

Interlock Rules Minor Baseball 2017

- 1- All teams, which play an interlocking schedule, must abide by these rules.
- 2- All coaches, managers and umpires must review the safety rules for Little League Baseball and abide by them.
- 3- If a team shows up to the park with less than 9 players (or a player hurt during a game leaving a team short,) then the opposing team must lend a player or players as necessary to play.
- 4- Continuous batting order will be used.
- 5- Shorts and opened-toed shoes or sandals are not permitted on the field.
- 6- A pitching affidavit will be carried by all teams and signed by the plate umpire at the completion of the game: this will include interlocking, exhibition and games played at the local level
- 7- **Scorekeeping- Must be done from the score booth.** The umpire needs to have immediate access to the scorekeepers and not searching the stands looking for them. The scorekeeper is the official pitch counter of the game therefore they need to be available to the umpire at all times.
- 8- Stealing is allowed for all bases including home.
- 9- Umpires discretion of the fitness of equipment and field conditions (after the game starts_ is final.
- 10- The home team is responsible for the grounds, supplying umpires and scoresheets.
- 11- The mercy rule is in effect.
- 12- Run limit is 3 runs per inning for each team. The last inning is modified open as declared by the umpire. The visiting team can score 3 runs if tied or ahead OR can score as many runs as possible to go ahead by 3 if behind. The home team can score enough to win. Or 3 outs. Whichever comes first.
- 13- Time Limit: no new innings will be started after 1 hour and 45 minutes.
- 14- One adult must remain in the dugout at all times with the players, including in between innings
- 15- Only managers may come out and talk to the umpires on the field.
- 16- No 12 year olds may pitch.
- 17- All games shall be played in accordance with the rules of Little League Baseball except those noted above.