

LITTLE LEAGUE ALBERTA, DISTRICT 3

SPECIAL INTERLOCKING RULES FOR 2018

MAJOR DIVISION

1. TEAMS

HOME TEAM

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

NOTE 1: If time allows, a pregame fielding warm up can be taken by the HOME team 25 minutes, and the AWAY team 15 minutes, before game start.

NOTE 2: Prior to each game, the umpires shall hold a pregame plate meeting 5 minutes before game start at which time teams shall exchange lineup cards. These are to have both first name and last name (no initials), jersey numbers, and positions. Any players not eligible to pitch in the game should be noted with an "X". In addition, the teams shall exchange their Baseball Pitcher Eligibility Form for review by the managers at the plate meeting.

NOTE 3: At the bottom of the lineup card, the names of coaches must be indicated (maximum of 3). ONLY the coaches listed on the lineup card can be in the dugout or on the field. Players from the team can serve as base coaches, but MUST wear helmets when doing so.

NOTE 4: Any affiliate players from the National division who are required to play in a Major division game MUST be identified on the lineup card with an "A", are not allowed to pitch, and MUST wear their original National team jersey.

WINNING TEAM

Will update by midnight the score in the online spreadsheet (which will contain the following information):

- a) Names of teams who played.
- b) Date game played.
- c) Game number.
- d) The number of innings played.
- e) The score.

Will update by midnight the pitcher tracking online spreadsheet (which will contain the following information):

- a) Date game played.
- b) Team name.
- d) Full name of pitcher(s).
- e) Uniform number of pitcher(s).
- f) League age of pitcher(s).
- g) Pitches thrown (if a batter is started before a threshold is reached, record the threshold as the pitches thrown).
- h) Pitching threshold reached.
- i) Number of days rest needed.
- g) Next date each pitcher is eligible to pitch.

In case of a tie game, the above information will be submitted by the HOME TEAM.

NOTE: Each league will schedule umpires for their home games. When difficulties are encountered, the home team manager should contact the away team manager to determine alternate solutions.

2. BASEBALL PITCHER ELIGIBILITY TRACKING FORM

All league teams require a Baseball Pitcher Eligibility Tracking 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 pregame plate meeting.**

NOTE: After every game, each manager (or delegate) will verify and sign the opposing team's Baseball Pitcher Eligibility Tracking Form.

3. PITCHING RULES

from page 44 of the 2018 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, cannot return as a pitcher anytime in the remainder of 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	11 & 12	85 pitches per day
	9 & 10	75 pitches per day

NOTE NEW: Under no circumstances shall a player pitch in three (3) consecutive days.

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.

NOTE NEW: Under no circumstances shall a player pitch in three (3) consecutive days.

EXCEPTION: If a pitcher reaches a day(s) of rest while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. The batter reaches base. 2. The batter is retired. 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) rest for the threshold he/she reached during the at bat, provided that pitcher is removed before delivering a pitch to another batter.

NOTE NEW: Rule 8.06 (a) and (b) below from pages 115-116 of the 2018 rule book

This rule, which applies to each pitcher who enters the game, governs the visits of the manager or coach to the pitcher at the mound:

(a) a manager or coach may come out **once** in one inning to visit with the pitcher, but the **second** time out, the player must be removed as a pitcher. **EXAMPLE:** If a manager visits Pitcher A once in the first inning, then makes a pitching change in the same inning, Pitcher B would be allowed **one** visit in that inning before being removed on the **second** visit.

(b) A manager or coach may come out **twice** in one game to visit with the pitcher, but the **third** time, the player must be removed as a pitcher. **EXAMPLE:** If manager visits pitcher A **twice** in the first three (3) innings, then makes a pitching change in the fourth inning, Pitcher B would be allowed **two** visits in that game before being removed on the **third** visit, subject to the limits in (a) above.

VISITS: A manager or coach may not leave a dugout for any reason during a game without receiving permission from an umpire. When permission is granted, the manager or coach will be permitted to go to the mound to confer with the pitcher or any defensive player(s). **A manager or coach who is granted a timeout to talk to any defensive player will be charged with a visit to the pitcher.**

NOTE: Only **ONE** offensive timeout will be permitted each inning.

- e. The HOME TEAM shall provide an OFFICIAL PITCH COUNT RECORDER for each home game. The AWAY TEAM shall provide an OFFICIAL SCOREKEEPER for the game.
- f. **The official pitch count recorder will use the Little League Pitch Count Sheet provided to track pitchers and catchers,** and must provide the 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. Pitching in more than one game in a day:
Major Division: A player may not pitch in more than one game in a day
- i. The penalty for the use of an ineligible pitcher. The use of an ineligible pitcher will result in the suspension of the team's manager for the next two (2) scheduled games. The coordinator will impose the penalty, after the winning team reports the score and pitching record, and the use of the ineligible pitcher is discovered.

TOURNAMENTS

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

4. LIMITS ON GAME TIME AND RUNS PER INNING

- a. **Each half-inning will end after 3 outs or 6 runs scored, whichever comes first.**
- b. **The FINAL inning of the each game will be OPEN with no maximum run limit (i.e. the 6th inning, or the full inning(s) beginning 1 hr 45 min - 2 hrs after start time).**
- c. No new inning is to begin **2 hours** after start time.
- d. Games can be called on the account of darkness (umpire decision ONLY).

5. SUBSTITUTIONS

NOTE NEW: Rule 3.03 substitution rule approved by Congress from pages 79-80 of the 2018 rule book

- a. A player in the starting lineup, who has been removed for a substitute, may re-enter the game **in the SAME position** in the batting order, provided:
 - i. His or her substitute has completed one time at bat.
 - ii. He or she has played defensively for a minimum of six (6) consecutive outs.
- b. A starter and his/her substitute must not be in the lineup at the same time.

NOTE 3: Once mandatory play is met, a starter and substitute(s) can enter/re-enter for each other as desired but must re-enter in the SAME position in the batting order. Mandatory play see Regulation IV(i).

- c. Defensive substitutions (**including all catcher and pitcher changes**) must be made between innings when the team goes out into the field on defense. Offensive substitutions must be made at the time the offensive player has her/his turn at bat. All substitutions need to be provided to the plate umpire, official pitch counter, and official scorekeeper.

NOTE 1: A substitute may not be removed from the game prior to completion of his/her mandatory play requirements.

NOTE 2: Any player who has yet to enter the game defensively/offensively **MUST** be put in the field/batting lineup in the bottom of the 4th inning (AWAY team) or the top of the 5th inning (HOME team).

NOTE 3: If during a game either team is unable to place nine (9) players on the field due to illness, injury, ejection, or inability to make a legal substitution, the opposing manager shall select a player previously used in the lineup to re-enter the game, but only if use of all eligible players has exhausted the roster. A player ejected from the game is not eligible for re-entry.

6. MERCY RULE

NOTE NEW: Rule 4.10 (e) from page 86 of the 2018 rule book

If after three (3) innings, two and one half innings if home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs MUST concede the victory to the opponent.

If after four (4) innings, three and one-half (3 ½) 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 MUST concede victory to the opponent.

NOTE: if the away team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team MUST bat in its half of the inning.

7. RAINOUTS AND SCHEDULE CHANGES

- a. **There will be NO schedule changes for ANY reason, except for rainouts.**
- b. When games have been rained out, try and play them during the weekend they were scheduled (if possible).
- c. When games have been rained out, play your makeup games in the order that they occurred on the schedule (first rainout to last), if possible.
- d. Every effort must be made to play all rained out games.

8. SPORTSMANSHIP

- a. Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. **No player, manager, coach, or substitute shall object to any such judgment decisions.**
- b. 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.

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 WEBSITE.

9. PINCH-RUNNERS

- a. A courtesy runner is permitted for short or long term running disabilities once the batter has reached first base, either by a hit or a walk, subject to the umpire's approval. The last out of the current inning becomes the courtesy runner.
NOTE 1: There is no courtesy runner allowed for the catcher with two outs.
NOTE 2: In order to maintain pace of play, teams shall assign a "bullpen catcher" from among substitutes to warm up the pitcher.
NOTE 3: Pitchers shall be permitted to pitch not exceeding 8 preparatory pitches at the beginning of each inning.
- b. Twice a game but not more than one time per 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 a 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 substitute defensive or offensive player, the player may not be used again as a pinch-runner while in the batting order. However, if removed for another substitute that player, or any player not in the lineup, is again eligible to be used as a pinch-runner.

10. MAJOR DIVISION

Rule 6.02 from page 94 of the 2018 rule book

The following rules apply to the batter at the plate, which are meant to ensure that pace of play if maintained:

- a. The batter shall take a position in the batter's box promptly when it is said batter's time at bat.
- b. The batter shall not leave that position in the batter's box after the pitcher comes to Set Position, or starts a windup.
PENALTY: If the pitcher pitches, the umpire shall call "Ball" or "Strike" as the case may be.
- c. **After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.**

EXCEPTIONS:

1. On a swing, slap, or check swing.
2. When forced out of the box by a pitch.
3. When the batter attempts a "drag bunt".
4. When the catcher does not catch the pitched ball.
5. When a play has been attempted.
6. When time has been called.
7. When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.
8. On a three ball count pitch that is a strike that the batter thinks is a ball.

PENALTY: If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. No pitch has to be thrown, the ball is dead, and no runners may advance.

Rules 6.05 and 6.06 from pages 95-96 of the 2018 rule book

A batter is out when:

- a. **A third strike is legally caught by the catcher, the batter is tagged out, or is thrown out at first base.**
- b. **A third strike is not caught by the catcher when first base is occupied and less than 2 out.**
- c. **A ball is hit with one or both feet on the ground entirely outside the batter's box.**

11. 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. The District 3 **UMPIRE-IN-CHIEF**'s decision is final and binding.

12. TIES

A tie in the standings 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.

13. MISCELLANEOUS

Unless otherwise stated herein, the rules set out in the “Official Regulations and Playing Rules 2018 Edition” booklet distributed by Little League Baseball shall apply.