

RULES FOR THE AAA INTERLOCK DIVISION

All rules for the AAA Division follow the Official Regulations and Playing Rules as published by Little League Baseball (commonly known as the “Greenbook”), except as stated below.

(a) BATTING LINEUP:

- i. Each player on the team shall be in the batting lineup. This will include all healthy players present at the start of the game and is not limited to 9 batters.
- ii. If a healthy player arrives late to the game, but before each player in the lineup makes a plate appearance, the manager shall enter that player at the bottom of the lineup.
- iii. If a player cannot bat due to an injury or illness, that position in the lineup will be skipped for the remainder of the game. It will not be an automatic out, but the player shall not return to the game.

(b) RUN LIMITS

- i. There is a 5 run limit per inning.
- ii. The 6th inning of the game is an “open inning” where there is no maximum of runs that can be scored. In games that go to extra innings, the 6th and all extra inning are open innings.
- iii. Only the 6th inning (and beyond) shall be unlimited. If time is reached prior to the start of the 6th inning, there will be no unlimited inning.
The 15-run rule applies after the completion of 3
- iv. innings of play, the 10-run rule applies after the completion of 4 innings of play, and the 8-run rule applies after the completion of 5 innings of play.

(c) TIME LIMITS

- i. 2-hour time limit: At the plate meeting the umpire will declare the time. No new inning may start after play reaches two-hours from that time.
- ii. The run limits listed above will not change.
 - i. *Be reminded that teams have 60 seconds between innings before the umpire will call for “balls in” and direct the pitcher and batter to “play.”*
- iii. All post season tournaments shall have a 2.5 hour time limit until the championship game. The championship game will have no time limit.