

D10 Fall Ball Juniors Softball 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 be played 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).
 5. Continuous batting order rule applies.
 6. Each coach shall be held responsible for the conduct of their players, themselves, and their spectators.
 - a. The plate umpire and/or Game Coordinator has the right to ask any offender(s) to leave the field. Any such incident is to be reported to the VP/Director.
 7. Game chatter between offensive and defensive teams is prohibited. However, players may give encouraging chatter to their own teammates.
 8. 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 at the plate meeting held 5 minutes prior to game start time, 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 Baden 12" - 2A312FLY 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 umpires
 6. For any game in which only a youth umpire is present, a Game Coordinator (Youth Advocate) shall be designated prior to the start of play, identified at the plate meeting, and shall carry out all responsibilities prescribed by Little League Rule 9.03.
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Game Timing and Completion

1. The scheduled start time will be the actual start time with the following exceptions:
 - a. Fields are not accessible/playable or umpires are late or are a no-show.

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- b. 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 (7) innings (or time limit; see below).
 - a. A game shall end under the mercy rule after the completion of 4 innings with a 15-run lead, 5 innings with a 10-run lead, or 6 innings with an 8-run lead.
 3. No new inning shall start after 2 hours from the actual start of the game
 - a. Darkness – if, in the umpire's judgement, darkness is hampering the game, play will be stopped.
 - b. Rain – if, in the umpire's judgement, rain is hampering the game, play will be stopped.
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Pitching Rules

1. Pitchers shall pitch from 43 feet.
 2. A pitcher can only pitch 3-innings
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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.

