

D10 Fall Ball Minors A Interlock Rules

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. Games may be played with (8) players with no penalty for the 9th position
 4. Each player must play at least every other inning (sitting out two consecutive innings is not allowed).
 - a. Violations of this rule should be reported to the VP/Director
 5. Continuous batting order rule applies.
 6. No on-deck batters are allowed.
 7. The next batter shall not leave the dugout until the play is complete and the pitcher has the ball in the circle
 8. Batter may not advance on dropped third strike.
 9. No coaches on the field when on defense, two base coaches when on offense.
 10. Each coach shall be held responsible for the conduct of their players, themselves, and their spectators.
 - a. The plate umpire has the right to ask any offender(s) to leave the field. Any such incident is to be reported to the VP/Director.
 11. Game chatter between offensive and defensive teams is prohibited. However, players may give encouraging chatter to their own teammates.
 12. Alcoholic beverages, firearms, tobacco products, e-cigarettes, and vaping devices are prohibited at all games and practices.
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Pre-Game Procedures

1. Coaches and umpires shall review the rules and regulations and, when necessary, establish the field boundaries and characteristics to the particular playing field.
 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) new balls for the game. Visiting team shall provide (1) backup ball.
 - A 11" Baden 2A311FY ball or equivalent will be used
 4. Weather and field conditions prior to game:
 - a. The coaches and umpire shall inspect the field prior to play to determine if the field is playable.
 - b. After the line-ups have been exchanged, it will be the plate umpire's decision as to whether the game shall be played or postponed.
 5. When a league umpire is not available:
 - a. The home team shall provide the plate umpire. If gear is available, the game will be called from behind the plate, if not, it will be called from behind the pitcher
 - b. The visiting team will provide the field umpire.
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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.
 - b. Umpires are late or are a no-show.
 - c. There are not enough players to start or end the game. For a regulation game, a minimum of 8 players is required; no out shall be given for the missing 9th batter.
 - d. If one of these exceptions is met, both managers and the umpire will agree on the actual start time and it will be recorded in both scorebooks prior to the start of the game.
 2. A complete game will consist of six (6) innings (or time limit; see below).
 - a. There will be a maximum of 5 runs scored per inning. In the 6th inning, or the called last half inning due to time limit, where the home team is behind more than 5 runs, unlimited runs will be allowed except in the case of the run rules.
 - b. The 15-run rule applies after the completion of 3 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.
 3. No new inning will be allowed after 2 hours from the actual start of the game. All games will finish after 2 hours and 30 minutes
 4. Darkness – if, in the umpire's opinion, darkness is hampering the game, play will be stopped.
 5. Rain – if, in the umpire's opinion, rain is hampering the game, play will be stopped.
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Pitching Rules

1. Will be a player pitch until bases are loaded. At ball 4, the coach will come in and finish the count.
 - a. If a batted ball hits the coach pitching, the ball is live and playable.
 - b. If the ball hits the coach pitching and goes across the baseline the ball is dead and the runner/runners get the base they were running too.
 2. A pitcher can only pitch 2-innings
 3. If the pitcher has hit 3 batters, he /she must be removed from any further pitching in that game.
 4. The strike zone should be batters box to batters box and from the neck to the knees? to encourage swinging and help develop pitching confidence- this is an umpire thing
 5. Pitchers shall pitch from 35 feet.
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Equipment Regulations

1. Catchers must wear a face mask attached to a helmet, a throat protector attached to the mask, a chest protector and shin guards.
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Scorekeeping and Reporting

1. Scorekeepers should check the score and pitch count and agree on totals after each 1/2 inning.
2. The scorekeeper for the home team will be the official scorer.

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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