

2019 SOFTBALL INTERLOCK RULES

1. All games shall be played pursuant to the 2019 Softball Official Regulations with Playing and Tournament Rules (“Official Rules”). If an interlock rule conflicts with the Official Rules, the Official Rules shall prevail.
2. All teams shall use the continuous batting order pursuant to 4.04 of the Official Rules.
3. All game schedules, including changes, cancellations and reschedules must be sent to each league scheduler’s to reschedule (include game dates, times and location).
4. Rescheduling: All games must be played. In the event of a rain-out or schedule conflict, games should be rescheduled for the next available field opening. The home team manager will notify the opposing team manager if a field is known to be closed due to weather. Unless notified otherwise, teams should show up at the prearranged field regardless of the weather conditions. Games may be rescheduled due to lack of players for school or league sponsored activities, or for other reasons if agreed to by the two respective Managers. Opposing Manager and Scheduler must be notified 2 weeks in advance.
5. Umpires: The home team provides the plate umpire, the visiting team provides at least one field umpire. Minors may umpire, but at least one umpire on the field must be an adult. Pursuant to 9.03 of the Official Rules, if there is only one umpire for a game, that umpire must be an adult. Pursuant to 9.03(d) of the Official Rules, if both umpires are minors then an adult Game Coordinator must be provided by the home team.
6. Field Prep: The home team is responsible for preparing the field and supplying game balls. Home team shall line the field including hash marks on the base paths half-way between 1st – 2nd, 2nd – 3rd, and 3rd – home, place a pitching circle with an 8’ radius around the pitching rubber 35’ from the back of home plate, and add an arc five (5) feet out from home plate.
7. Game Duration: Games will be a maximum of 1 hour 45 minutes in duration for all games. No new inning shall begin after 1 hour 30 minutes from the SCHEDULED starting time of the game. The game will end after the completion of 5 (five) innings, or 1 hour 45 minutes, whichever comes earlier.

8. Number of Players: A maximum of 10 defensive players will be used at any one time. If 10 players are used, 4 of which must be stationed in outfield positions. Outfield position shall be defined as standing on the outfield grass (if available) OR at least 15 feet outside the base path (on all-dirt fields).

Scores: No standings or scores will be kept or posted, except as required to keep track of 5 runs per half inning.

9. Ball Size: A 10 inch optical yellow safety or “Incrediball” will be used.

10. Team Line-Ups: A line-up must be provided to the opponent manager prior to the scheduled start of the game. Players must be listed by name and jersey numbers. The home plate umpire and opposing manager & scorekeeper must be notified of any player that arrives late or leaves early.

11. Defensive Playing Time: The manager must ensure that all of his/her players play at least 6 defensive outs during a game, and they must be consecutive pursuant to rule 3.03. b. In the event a player does not get 6 defensive outs of play in a game, the manager will ensure the player starts defensively the next game and the missed innings are made up; plus the minimum 6 defensive outs for the current game. As this is a development league managers will be mandated to play each player at least 2 defensive outs in the infield; and no players should get a 3rd inning at infield until all girls had played their minimum 2 innings at infield.

12. Batting Order: Teams shall use a continuous batting order pursuant to Rule 4.04 of the Official Rules. All eligible players must appear on the line-up. Players who arrive after the game starts shall be placed at the bottom of the lineup as it appeared at the start of the game. An injured player on offense will be replaced by the last player that made an out, after alerting the umpire. Any player that leaves early or is unable to play due to injury shall simply be removed from the lineup.

13. Base Running and Stealing: No stealing of bases.

14. Overthrows:

(a) When an overthrown ball stays in play during the attempt at making an out after a fair batted ball, the runner shall be allowed to advance one additional base beyond the

base she is running to, at the runner's risk of being put out. Runners shall be allowed a maximum of one extra base per batted ball. *(Note: the purpose of this is to rule is to teach the girls about both base running, as well as encouraging them to attempt the throw-out, without allowing a batter to go all the way around the bases on one at-bat, due to overthrows)*

(b) When a ball leaves the playing field on an overthrow or an error, play is dead and all runners will be placed in accordance with 7.05(g) of the Official Rules. Coaches and umpire shall agree before the game where the boundaries are at the field.

Once the ball is thrown to the player pitcher, and crosses into the cylinder as defined by the pitching circle while player pitcher is in the pitching circle, the ball is dead. No runners may advance. The umpire shall place runners at the next available base if the runner has reached the halfway point when the ball penetrates the cylinder as defined by the pitching circle. If the runner has not reached the halfway point, that runner shall return to the last base. A base is not available, if the preceding runner is forced back because she did not reach the halfway point. Hash marks should be placed halfway between bases. (1st - 2nd, 2nd - 3rd, and 3rd – home)

15. Bunting: No bunting is allowed. A ball that is hit and does not travel past the 5' arc in front of the plate is not considered a bunt or a hit, and will be counted as a foul ball.

16. Pitching shall be done by the players from a distance of 35 feet. The pitcher will pitch 4 pitches maximum and then the coach/or machine shall come in to finish the batter. There are no walks in AA pitch. Additionally, if a coach hits a batter with the pitch the batter is not allowed to take 1st base. If an adult pitcher is hit by batted ball the ball is dead and the batter is awarded a single and all runners advance 1 base. If an umpire judges that the adult coach intentionally interferes with a batted or thrown ball, the play is dead and the umpire will treat the situation as offensive interference. A maximum of 9 pitches per player with 3 swung on strikes being an out. Foul balls treated per the rule book. If the last available pitch is hit foul, the batter may have another pitch. When an adult is pitching the player pitcher must be positioned inside the pitching circle and at least 35 feet from Home plate. **All throws from the catcher or any defensive player shall be made to the player pitcher, not the adult who is pitching.** When the adult pitcher has possession of the ball the ball is dead and no runners may advance.