

LITTLE LEAGUE ALBERTA, DISTRICT 3

SPECIAL INTERLOCKING RULES FOR 2010

1. TEAMS

HOME TEAM

- a) Will supply 3 game balls (2 new (80cc or equivalent) and one good used ball).
- b) Will supply a home plate and base umpire.
- c) Will use first base dugout.

Note: Prior to each game, the umpires shall hold a pre-game plate meeting at which time teams shall exchange lineup cards. In addition, the teams shall exchange their Baseball Pitcher Eligibility Form for review by the managers. Line up cards is to have both first name and last name. (No initials).

WINNING TEAM

Will give the following information to their respective co-ordinator:

- a) Your league name.
- b) Date game played
- c) Your division (Junior, Senior or Big League – include Tier if appropriate).
- d) Your team name.
- e) Game number.
- f) The score.
- g) Full name of pitcher(s), (Both Teams), **age of pitchers and number of pitches thrown by that pitcher.**
- h) Home team to send in game record for tie games.
- i) Home team to send in pitch count record and innings played, for suspended games (more than 1 inning but less than five innings).

The co-ordinators can be reached the following phone numbers:

Barry Wilkin,	Junior Co-ordinator	(403) 295 - 9000	awilkin@telusplanet.net
John Desmarais,	Senior Co-ordinator	(403) 295 - 3102	john.desmarais@bunge.com
Kent Geddes,	Big League Co-ordinator	(403) 620 - 0255	gedconinc@shaw.ca
Assistant District Administrator & Interlock Co-ordinator	Bill Kiff	(403) 681-5758	kiff@shaw.ca
District Administrator (District 3)	Doug Stevens	(403) 295-3366	DA@albertadistrict3.com

In case of answering machine, please leave detailed message.

The above information can also be filed using the District 3 Reporting Web Page located at:

<http://www.albertadistrict3.com/interlock.html>

The Umpire-In Chief of each league will attempt to schedule umpires for each game for all of their teams, but if they are unable to do this, then the manager is responsible to find his own umpires.

2. BASEBALL PITCHER ELIGIBILITY FORM

All league teams require a Baseball Pitcher Eligibility Form (supplied with schedule) which must be used and kept up to date. The Baseball Pitcher Eligibility Form shall be presented to the opposing manager at the pre-game plate meeting. **AFTER EACH GAME, EACH MANAGER WILL VERIFY AND THEN SIGN THE OPPOSING TEAM'S BASEBALL PITCHER ELIGIBILITY FORM.**

3. PITCHING RULES (SEE PAGE 38 OF THE 2010 RULE BOOK):

- a) Any player on a team may pitch. Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.
- b) A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once in the game.
- c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age	17-18	105 pitches per day
	13-16	95 pitches per day
	12	85 pitches per day

Exception: If a pitcher reaches the limit noted above while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out. Note 1 – A pitcher, who delivers 41 or more pitches in a game, cannot play the position of catcher for the remainder of that day.

- d) Pitchers league age 14 and under must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches 1 - 20 pitches in a day, no calendar day of rest must be observed.

Pitchers aged 15 to 18 must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
 - If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 31 - 45 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches 1 - 30 pitches in a day, no calendar day of rest must be observed.
- e) The home team shall provide an official pitch count supervisor for each home game, to act as the official pitch count recorder. The home team shall provide an official Scorekeeper for the game.
 - f) The official pitch count recorder must provide current pitch count for any pitcher when requested by either manager or any umpire. However the manager is responsible for knowing when his or her pitcher must be removed.
 - g) The official pitch count recorder should inform the home plate umpire when a pitcher has delivered his/her maximum limit of pitches for the game as noted above. The umpire will inform the pitcher's manager that the pitcher must be removed. However, failure by the pitch count recorder to notify the umpire and/or the failure of the umpire to notify the manager does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
 - h) Violation of any section of Regulation VI can result in protest of the game in which it occurs. Protest shall be made in accordance with Rule 4.19.
 - i) A player may be used as a pitcher in up to two games in a day. Exception: Junior and Senior Only: If a player pitched 31 or more pitches in the first game, that player may not pitch in the second game on that day.

TOURNAMENTS (ALL DIVISIONS)

Normal pitching regulations, as described above, will be enforced for special tournaments. All tournament games shall be recorded on a team's Pitcher Eligibility Form.

4. SUBSTITUTION RULE:

JUNIOR and SENIOR

- a) A player in the starting line-up, who has been removed for a substitute, may re-enter the game, ONCE, in any position in the batting order provided:
 - i) His or her substitute has completed one time at bat and;
 - ii) Has played defensively for a MINIMUM of 6 consecutive outs
 - iii) The starting player cannot replace the substitute until the substitute has played a minimum of nine (9) outs and one at bat.
- b) Only a player in the starting line-up may re-enter the game
- c) A starter (S1) re-entering the game as a substitute for another starter (S2), must then fulfill all conditions of a substitute (once at bat and 6 defensive outs) before starter (S2) can re-enter the game.

BIG LEAGUE

- a) Any player in the starting line-up, including the designated hitter, who has been removed for a substitute may re-enter the game once, provided such player occupies the same batting position as he or she did in the starting lineup. Note – a pitcher removed from the game may not re-enter the game as a pitcher
- b) A substitute who is withdrawn may not re-enter the game.
- c) This provision does not apply to injury, illness or ejection of the designated hitter or the player, for whom he or she is batting, in which case the role of designated hitter must be terminated.

NOTE: If during a game either team is unable to place nine (9) players on the field due to ejection, injury or illness, the opposing manager shall select a player to re-enter the lineup. A player ejected from the game is not eligible for re-enter.

5. MANDATORY PLAYING TIME (Junior and Senior)

Every player on a team roster will participate in each game for a minimum of three (3) COMPLETED CONSECUTIVE innings.

No suspension is given if game is shortened for any reason.

A starter CANNOT be removed until the player has completed his/her mandatory play.

PENALTY: The player(s) involved shall start the next scheduled game and play any previous requirements not completed and the requirements for this game before being removed. VIOLATION of this rule by the manager shall:

- A. First Offense - receive a written warning.
- B. Second Offense - a suspension for the next scheduled game
- C. Third Offense - a suspension for the remainder of the season.

NOTE: A forfeiture of a game may not be invoked.

EXCEMPTION: If a player is injured before meeting his/her mandatory play requirements; the player can be removed from the game without any penalty being applied. The injured player CANNOT return to the game at any time, for any reason.

6. TIME LIMIT

- a) There is no time limit on games. Games can be called on the account of darkness (umpire decision ONLY).
- b) When more than one game is scheduled at a diamond, no new inning can start ½ hour before the start of the next scheduled game unless the inning MUST be played to make the game official (5 innings or 4½ innings if home team ahead).

7. MERCY RULE

If after 5 innings, 4½ if the home team is ahead, one team has a lead of ten runs or more, the manager of the team with the least runs WILL concede the victory to the opponent.

8. MINIMUM NUMBER OF PLAYERS

A team CAN play a game with 8 players and the 9th batter is automatically out. If the 9th player arrives, he is put in the number 9 batting position. If the game can not start because of less than 8 players or continue because of less than 8 players, then the team with 7 or less players losses by default.

NOTE 1: Forfeited games of less than one inning do not count as a game.

If the forfeit occurs after the first inning, then the pitch count for each pitcher on both teams and innings played must be sent it...

NOTE 2: If you know early enough you can call players up from a lower division.

JUNIOR: (Tier 1) can call up players from their Tier 2 team(s). You CANNOT call players up from the Major Division.

SENIOR: You can call up 14 year old players from your junior team(s).

BIG LEAGUE: You can call up 16 year old players from your senior team(s).

The call up players CANNOT pitch for you.

Call ups must go through the team manager of the player you want to call up.

9. JUNIOR DIVISION

Tier 1 will play on 90' base paths and 60' - 6" pitching distance.

Tier 2 can play on 80' base paths and 54' pitching distance or 90' base paths and 60' - 6" pitching distance.

Tier 2: 5 runs or three outs per inning, which ever comes first. Seventh inning or the last inning of the night is three outs only. If last inning is not the seventh inning, then both managers and umpire must agree it is the last inning.

10. RAIN OUTS

- a) It is the responsibility of each team to reschedule games. Each league should appoint a coordinator to look after rescheduling of games. It is not the responsibility of the interlock coordinator to reschedule games.
- b) When games have been rained out, try and play them during the week they were scheduled.
- c) When games have been rained out, play your make up games in the order that they occurred on the schedule (first rain out to last), if possible.
- d) Every effort must be made to play all rained out games, as GAMES PLAYED is what is used to determine final standings. Rained out games not played could affect your standing at the end of the season.
- e) If in the opinion of the Interlock coordinator, one team is refusing to make up a game, the coordinator can award a win by default to the team trying to make up the game.

11. TIE GAMES:

- a) If a game is tied after 7 inning, the game will continue until either the game is won or it becomes too dark to continue (Umpire's decision), in which case the game will end in a tie.

12. Good sportsmanship is expected from all participants, coaches, players and spectators. No abuse of umpires, the other team or officials will be tolerated. One warning, from the umpire, may be given, and ejection will result if there is a second offence. No warning is required to eject any individual. See Rule 4.07 for penalty for ejection.

13. Once each inning, a team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player. A player may only be removed for a special pinch-runner one time during the game. The player, for whom the pinch-runner runs, is not subject to removal from the lineup. If the pinch-runner remains in the game as a defensive or offensive player, the player may not be used as a special pinch-runner while in the batting order. However, if removed for another substitute or starter, that player or any player not in the lineup, is again eligible to be used as a pinch-runner.

NOTE: There is no courtesy runner allowed for the catcher with two outs.

14. RULE INTERPRETATIONS

Any rule interpretations must go through your league's Umpire-In-Chief for clarification. If your league does not have an Umpire-In-Chief or the problem is still not solved, then YOU MUST go through District 3's umpire-in-chief for clarification. District 3's umpire-in-chief decision is final and binding.

15. Ties:

Round Robin and Play-off TIES will be broken as follows:

a) If two teams are tied:

- If one team beat the other team, then that team finishes first
- If the two teams split the games, then the following will be used:
The tie breaker is the score(s) of the game(s) played between the two teams (head-to-head result).
The total number runs given up, divided by the number of inning played on defense (run differential), is computed for each of the two teams involved in the tie.
- If they are still tied, then the run differential involving all the teams is calculated.
NOTE: If a team only plays a part of a half-inning on defense before a game is ended, that will count as a full half-inning for the purpose of computing the run differential.
- If teams are still tied, then the name of the winning team will be drawn from a hat.

b) If three teams are tied:

- If one team beat the other two teams, then that team finishes first.
- If the three teams split the games, then the following will be used:
The tie breaker is the score(s) of the game(s) played between the three teams (head-to-head result).
The total number runs given up, divided by the number of inning played on defense (run differential), is computed for each of the three teams involved in the tie.
- If they are still all tied, then the run differential involving all the teams is calculated.
NOTE: If a team only plays a part of a half-inning on defense before a game is ended, that will count as a full half-inning for the purpose of computing the run differential.
- If teams are still tied, then the name of the winning team will be drawn from a hat.

c) If four or more teams are tied:

- If one team beats the other three teams, then that team finishes first.
- If the four teams split the games, then the following will be used:
The tie breaker is the score(s) of the game(s) played between the four teams (head-to-head result).
The total number runs given up, divided by the number of inning played on defense (run differential), is computed for each of the four teams involved in the tie.
- If they are still all tied, then the run differential involving all the teams is calculated.
NOTE: If a team only plays a part of a half-inning on defense before a game is ended, that will count as a full half-inning for the purpose of computing the run differential.
- If teams are still tied, then the name of the winning team will be drawn from a hat.

16. MISCELLANEOUS

UNLESS OTHERWISE STATED HEREIN, THE RULES SET OUT IN THE "OFFICIAL REGULATIONS AND PLAYING RULES 2010 EDITION" BOOKLET DISTRIBUTED BY LITTLE LEAGUE BASEBALL SHALL APPLY.

17. DISTRICT 3 HAS INSTITUTED A ZERO TOLERANCE POLICY RELATING TO INAPPROPRIATE BEHAVIOUR BY COACHES, PLAYERS AND FANS. MANDATORY SUSPENSIONS WILL BE HANDED OUT AS REQUIRED. DETAILS WILL BE PROVIDED TO EACH TEAM AND A COPY OF THE POLICY WILL BE POSTED ON THE DISTRICT 3 WEB SITE.

18. PLAY-OFFS - Information on Playoffs for all divisions will be distributed by the Co-ordinators when available.