

OTTAWA
GIRLS BASEBALL
INTERLOCK LEAGUE

SUPPLEMENTAL RULES AND GUIDELINES

District 2 Website: <https://d2llontario.ca/>

Section One (1) - Interlock League

1.0 Organization

Ottawa Girls Baseball uses the official Little League Rule Book for all rules and regulations except for the specific local rules outlined in this document. LL Regulations and Rules, as stated in the current rule book, apply unless modified by one of the following rule changes and/or clarifications. References to LL Rules are provided so that participants may seek additional information when desired.

All coaches must read, apply, and respect the regulations and rules as laid out in the rule book. Coaches may NOT set aside nor adjust rules regardless of whether they agree to do so.

The LL Rule book (baseball, not softball) can be downloaded free from the app store. Paper copies may be available from your home association.

1.2 Interlock Administration

Interlock play is overseen by the “INTERLOCK Board”, comprised of the District Administrators (D.A.s) for the Districts participating in Interlock play and the Presidents or their designates, and league convenors.

1.2.1 Convenors

Convenors are essential to the effective operation of the Interlock league. Each division, including ROOKIE, MINOR, MAJOR, JUNIOR, and SENIOR, shall have a convenor assigned to it. A single convenor may oversee multiple tiers within a division, or a division may have multiple convenors. See Schedule B for a description of Convenor responsibilities.

1.2.2 Sportsmanship

Play Nicely: Every adult involved in a Little League game is a volunteer, including coaches, umpires, scorekeepers, convenors, etc. All are generously contributing their time to provide our youth with the opportunity to enjoy baseball. Let us maintain a friendly atmosphere. Cooperation among all involved is paramount for the benefit of everyone.

Immediately following the end of the game all players and coaches from both teams will line up, shake hands or tip hats, and congratulate the opposing team on a game well-played.

1.2.3 Schedules & Standings

Every effort will be made to ensure teams have an equal number of home and away games throughout the season. Team schedules will be available on the D2 Website.

The convenor will maintain the official standings, which will be accessible on the D2 Website. Coaches or team managers shall enter their team’s scores and pitch counts into the D2 site within

24 hours after the game. Every effort will be made to ensure the accuracy of the standings displayed on the website. Standings are calculated as follows:

- Three points (3) will be awarded for a win (including a win by forfeit).
- Two points (2) will be awarded for a tie.
- One point (1) will be awarded for a loss.
- No points (0) will be awarded for a loss by forfeit.

Notes:

There is no allowance in the standings for the fact that teams may have played different numbers of games.

Games cancelled for any reason other than rain shall be forfeits, including games not played because of a team's inability to field at least 8 players. A forfeit will result in a score of 7-0 being awarded in junior / 6-0 in major and below, with no points being awarded to the forfeiting (losing) team.

1.3 Player, Team & Call-Up Eligibility

All players must be officially registered during the current season. A team is prohibited from using a player unless that player is properly registered with both Little League, through their host league registration process, and with the INTERLOCK through the online INTERLOCK registration process. This entails having the player's name on roster and ensuring that the roster is accurately entered electronically through the District 2 website, <http://d2llontario.ca>.

It is mandatory for each team to designate AT LEAST ONE person to the INTERLOCK League, who can receive emails any day of the week and is responsible for disseminating that information to the rest of the team.

1.3.1 Call-Ups and Call-Overs

Little League permits call-ups as per LL Regulation V(c). Both call-ups and call-overs are specifically allowed only to prevent forfeits and should not be used for strategic advantages to the team or for the player's development. The call-up and call-over rules are as follows:

1. Teams may call up players from the next lower division.
2. Players may only be called up if it does not interfere with their own team schedule and the team coach approves the call-up. Coaches requiring a call-up are to approach the coach of the other team.
3. Called-up players must be a regular, rostered player or on the taxi-squad.
 - a. Call-ups may only be used to bring the game day lineup to a maximum of 10 players (11 in rookie). Any team which has 10 (11 in rookie) or more of its players present may not use a call-up.
 - b. A team using one or more call-ups must identify those call-ups to the opposing coach prior to the start of the game.
 - c. Call-ups, call-overs, and taxi squad players are not eligible to pitch.

- d. Interlock restricts a specific individual player from being called up more than five (5) times during the season. Coaches, team managers and Convenors are to ensure that call-ups are spread amongst available and willing players.
- e. Call-downs are prohibited.

1.3.2 Taxi Squads

Leagues may establish a taxi-squad made up of registered players not rostered on an interlock team who are capable, and willing to play if needed to prevent a forfeit. (ie: waitlisted players who cannot be accommodated on a team or players not available to play full time). Leagues wishing to use this option will form an appropriate list of players and submit to the division convenor. Leagues with multiple teams in one tier will use the same taxi squad for their teams. Taxi-squad members may not pitch.

Section Two (2) Pre-Game and Starting Game Rules

2.1 Home Team Responsibilities

The Home team is responsible for:

- Arranging for a home plate umpire and at least one base umpire. TWO UMPIRES should be scheduled for each game. In the event only one umpire shows up for a game, and with the opposing coach's agreement, a volunteer from the spectators may do the bases. This should be an exceptional circumstance and not a regular occurrence. If no umpires show up after a 30-minute wait, the home team will forfeit the game to the visiting team.
 - *Rookie Umpires: Leagues are encouraged to provide one plate umpire at rookie if available. The plate ump may also do the bases, otherwise a home team parent can do so. If no umpire is available, the home team will supply a Volunteer Plate Umpire, and the Visiting team will provide the Base Umpire. Coaches are to ensure the umpires are familiar with the rules.*
- Setting up the field with bases and any other equipment required to allow for the game to commence.
- Supplying at least one (1) new approved leather game balls for the level of play and to have additional spare approved game balls available to ensure game play may continue.
- Providing the OFFICIAL SCORER. Both teams should track their own scores and pitch counts, reporting them to the website (see rule 4.6 in Section 4 below). Scorekeepers should confer during the game, but in the event of an irresolvable difference, the home team's scorekeeper will prevail.
- Home teams must use the 3rd base dugout for their home games.

2.2 Rainouts and Rescheduled Games

It is the responsibility of the home team head coach or their designate to determine if games cannot be played due to rain or unplayable field conditions (and to cancel umpires according to their own league's protocols). Games should be cancelled only if it is clear that the rain will not cease, or the diamond is already unplayable. Otherwise, both teams should report to the diamond.

The home team coach or their designate will advise the visiting team of cancelled games in a timely manner considering travelling distances (min 1.5 – 2 hours before game time). Contact information for coaches, team managers, including cell phone numbers is available on the D2 website for this purpose. Every attempt should be made to get games in.

Once both teams have arrived at the field, the decision remains with the coaches until the official game starts. At that time, the umpire becomes the sole judge whether a game must be suspended due to unsuitable weather conditions or the unfit condition of the playing field.

Wherever possible, rained out games should be rescheduled during the week or on Saturdays. Home team coaches or team managers will coordinate details with the visiting team as soon as possible based on availability of players and field time. If the home team does not have an available field, the visiting team may wish to host if they have diamond time. Assistance may be provided by division convenors. All games must be played by the end of the regular season schedule.

If agreement cannot be reached by the two coaches and the convener on the time and location, the DA is to be notified by the teams involved, and the DA will decide accordingly.

Under no circumstances should a team ask another team to reschedule a game because their own team cannot field a full team for any reason other than Rain/Weather.

2.3 Game Start Times

All games are scheduled to begin promptly at the time indicated on the schedule. Fifteen minutes grace should be allowed for the arrival of late players. (More time may be granted at the umpires' and opposing team's discretion).

2.4 Line-Up Size

A team must have eight (8) players dressed to play the game. There will be no automatic out for a 9th player when playing with an 8-player lineup. However, if fewer than 8 players are present, the game will be forfeited.

If, during the game, an injury or ejection causes the number of available players to fall to 8 players, the remaining eight (8) players dressed will continue to play the game (*LL Rules 4.17 Option*). There will be no automatic out for a 9th player no longer in the game due to the injury or ejection. (*LL Rule 4.04 Note 3 Option*)

If, during the game, an injury or ejection causes the number of available players to fall below 8, this will not result in a forfeit regardless of the point in the game or the score at the time.

2.5 Batting Order

Interlock adopts the policy of continuous batting order; therefore, each player present at the game will be in the batting order. Any player who comes late to the game may be added to the bottom of the batting order, including continuation games. *(LL Rule 4.04)*

Before each game the coach or team manager will provide a batting line-up

When a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. (i.e. There is *no* automatic out. If the injured, ill, or absent player returns they are merely inserted into their original spot in the batting order and the game continues.

2.6 Uniforms & Equipment

Players will receive a jersey and cap at the start of the year which must be worn for a player to be eligible to play. Players may wear a sweatshirt or coat under their uniform if they wish. Players will wear long pants – baseball pants, athletic or sweatpants - no shorts, jeans, or open toed shoes (sandals) may be worn. Baseball pants to the knee with long socks are acceptable. Shirts must be tucked in at all times.

Players must supply their own NOSCAE approved helmet. Player base coaches must also wear a helmet. Athletes must wear an athletic protector (jill).

Players must remove all jewelry, including watches, body rings, pins (on clothing or cap), and any other item the Umpire may deem to be a potential source of injury to the player or others. Earrings that cannot be removed must be taped down. Medic Alert bracelets and necklaces may be worn but must be taped down.

Section Three (3) Game Play Rules

3.1 Defensive Substitutions

Given that a continuous batting order is utilized, players can be substituted in the field at any time during the game **except for the pitcher**. At all divisions, Minor through to Senior, once the pitcher has been removed, they can still play in any other position but may not re-enter the game as a pitcher.

The batting order should rotate every game (continuous) so that each player receives as equal a number of at-bats as possible.

3.2 Game Pace

- The pace of the game should be aggressive. Players should know their assigned defensive position prior to transitioning from offence to defence.

- A maximum of 8 preparatory pitches or one minute, whichever is shorter are permitted for the pitcher to warm up at the start of each inning. Umpires may use their discretion when a pitcher is summoned to pitch mid-inning.
- If there are two out, there MUST be a courtesy runner for the player who will be playing the catcher position next inning.
- Adult coaches are encouraged to warm up pitchers anytime in preparing for, or during a game.
- After entering the batter's box, the batter must remain in the box with at least one foot throughout the at-bat. (Rule 6.02) except: on a swing, slap or check swing; when forced out of the box by a pitch; when attempting a "drag bunt"; when the catcher does not catch the pitched ball; when a play has been attempted; when time has been called; when the pitcher is in possession of the ball and greater than 5 feet from the rubber, or the catcher leaves the catchers box; on a 3 ball count that is a strike that the batter thinks is a ball.
 - Penalty: first offense is a warning, followed by subsequent strike calls. Any number of strikes can be called on each batter.

3.2 Fair-play rule

Players must share equally infield and outfield positions. This does not mean that there is a 50-50 rule for infield and outfield. There are six infield and three outfield positions. Every player's defensive play must be two-thirds infield and one-third outfield over the innings that they are not sitting. All players will share equally in sitting out.

The only exception to the fair play rules is for skill positions (pitcher guard, 1st base, catcher) where a player's safety may be jeopardized. Every effort must be made to help the player develop their skills. Such players must still be given two-thirds of their play in the other infield positions. It is the responsibility of the coaches, not the umpires, to monitor and ensure fair play is adhered to.

Learning to pitch: Pitching is fun for most players and all players should be given the opportunity to learn. The time to learn to pitch is during practice, not during games. Until a player can reasonably (not perfectly) deliver a pitch in a game, coaches may limit their in-game pitching until they have sufficiently practiced at home / in practice situations.

This provision is not intended to limit pitching to "the best" pitchers. Developing numerous, capable pitchers should be the goal of every coach. However, walk after walk after walk is not enjoyable for anyone.

Each team will have a minimum of 3 registered coaches. There must always be one registered adult coach in the dug-out with the players. If there are no registered coaches available to coach a base, base coaches can only be players in uniform, wearing helmets.

Pitching

1. All players, except for call-ups, are eligible to pitch. There is no limit to the number of pitchers a team may use in a game.

2. No player may pitch more than two innings in any one game. Pitch counts still apply regardless of the number of batters faced.
3. A pitcher once removed from the mound may not return as a pitcher.
4. A pitcher used while ineligible to pitch shall be declared ineligible to pitch in the next two games (including playoffs), and the coach responsible will be suspended for two games.
5. The tables below give an overview of the number of pitches that will be allowed per day for each age group during the regular season and the required rest days - see also Regulation VI.
6. If a pitcher wishes to intentionally walk a batter, they may do so by asking for time and indicating to the umpire. In this case, the ball is dead and runners may not advance unless forced. Pitches will not be thrown however all such pitches will count in determining that pitcher's pitch count.

Reminder – see Regulation VI - A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. A player may not pitch in more than one game in a day.

League Age	Pitches Allowed Per Day
13-16	95
11-12	85
9-10	75

League Age 7-14	
# of Pitches	Days Rest Required
1-20	0
21-35	1
36-50	2
51-65	3
66+	4
League Age 14-16	
1-30	0
31-45	1
46-60	2
61-75	3
76+	4

There is no on-deck circle at any level except at the junior and senior division. In all other divisions, players may not handle a bat until it is their turn at the plate. Practice swings anywhere outside the diamond / behind the dugout are not permitted. Only the on-deck batter should be standing near the team's collection of bats and should not be holding or swinging bats. All other offensive players should be in the dugout or on the bench.

No head-first sliding is allowed except when returning to a base. (Rule 7.08)

Runners must slide or attempt to get around a fielder waiting to make a tag at all times when a collision is “imminent” - see Rule 7.08.

Section Four (4) End of Game – Post-Game Rules

4.1 Game Length and Curfew

INTERLOCK allows tie scores. If a game reaches regulation length and is then called due to curfew or weather, the tie score stands.

A time limit is imposed on all Interlock regular season games. No inning is to begin more than 2 hours after the scheduled (i.e. not “actual”) start time (1 hour 15 mins rookie). No inning should begin unless there is a reasonable expectation of completing that full inning.

Games may end earlier due to darkness at the sole discretion of the umpire.

Notes: When there is another game scheduled immediately following the current game, whether it be another INTERLOCK game or another league’s game, we must respect that booking. Umpires are asked to stop play and clear the field & dugouts at least 5 minutes before the start time of the next game.

4.2 Regulation Games

INTERLOCK defines regulation regular season games as follows:

JUNIOR/SENIOR: A complete game is 7 innings (6 1/2 if the home team is ahead. A regulation game must have 5 innings complete (4 1/2 if the home team is ahead).

MINOR/MAJOR: A complete game is 6 innings (5 1/2 if the home team is ahead. A regulation game must have 4 innings complete (3 1/2 if the home team is ahead).

Any game that has been played for 1 hour and 45 minutes regardless of the number of innings played is considered a complete game (LL Rule 4.11 Option).

4.3 Mercy “Run Rule”

INTERLOCK elects to use this following options of the *LL Rule 4.10(e) “Run Rule”*:

- A. ROOKIE/MINOR/MAJOR: If after 4 innings (3 1/2 innings with the home team ahead) one team is leading by 10 or more runs, the game shall be declared over.
- B. JUNIOR/SENIOR: If after 5 innings (4 1/2 innings with the home team ahead) one team is leading by 10 or more runs, the game shall be declared over.
- C. The official score is the score at the time the Mercy Rule takes effect, even if the coaches choose to play out the game as exhibition or practice.

4.3 Reporting Game Scores and Pitch Counts

Each team is to select an individual who will visit the District 2 website, <http://d2llontario.ca>, and enter the required INTERLOCK play stats: SCORE, PITCH COUNTS, PLAYER PARTICIPATION.

Reports are to be completed within 24 hours after the game. An easy-to-use form is provided at the web site, which lists the team's players, and for each player has a box for pitch count and a check box to indicate whether the player played or not. The representatives of both teams must submit the results as each team can only enter the results for their half of the game.

4.5 Safety – Lightning and Thunder

For games where lightning and severe storms may be imminent, umpires and coaches must abide by the Little League Canada Policy O-4.0 on Weather.

- Here is a link to that policy: [http://d2llontario.ca/SMaLL/Documents/Current LL Canada -4.0 - Weather Policy - REVISED \(Nov 2016\).pdf](http://d2llontario.ca/SMaLL/Documents/Current LL Canada -4.0 - Weather Policy - REVISED (Nov 2016).pdf)
- Here is a Government of Canada Link:
[http://pointstreaksites.com/files/uploaded_documents/1856/Lightning_Safety - Securite Foudre ENGLISH.pdf](http://pointstreaksites.com/files/uploaded_documents/1856/Lightning_Safety_-_Securite_Foudre_ENGLISH.pdf)

Simply put: if *either* thunder is heard or lightning is seen, the game needs to be suspended and a 30-minute delay process begins. If thunder or lightning occurs again before 30 minutes has passed, the delay process resets. See the above policy for additional directions.

Section Five (5) Play-Off Rules

5.1 Playoff Setup

The play-off format is a single-elimination play-down.

In divisions with more than 7 teams, teams will be divided into an "A" side and a "B" side. Conveners are granted the flexibility to draw the line through the standings to create the "A" and "B" sides, though it is suggested that over .500 teams should be on the "A" side, and under .500 teams should be on the "B" side; teams that finish exactly .500 could be placed on either side.

In a division where a small number of teams may have significantly dominated the standings, conveners may opt to place those teams in their own pool for playoffs instead of setting up a situation where a strong team may trounce a very weak team.

In the case of an unbalanced schedule, where teams may not play all other teams or play teams in their own league more frequently than teams from other leagues, the Conveners may decide not to split into "A" side and "B" side. Instead, they may opt to run one large playoff.

Mementos (Trophies or Medals) will be awarded to the Champions and Runners-up on each side.

5.2 Tiebreakers

If two or more teams are tied in the standings at the end of the season, the tie will be broken as follows:

- i. the winner of the regular season games between the teams
- ii. the team with the most wins
- iii. the team with the better record against the highest placed team in the division, then the second highest placed team, etc., until the tie is broken.
- iv. If breaking the tie will determine a spot in the "A" play-off as opposed to the "B" play-off, then criteria 1 and 2 only will be applied. If the teams are still tied, then a game will be played to determine which team gets the higher placing.

5.3 Playoff Games

Playoff games will be scheduled by the convener in consultation with the coaches. Playoff games may be scheduled on days other than Sundays if necessary due to field availability or weather/field conditions.

The team with the higher place finish in the regular season will be the home team for any play-off game.

All play-off games are sudden victory. Extra innings must be played if the game ends in a tie. Tied games cut short by darkness, curfew or rain must be continued as soon as possible.

The curfew or time limit does NOT apply to INTERLOCK playoff games, which must be played through to completion and a winner is determined. However, playoff games may still end 'early' if called by the umpire due to darkness, weather, a scheduled game following the playoff game, or because the lights are scheduled to go off. If a playoff game ends early as previously described but has reached the regulation game length for that division, there is no requirement to resume the game unless a winner cannot be declared due to a tie.

5.4 Playoff Player Eligibility

To be eligible to participate in playoffs, players must be rostered on the team as per the D2 site or may be a qualified taxi-squad member, call-up or call-over as per the Call-up and Call-Over Rule.

DIVISION SPECIFIC RULES

ROOKIE

Objectives

Players should be taught all positions, batting, running the bases, how a run is scored, what makes an out, and how to throw and catch. Players must rotate through all positions to maintain interest, develop positional skills, and reinforce their overall baseball awareness.

Set-Up

1. Each game consists of a 30-minute practice, followed by a 90-minute game; no new inning will start 75 minutes after the scheduled GAME start time (not including the 30 minute practice session).
 - i. (i.e. 2pm session start. Practice 2-2:30pm; Game starts at 2:30pm – no new inning will start after 3:45pm (75 mins after the game was to begin).
2. A game is considered official when four (4) full innings have been played (3 1/2 if the home team is leading).
3. Stealing is not permitted.
4. Bunting is not permitted, and the in-field fly rule is not in effect.
5. The official ball at this level is the Rawling TVB (or equivalent)
6. The distance between all bases shall be 60'.
7. The runner must run to the orange side of the safety base and the fielder must use the white side when there is a play at first.

Fielding

1. Each team will field 10 players for their defensive half of the inning. The positions are as follows: Pitcher-Guard (PG), C, 1B, 2B, SS, 3B, LF, LCF, RCF and RF.
2. No outfielder may be positioned on the infield before the ball is hit. The Pitcher Guard must start within 4 feet of the pitching rubber, just behind and to either side of the coach pitcher and wear a batting helmet.

Batting

1. A coach or parent pitcher will set up 35 feet from home plate. Each batter will have five (5) pitches to put the ball in play, regardless of swinging strikes (exception if the batter fouls off the last pitch). If a batter is unable to put the ball in play after the 5th pitch a Tee will be placed at home plate and the player will hit off the Tee until the ball is put in play.
2. Once a team has three (3) outs, they will take the field.

3. There is no minimum distance the ball must travel to be considered a hit. Unless the ball hits the base of the tee (in which case it is a dead ball), the player may have a do-over. Runners will not advance.

Overthrown Balls and Base Running

1. When any defensive player has control of the ball in the infield area and in the judgment of the plate Umpire there is no attempt to make a play on any of the baserunners. TIME WILL BE CALLED, and the base runners will be held on the base they last occupied or the unoccupied base they were approaching when time was called. A player raising their hand with the ball therein, above their head will not automatically obtain a call of time by the Umpire.
2. Runners may advance ONLY one base on an overthrow.

Coaches

1. Coaches are permitted to be on the field during the game. The team batting will have a coach or player in the 3rd and 1st base coaching box.
2. One coach must always be on the bench / in the dugout with the players. If a team is short of a coach, then a player wearing a batting helmet may coach 1st or 3rd base.
3. The defensive team will be allowed to have up to 2 coaches in the outfield behind the outfielders. Such coaches are not to interfere with the players and are only allowed to **give instructions between plays**. (For example, if a ground ball is hit to SS and the play is to 1B the coach it is suggested that the coach refrain from shouting "throw it to first". Let the play develop and coach the kids between plays.)

MINOR

1. 65cc baseballs or equivalent are to be used.
2. Bunting is not permitted, and the in-field fly rule is not in effect.
3. The ball is considered dead once it is under the control of any infield player and/or the Umpire feels that play has stopped.
4. The dropped 3rd strike rule is NOT in effect - the batter is out on the third strike.
5. Players will pitch with the following rules:
 - Pitchers will pitch from 46'. If it becomes clear that the pitcher is unable to pitch from this distance, they may move to 40', then subsequently to 35' but not closer if the pitcher's strength remains an obstacle to success. Safety must be kept in mind.
 - **Until June 15***, a batter may not be awarded a walk. The player pitcher shall pitch until one of the following occurs:
 - * The batter is out.

- * The batter achieves a hit; or
- * Four (4) balls are achieved.
- If 4 balls are achieved a coach pitcher enters the game. The Coach will pitch from approximately 38' but may move forward if distance is an obstacle to success, keeping safety in mind. The Coach inherits the strike count. When a Coach is pitching, the batter can get a hit or be put out in any manner, including by strikeout, but cannot be awarded a walk.
- When the Coach is pitching, the Player Pitcher shall stand near, but not forward of, the pitcher's rubber.
- On a batted ball, the Coach Pitcher must avoid contact with the ball, and/or interference with defensive players, and may not coach runners. Penalty: the batter will be declared out and all runners will return to the last base legally occupied at the start of the at-bat.

***Beginning with the first scheduled game on or after June 15, the minor division changes to fully player pitch.**

MAJOR

1. Players will pitch with the following rules:
 - pitchers will pitch from 46'. If it becomes clear that the pitcher is unable to pitch from this distance they may move to 40' but not closer, if their strength remains an obstacle to success. Safety must be kept in mind.
2. Bunting is permitted and the in-field fly rule is in effect.
3. The dropped 3rd strike rule is NOT in effect – the batter is out on the third strike.
4. 65cc baseballs or equivalent will be used.

JUNIOR & SENIOR

1. Players pitch only; players must pitch from the mound.
2. Bunting is permitted and the in-field fly rule is in effect.
3. The dropped 3rd strike rule is NOT in effect - the batter is out on the third strike.

Junior and senior will play on intermediate (50' x 70') or junior (54' x 80') sized diamonds. At junior only and only when a league has NO other available options, an exception can be granted by the Interlock Board to play on a major sized diamond.

INTERLOCK Rules: Schedule A – Quick Reference Chart

INTERLOCK Girls Baseball Quick Reference Chart					
Rule	Rookie	Minor	Major	Junior	Senior
Base Paths	60'	60'		Intermediate 70' <i>Optional 80'</i>	Intermediate 70' <i>Optional 80'</i>
Pitching Distance	35'	46' <i>Optional Minor 42'</i>	46'	Intermediate 50' <i>Optional 54'</i>	Intermediate 50' <i>Optional 54'</i>
Regulation Innings	4	6		7	
Maximum Runs per inning	4 run limit	5 run limit	5 run limit	5 run limit	
Run Rule (Mercy)	10 run lead after 3 complete innings (2 ½ if home team is leading)	10 run lead after 4 complete innings (3 ½ if home team is leading)		10 run lead after 5 complete innings (4 ½ if home team is leading)	

Curfew	No new inning will start 1 hour and 15 minutes after the scheduled start time (not including the initial practice time).	No new inning will start 2 hours after the scheduled start time. If a following game is scheduled the field must be cleared no later than 10 mins prior to the next game.		
Infield Fly Rule	No	No	Yes	Yes
Bunting	No	No	Yes	Yes
Dropped 3rd strike	n/a	Batter is out		
Leadoffs	No	No		Yes
Stealing	No	No	Yes, after the ball crosses the plate; no stealing home	Yes – no restrictions
Balks	No	No		Yes
Metal Cleats	No	No		Yes

INTERLOCK Rules: Schedule B – Convenor Duties

It is essential that INTERLOCK have a convenor for each division (ROOKIE, MINOR, MAJOR, JUNIOR, and SENIOR). Participating leagues will supply convenors and schedulers. One person can do both jobs. There is support and training provided by the district.

Where tiering exists, a convenor may look after both the Canadians ("A") and Nationals ("B") tiers. It is preferable that the convenor is not a coach, especially a head coach although it can be someone who is associated with a team.

Convenors are responsible to:

- I. Assist in creating the regular season schedule, although there may be schedulers specifically for this task.
- II. Communicate information to the teams.
- III. Make sure teams promptly enter their game scores, pitch count, and participation data at the appropriate web site.
- IV. Assist coaches involved in rescheduling rained out games.
- V. Monitor Official Standings (an effort will be made to ensure the web site is correct, but the convenor will be the final arbiter).
- VI. Schedule and oversee play-offs.
- VII. Deliver the trophies to the final game, arrange the presentations and the taking of a photo to be forwarded to the DA for the INTERLOCK web site. (Association / team name only identified, no player names)
- VIII. When necessary, oversee Taxi-Squad, Call-Ups, and Call-Overs