

2023 Interlock Rules RNLL, RWLL, and Valley MAJORS Division

All play will be in accordance with the Official Little League Baseball Rule Book with the following adoptions/revisions:

Special Rules: Majors Baseball Division

- (1) **Interlock:** These rules apply to every game played between teams in the interlock, even if the two teams involved are from the same league.
- (2) **Time Limits:**
 - a. The game starting time is at the first pitch, noted by the plate umpire and recorded by the official scorekeeper. Time limits are managed by the official scorekeeper.
 - b. When time limits apply, once the No New Inning Time Limit of 2 hours is reached, no new inning may begin. Note: a new inning begins the instant the 3rd out is made on the home team.
 - c. When time limits apply, once the No New At Bat Time Limit of 2 hours 15 minutes is reached, no new at bat may begin and the game is called at the conclusion of the in-progress at bat.
 - d. In the cases when time limits apply only due to the field being in use following the game, the time limit will not be enforced unless the teams for the following game are present and ready to use the field.
 - e. Any timing rules specific to the playing field ground rules must be honored.
 - f. Umpires and managers shall try to avoid time limit restrictions by minimizing unnecessary delays.
- (3) **Game Length:** Majors games are played without time limits unless the field is in use following the game. If the field is in use following the game, time limits apply. The No New Inning Time Limit is 2 hours. The No New At Bat Time Limit is 2 hours 15 minutes.
- (4) **Lineups:** Prior to the game, each manager shall provide a lineup to the official scorekeeper. This lineup shall include eligible pitchers and their Little League ages, expected position by inning for each player (can be modified as needed during the game), and bench innings. Players that are not in the lineup due to scheduled absence or injury should be listed. The data may be used by the Player Agent and Board to ensure compliance with minimum play policies.
- (5) **Reporting:** After the game the final score sheet and pitching log (paper or electronic) must be reported to the designated location.
- (6) **Bat Safety:** Players may not handle or swing a bat during a game except during their turn at the plate. Upon violation, the umpire shall disqualify a base coach to provide more adult supervision in the dugout.
- (7) **Batting Order:** All games shall be played using the continuous batting order of rule 4.04. Rule 7.14 does not apply.
- (8) **Pool Players:**
 - a. Pool players may be used to fill one-time vacancies when a player will miss a single game.
 - b. Selection rules for pool players are specific to each league and are governed by the Player Agent.
 - c. Pool players must hit at the end of the batting order.
 - d. If anyone sits out, pool players must sit out before any non-pool players sit out.
 - e. Pool players may not pitch.
 - f. Pool players may catch a maximum of 3 innings.

- (9) **Minimum Play:**
 - a. No player shall sit two innings in a game before every other player on the team has sat out one inning (exceptions to this rule will be made for the starting pitcher, or a replacement for an injured starting pitcher, who is continuing to pitch).
 - b. Every player must fulfill the minimum of one inning played at an infield position within the first five innings of the game. Exceptions to this rule will be made if a starting pitcher continues to pitch into the fourth inning, in which case the manager shall make sure every player fulfills this rule in the soonest possible inning.
- (10) **Season Pitching Minimum:** All players shall pitch to a minimum of 7 batters during preseason and/or regular season game(s) (unless they have officially opted out of pitching).
- (11) **Eight Players:** The interlock adopts the eight player option for Rules 1.01, 4.04, 4.16, 4.17, and 6.05. A game may not be started with fewer than eight (8) players on each team. A game may not be continued with fewer than eight (8) players on each team. When playing with eight (8) players, a team may skip over the ninth (9th) position in the batting line-up without penalty.
- (12) **Umpires:** Umpires for interlock games will be provided by the home team. 2 umpires are preferred for every game.
- (13) **Managers and Coaches:** A maximum of 1 manager and 2 coaches shall be in the dugout or on the field during games (rules 1.01 and 3.17).
- (14) **8 and 10 and 15 Run Rule:** Rule 4.10(e) applies in Majors Division play.
- (15) **One Foot in the Box:** Rule 6.02(c) applies. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. See Rule 6.02(c) for the complete list of exceptions and penalties.
- (16) **Stealing Signs:** The interlock does not adopt the optional provision of Rule 9.01(d). Stealing and relaying of signs is considered unsportsmanlike behavior. Umpires shall warn participants after the first offense and eject upon subsequent offenses.
- (17) **Courtesy Runner:** The interlock adopts the option for Rules 2.00, 3.04, and 7.14. We permit a courtesy runner for the catcher and/or pitcher of record when there are two (2) outs. Because we use the continuous batter order, the courtesy runner may be in the team's batting order and must be the player in the batting order who made the last out.
- (18) **Infield Fly:** Rule 6.05(d) (the infield fly rule) applies in Majors Division play.
- (19) **3rd Strike Not Caught:** The interlock will implement Rule 6.05(b), 3rd strike not caught, during the regular season in all Majors games.

Hartman Field Ground Rules

- (20) **Hartman 3:** a ball may be able to get under the backstop. Bases will be awarded based on whether it's a thrown or pitched ball, per Rule 7.05.
- (21) **Hartman 3:** if a fair batted ball goes under the fenced gate in the right field corner, the ball will be considered out of play (e.g., offense will be awarded a ground rule double).
- (22) **Hartman 5 & 6 (turf):** portable mounds should be placed at the correct distance by the home team as part of field prep, ideally 30 minutes before the start of play. If the mound is warped, it may need to be adjusted and straightened between innings.
- (23) **Hartman 5 & 6 (turf):** During field prep the home team will replace the softball first base (double base) with a standard baseball base, unless both team managers agree to use the double base. If opting for the double base, the orange side of the double base is in foul territory.
- (24) **Hartman 5 & 6 (turf):** the fields aren't enclosed. At the plate meeting, umpires and managers will discuss ground rules for fair batted balls that go beyond the outfield fence line – ball out of play – and

awarded as a ground rule double. A fair-batted or thrown ball that goes onto the cement along the H6 right-field line, but not in the dugout, will remain a live ball.

- (25) **Hartman 5 & 6 (turf):** a batted or thrown ball that goes behind either dugout fence line will be considered out of play.
- (26) **Hartman 5 & 6 (turf):** removable fences must be installed for AAA, Coast, and Majors during field prep.

Redmond Ridge Ground Rules

- (27) **Outfield Fences:** On Fields 1, 2, and JR, all AAA, Coast, and Majors games must be played with the removable outfield fences installed.
- (28) **Field Prep:** Field prep including installation of the portable mound and the removable outfield fence is the responsibility of the home team. For interlock games this is not necessarily the RNLL team.
- (29) **Extended Fence Line:** On Fields 1, 2, and JR, when playing on a 60' diamond with a removable outfield fence, the extended line of the removable outfield fence is the out-of-play line. Any ball that passes the outfield fence or the extended line of the outfield fence is out of play and is a dead ball.