

Sno-Valley North, Snoqualmie Valley, and Falls Little League
Baseball Interlock Rules 2010
Juniors, Majors, Coast, Minors Special Games
and End of Season Games

GENERAL RULES

1. **Official Rules** -- Except where otherwise noted below, the rules as outlined in the Little League 2010 Official Regulations and Playing Rules (Green Book) shall govern all play.
2. **Season Standings** -- All games count for season standings.
3. **Dugouts** -- The 3rd base baseline dugouts will be reserved for the Home team. The 1st baseline dugouts will be reserved for the Visiting team.
4. **Umpires** -- The home team should provide the plate umpire for the game. The visiting team should provide the base umpire for the game. In any case, however, an attempt to play the game with proper officiating with the volunteers at hand shall be made rather than postponing the game.
5. **Score Keeping** - The Home Team Score Keeper and Home Team Pitch Counter are the official book for a game. All teams must report scores to the Game Scheduler. Games will count for season standings. Year end tournament will be seeded. All teams will report "Pitch Counts" for all games played and each Manager will keep a book of record on each pitcher.
6. **Ground Rules (Individual Fields)** -- Field rules regarding low hanging trees, open fences, permanent equipment of the field, etc. shall be stipulated prior to the start of a game at the umpire pre-game meeting of the managers and shall be adhered to by all participants.
7. **Time Limits** -- No Time Limits will apply and per the official rules the umpires shall make determinations regarding when to call a game. No new inning shall be started within 1 hour of the next scheduled game on Saturdays.
 - i. **EXCEPTION:** Minor's interlock and special games shall be limited in duration. No new inning shall be started after 2 hours.
8. **Pre-Game** --
 - **Visitors Infield Practice** – The visiting team will take infield practice for 10 minutes starting 25 minutes before game time.
 - **Home Infield Practice** – The home team will take infield practice for 10 minutes starting at 15 minutes before game time.

THE GAME

9. **Entire Roster Bats** -- Each team shall bat the entire team roster, as allowed in Rule 4.04. Injured players are exempt. Also, if a child arrives late to a game site and if the manager chooses to enter him/her in the lineup he/she would be added to the end of the current lineup.
10. **10-run Rule**
 - Per Rule 4.10 (e), we will use the standard rule:
 - (e) *If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. **NOTE: (1)** If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.*

11. 5 Run Rule – Coast and Minors Only - As specified in Rule 2.00, Inning and 5.07, “A five-run limit is to be imposed, which would complete the half-inning.” It is our interpretation that runs that score after the fifth run are not counted. Example: Team has scored 4 runs and player hits a grand slam. Player gets credit for RBI’s but team posts a 5 in the score book not an 8.

i. Exceptions

1. No 5-Run Rule in the 6th or “Extra” Innings – The 5-run rule is not in effect in the 6th inning of a 6 inning game or in any extra innings in the event of a tie after 6-innings. (There is a note from Western Region approving this rule.)
2. No 5-Rule in “Last” Inning – In games where limited time results in a game shorter than 6 innings, the Manager of either team or the Umpire must declare and seek consensus prior to the beginning of a new inning that the current inning is the “Last Inning”. In this case, the 5-run rule is waived and there will be no maximum number of runs in that inning.
3. The 10-run rule (4.10e) will take precedence over the 5-run rule. In games where the home team is ahead by 10 or more runs after 3 ½ innings or the visiting team is ahead by 10 or more runs after 4 innings, the game will be called immediately.

12. Minimum Innings Per Player –

- **6 Consecutive Defensive Outs** – Per Rule 3.03 every eligible player on each team shall play a minimum of 6 consecutive defensive outs or 2 consecutive defensive innings in innings shortened by legal means (10-run rule, weather or darkness). In the event that a 3 ½ inning (10-run rule) game prevents this from happening, players who did not get their minimum number of innings will start the following game and complete their total requirements for the former and current game before being substituted for, as specified in Regulation IV (i).
- **9 Total Defensive Outs** -- This rule is intended to be an additional requirement to the above rule and requires that every eligible player on each team play a minimum of 9 total defensive outs or 3 total defensive innings. In games legally shortened that prevent this from happening, players who did not get their minimum number of innings will start the following game and complete their total requirements for the former and current game before being substituted for, as specified in Regulation IV (i).
- **9 Defensive Outs within First 5 Innings of Game** – To better ensure that the above rule is followed even in games shortened by the 10-run rule (Rule 4.10e) or due to weather, darkness, etc., every eligible player will play their 9 total defensive outs by the completion of the 5th inning.
- **Spirit of the Minimum Innings Rules** – The intent of these rules is to give all players adequate playing time and the chance to develop their skills. It is not acceptable to swap or “platoon” players in the middle of innings in order to meet the minimum consecutive or total innings requirements. For example, a Manager may not substitute a player for the last out of an inning, keep the player in for only the first out of the next inning in order achieve 2 consecutive defensive innings.

GAME CANCELLATIONS, FORFEITURES & RESCHEDULING

13. **Cancellation Process** -- Game cancellations must be made prior to the scheduled game start time. No games shall be played at the complex if the fields are “closed”. The home team manager is responsible for calling the visiting manager to determine if game shall be played. Do not rely on the King County rainout line, as Leagues may prep the fields for play after King County has made their decision.
14. **Rescheduling Process** -- All games will be rescheduled on the next available field date. A field date is defined as available if the field is available, the teams can both field a minimum of 9 players and umpire(s) are available. Both teams shall notify the Game Scheduler within 24 hours of the start time of the game to be rescheduled. The scheduler will reschedule the game at the earliest available date without regard to “back-to-back” games or similar scheduling problems. The scheduler will notify each manager of the rescheduled game at least 3 days prior to the rescheduled game date. Email and voicemail shall be considered notification. Scheduler will make reasonable efforts to limit schedules to no more than 3 games per week per team.

15. **Forfeitures** -- The Protest Committee will determine all forfeitures based on recommendation from the scheduler.

PROTESTS & EJECTIONS

16. **Protests are to be avoided** -- All Little League Officials including managers, coaches, umpires, scorekeepers, etc. are urged to take precautions to prevent them. Failure to take precautions to prevent protests could affect the outcome of the protest.

17. **Acceptable Reasons for Protests** -- No protest shall be considered on a decision involving an umpire's judgment. Protests shall only be considered when based on:

- The violation or interpretation of a playing rule
- Use of an ineligible pitcher
- Use of an ineligible player.
- Equipment which does not meet specifications is **not** an acceptable reason for a protest and must be removed from the game.

18. **The Protest Committee:**

- The protest committee shall be comprised of the Chief Umpire of the 3 leagues with the uninvolved UIC as chair. Majors Managers and Coaches will not be eligible for the protest committee.
- Shall be responsible to the Local Boards of Directors.
- Shall recommend to the local league all disciplinary actions involving managers, coaches, players and umpires. The local league shall be responsible for the administration of all disciplinary actions.

19. **Ejections** -- Managers, coaches or players ejected from a game shall be suspended from participating in the team's next game that is played. The manager may be subject to further disciplinary actions by the league Board of Directors.