

D10 Fall Ball Tee Ball Baseball Interlock Rules

This is an instructional level of baseball, and it is our duty as coaches to foster the love of the game through encouragement and instruction. We will not criticize the players or punish them through physical repercussions or verbal abuse for any error during the games or practices. Every “play” is considered an opportunity for learning, and it is our responsibility as coaches to help these children learn and grow as players and people every step of the way

General Rules and Guidelines

1. All games shall be played in accordance with the Official Little League Rule Book and the following interlock playing rules and regulations.
2. Games will play players per the game schedule → no makeup games shall be scheduled
3. No Outs, bat the line up. Last batter will circle all bases. If a player makes an obvious defensive player, the runner should be called out
4. No on-deck batters are allowed. The next batter shall not leave the dugout until the play is complete and the pitcher has the ball on the mound
5. You may use (10) defensive players on the field. (Four in the outfield)
6. Each coach shall be held responsible for the conduct of their players, themselves, and their spectators.
7. Alcoholic beverages, firearms, tobacco products, e-cigarettes, and vaping devices are prohibited at all games and practices.

Pre-Game Procedures

1. The coaches shall inspect the field prior to play to determine if the field is playable.
2. The home team is responsible for layout of the field, including bases. Layout will be completed 20-30 minutes before the scheduled start of the game.
 - Bases must be breakaway per Rule 1.06
3. The home team shall provide (2) balls for the game. Visiting team shall provide (1) backup ball.
 - A Baden SAF-BST Tee ball or equivalent shall be used

Game Timing and Completion

1. The actual start time will be the scheduled start time with the following exceptions:
 - a. Fields are not accessible/playable.
2. A complete game will consist of three (3) innings (or 1 hour time limit).
3. Rain – If rain is hampering the game, play will be stopped.

Post-Game Procedures

1. Both teams must police all playing and spectator areas after each game for garbage.

Interlock Rules Approval

These interlock rules have been reviewed and accepted by all D10 interlocking Leagues