

Interlock – Rules Intermediate Baseball – 2017

- 1 – All teams playing interlock baseball will abide by these rules.
- 2 – Fair play rule must be followed at all times.
- 3 – Innings per game is 7 except in the case of rule 9 below.
- 4 – Continuous batting order will be used which means rule 7.14 does not apply.
- 5 – Coaches and managers may not wear shorts or opened – toed shoes or sandals.
- 6 – The home park is responsible for the grounds.
- 7 – One coach must remain in the dugout at all times with the players including in between innings.
- 8 - Run limit is 5 runs per inning per team.
- 9 – No new inning after 2 hrs 15 mins.
- 10 – The open inning will be closest to 2hrs 15 mins and is wide open.
- 11 - **Scorekeeper must be in the score booth and not in the stands. They must be available to the umpires at all times. Pitch count will be kept by the scorekeeper.**
- 12 – The mercy rule is in effect. This means if the home team is ahead by 10 runs after 4 ½ innings the game is over. If they are the losing team after 5 innings the game is over.
- 13 – All teams must carry a pitching affidavit for all games and must be signed by the plate umpire after the game.
- 14 – All safety rules must be followed at all times. IE: If a batter has a bat in his or her hands they must wear a batting helmet.
- 15 – All games will be played in accordance with Little League Baseball except those noted above.
- 16 – If a team shows up to the park with less than 9 players (or a player is hurt during the game, leaving a team short) then the opposing team must lend a play or players as needed to continue the game. Each team must have nine (9) players per team in order to proceed.