the International Tournament Pool Play format; Section III – Tiebreaker Procedures and Section IV – Runs–Allowed Ratio.

DISCIPLINARY POLICY

All incidents must be reported to the respective leagues' Board of Directors who may request a written report. The incident will be assessed by the respective league's Disciplinary Committee of the offending individual.

The offending individual will be informed of the report by phone, letter or email and given the opportunity to respond. Infractions will be dealt with as soon as possible taking into consideration both the interlock and the league schedule and any other relevant factors.

The local league's Disciplinary Committee may consult with the District Administrator or his/her designate during the fact finding stage. It is up to the respective league to apply the following sanctions singly or in combination:

- Verbal reprimand
- Request for a verbal or written apology (letter or email)
- Suspension of coach/manager duties
- Suspension from Little League parks, events, games, practices etc
- Termination of league membership and expulsion from the league
- Other sanctions as may be considered appropriate for the offence

Disciplinary sanctions will commence immediately following a decision. In applying the sanctions, the Disciplinary Committee may have regard to the following circumstances:

- The nature or severity of the offence
- Whether the incident is the first offence or has occurred repeatedly
- The individuals acknowledgment of responsibility and extent of remorse
- The age, maturity or experience of the individual
- The individuals prospects for rehabilitation