

# INTERLOCK RULES Ontario Districts 2, 6, 7 & 8

*Last Updated: 27 March 2024*

**Preamble:** *The following rules govern INTERLOCK PLAY exclusively. When leagues engage in matches with one another, they should consider the local options permitted by Little League for both organisation and game play. Little League allows each local league to establish a set of local rule options for their own season. However, when participating in interleague play, such as with our INTERLOCK LEAGUE, it is important that all participating leagues agree on the rules to be used and have a clear understanding of the local options in place throughout the INTERLOCK season.*

*The following INTERLOCK Rules supersede those of the local league house rules of our participating leagues. These rules, approved by the INTERLOCK Board, are to be followed as described.*

*It is imperative that league officials, coaches, umpires, and participants are knowledgeable of the local rule options implemented within the INTERLOCK Rules and understand the differences from their own home league house rules.*

*Note: The Rookie Division operates as a tier of the INTERLOCK but has its own set of rules, which are not included in this document. Additionally, the “19U” or “Greater Ottawa 19U Baseball League” also operates alongside the INTERLOCK and has its own set of rules, which are also not included in this document.*

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## Section One (1)- Interlock League

### 1.0 Organisation

Due to the relatively small size of our Leagues here in Eastern Ontario, we often cannot create a full schedule within one League. Therefore, we have agreed to establish an “INTERLOCK SCHEDULE,” enabling us to compete against teams from other Leagues within District 2 and District 6, and occasionally with teams from neighbouring Districts. Since each participating League’s House Rules may vary slightly, the leagues have agreed to the following common rules to govern INTERLOCK PLAY. For the purpose of implementing LL Rule Options, the INTERLOCK Board shall serve as the recognised “Local League”.

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, particularly when rule options are to be implemented, so that participants may seek additional information when desired. On occasion, and only by exception, the INTERLOCK Board may implement a rule that is more restrictive than the current LL Regulations and Rules. This is always done with the aim of improving the quality and fairness of game play across the INTERLOCK.

These rules apply to the teams and divisions involved in INTERLOCK PLAY only.

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### 1.1 Sportsmanship

**Play Nicely:** Every adult involved in a Little League game is a volunteer, including coaches, umpires, scorekeepers, conveners, DA, ADA's, etc. All are generously contributing their time to provide our youth with the opportunity to enjoy baseball. Let us maintain a friendly atmosphere. Before accusing someone of bias, consider the impact of your words. Cooperation among all involved is paramount for the benefit of everyone.

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### 1.2 Interlock Administration

#### 1.2.1 District Administrators

INTERLOCK play is overseen by the “INTERLOCK Board”, comprising of the District Administrators (D.A.s) for the Districts participating in INTERLOCK play. The board may occasionally seek advice and/or consensus from the Presidents of the Leagues involved in INTERLOCK play. Typically, a D.A. will only vote on decisions affecting divisions in which his/her District has entered a team. However, there are exceptions, such as disciplinary hearings, where an outside opinion may be beneficial. The INTERLOCK Board acts as the “Local League” for the selection of options outlined within the Little League official rules.

#### 1.2.2 Seasons

There are two INTERLOCK seasons: Spring INTERLOCK, which runs in May and June, and Summer INTERLOCK, which runs in July and August.

Each season will consist of 12 games per team and will end in a single elimination play-off.

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### 1.2.3 Divisions and Age Alignment

INTERLOCK follows the alignment specified by Little League Rules, with the following divisions and age groups: *(LL Regulations Section IV(a) Option A)*:

Age Group	Rookie	Minor	Major	Junior	Senior	Comments
Ages	6-7-8	9-10	11-12	13-14	15-16	
Tiers	Canadians	All-Stars	All-Stars			(Summer only)
	Nationals	Nationals	Nationals	Canadians	Canadians	"A"
			Nationals	Nationals	Nationals	"B"

Spring INTERLOCK consists of Junior and Senior Divisions, while Summer INTERLOCK encompasses all Divisions, Rookie through to Senior.

Exemptions for over-age and under-age players are strictly limited and solely authorized at the discretion of the DA(s). See Team and Player Eligibility below.

Notes:

- *The ROOKIE division has its own rules, which are not included in this document.*
- *The "19U" or "Greater Ottawa 19U Baseball League" operates alongside the INTERLOCK and it has its own rules, which are not included in this document.*

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### 1.2.4 Convenors

Convenors are essential to the effective operation of the INTERLOCK. Each division, including ROOKIE, MINOR, MAJOR, JUNIOR, and SENIOR, shall have a convener assigned to it. A single convener may oversee multiple tiers within a division, or a division may have multiple convenors. See Schedule B for a description of Convener responsibilities. It is important to note that Convenors should not serve as coaches within the division they are convening.

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### 1.2.5 Schedules

Every effort will be made to ensure teams have an equal number of home and away games throughout the season, ideally scheduling one home and one away game per week.

The INTERLOCK Board reserves the option to determine the start time of weekday games based on sunset time to optimize playing conditions: games may begin as early as 5:30 PM for early May, 6:00 PM for mid-May to the end of July, and 5:30 PM for July 28th onwards.

Division and Team schedules will be available on the D2 Website.

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### 1.2.6 Standings

The convener will maintain the official standings, which will be accessible on the D2 Website. 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.

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Notes:

- *Games cancelled for any reason other than tournament play or rain shall be forfeits, including games not played as a result of a team's inability to field at least 8 players. A forfeit will result in a score of 7 – 0 being awarded (6 – 0 in Minor and Major divisions) with no points being awarded to the forfeiting (losing) team.*
- *If a game cannot be played because a team is participating in the Little League Tournament, and a mutually suitable time was not available to reschedule the game, the game will be declared a tie with a 1-1 score.*
- *If two teams which have had a game rained out are scheduled to meet in a House League weekend tournament, the tournament game can be used to replace the rained-out game, only if both coaches agree and the convener has been informed.*
- *There is no allowance in the standings for the fact that teams may have played different numbers of games.*
- *Tiebreaking details are included below in the Playoff Rules.*

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### 1.2.7 Protest, Ejections, and other Incidents

Efforts should be made to avoid protests. Every Protest, Ejection and other Incident must be promptly reported to the INTERLOCK Board (through the appropriate DA) on the same evening it happens, and certainly before the team's next scheduled game. The umpire of the game, a coach, and/or any other involved party initiating the protest, reporting an ejection, or providing witness to an incident, should submit an Incident Report separately to the INTERLOCK Board by using the provided form on the District 2 website, <http://d2llontario.ca>. The online form will automatically e-mail the Incident Report to the INTERLOCK Board, while the District Umpire Consultant(s) may also receive the Incident Report through the system.

#### *1.2.7(a) Protests*

**While** protests are actively discouraged, they remain allowed in accordance with Little League Rules (4.19) and will be addressed by the umpires on the field. Play will not be suspended for a protest; teams will follow the instructions given by the umpire, and the protest will be treated as an incident for review by the INTERLOCK Board (and/or a delegated Protest/Incident Committee). Protests must adhere to the appropriate procedures outlined in Little League rule 4.19 to be considered valid; for example, a manager must officially register their protest with the umpire at the designated time, otherwise, the protest will not be heard.

#### *1.2.7(b) Ejections*

As per Little League Rules, an ejected player or coach is automatically suspended from the team's next physically played game at any level, including Tournament play or an INTERLOCK game. Rainouts do not nullify the penalty. The INTERLOCK Board (or delegated Protest/Incident Committee) may impose additional penalties if deemed

necessary, or the player's or coach's host League may also apply further sanctions as they see fit.

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### 1.2.8 INTERLOCK Fees

INTERLOCK Fees are set by the INTERLOCK Board before each season and shared with the participating Leagues. These fees support INTERLOCK operating costs, including division trophies or other mementos for team participation in end-of-season playoffs. Following the Summer INTERLOCK season, a financial report detailing these expenses will be sent to the President of each League involved. Any remaining balance will be retained in a Summer INTERLOCK account held by District 2 for use in the following season. Any surplus at the end of the season will be considered jointly owned by the contributing Districts. Cheques for payment of INTERLOCK fees should be made payable to: Ontario District 2 Little League.

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## 1.3 Team, Player, and Call-Up Eligibility

### 1.3.1 Team Eligibility

Any league in Districts 2 and 6 can register one or more teams into each division in the Spring and/or Summer INTERLOCK leagues. Entry of teams from Districts 7 and 8 into INTERLOCK play will be evaluated on a case-by-case basis. It is mandatory for each team to designate AT LEAST ONE person, to the INTERLOCK League, who is capable of receiving emails any day of the week and is responsible for disseminating that information to the rest of the team.

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#### **1.3.1(a) Team Size:**

**Minimum Roster:** 12 player minimum roster size is required to prevent forfeits; exceptions may be granted at the discretion of the DA(s).

**Maximum Roster:** for Minor Division and above, 15 players is the maximum roster size.

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#### **1.3.1(b) 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. Leagues wishing to use this option will form an appropriate list of players and submit to convenor. Leagues with multiple teams in one tier will use the same taxi squad for their teams.

Taxi-squad members may not pitch as there is no option to add taxi squad players to the website for pitch count tracking.

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#### **1.3.1(c) Division Restrictions:**

**Leagues with one (1) team in a division:** A League that registers only one team in a division, MUST register that team into the Canadians ("A") tier, unless it is a Minor or Major Tournament team, which, in that case, must be entered in the All-Star tier.

**Leagues with more than one (1) team in a division:** A League that enters more than one team in a division, MUST enter at least one team in the Canadians

("A") tier (or in Summer INTERLOCK, Minor or Major, the "All-Star" tier for tournament teams). It will be the League's option to make equal teams and enter them in Canadians ("A") tier, or to select the teams according to skill level or age and enter at least one in Canadians ("A") tier and the remainder in the Nationals ("B") tier.

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### 1.3.2 Player 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>.

For the summer INTERLOCK season, players must have been registered in Little League during the Spring season. Players that do not meet this standard who wish to register for Summer INTERLOCK should have their League administration contact their DA for consideration.

In addition to each League and/or Districts Roster submission requirements, the INTERLOCK mandates that player details be entered into the team rosters by each team's manager using the Roster Entry form at the District 2 website, <http://d2llontario.ca>. The form requires only the players Name, Uniform Number, and a check box for whether the player is allowed to pitch. (For example, over-age players may not pitch).

Players will be registered in accordance with the age alignment for the INTERLOCK divisions (as per rule 1.2.3 above). Leagues may request consideration from the INTERLOCK Board (through the appropriate D.A.) to use over-age players if the League has no team at the division to which these players belong. The INTERLOCK Board decision will be final and may include a limit on the number of over-age players allowed on a team. Under-age players may only be used on a call-up basis, subject to the Call-Up and Call-Over rule 1.3.3 below.

All players on INTERLOCK rosters and Taxi Squads must be registered by:

- Spring INTERLOCK Season: May 20
- Summer INTERLOCK Season: Jul 20.

*Note: Proper registration on D2 Website ensures that players are playing on the correct team, in the correct division, and that the players are both eligible and properly insured.*

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### 1.3.3 Call-Ups and Call-Overs

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

- a) Teams may call-up players from a lower tier in the same division. (for example: Canadians ("A") Junior team calling-up a Nationals ("B") Junior player).
- b) Teams may call up players from any tier in the next lower division. (for example: a Nationals ("B") Junior team calling-up an All Star or Canadians ("A") Major player).

- c) Players may only be called up if it does not interfere with their own team schedule and the team coach approves the call-up.
- d) Called-up players must be a regular rostered INTERLOCK player.
- e) Managers/Coaches do not select players they call-up, teams should identify a pool of players that are willing to play extra call-up games such that the Player Agent (or Convenor if so delegated) may select a willing player.
- f) Call-ups may only be used to bring the game day lineup to a maximum of 10 players. Any team which has 10 or more of its players present may not use a call-up.
- g) A manager using one or more call-ups must identify those call-ups to the opposing manager prior to the start of the game.
- h) Call-ups are not eligible to pitch.
- i) The INTERLOCK restricts a specific individual player from being called up more than five (5) times during an INTERLOCK season. Managers and Convenors are to ensure that call-ups are spread amongst available and willing players.
- j) Call-overs, i.e. players from a team in the same division, are allowed, by exception, in the National tiers only. Call-overs are to be approved by the INTERLOCK Board (DAs) and are only allowed to prevent forfeits. Call-overs are not eligible to pitch.
- k) Call-downs are prohibited.

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## 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, you may ask for a volunteer from the spectators to 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.
- Setting up the field with bases and any other equipment required to allow for the game to commence. (Note: JUNIOR teams will use the dimensions of the field that is being used by the home team for that home game in that League area.).
- Supplying at least two (2) 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 3<sup>rd</sup> base dugout for their home games.

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## 2.2 Rainouts and Rescheduled Games

Rained out games or games not played as scheduled should be rescheduled as soon as conveniently possible for both teams. The two coaches, assisted by the convener, should reschedule a rained-out game, preferably within one week. (All games must be completed by the recognised regular season end date).

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 Tournament Play or Rain/Weather.

## 2.3 Game Start Times

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All games are scheduled to begin promptly at the time indicated on the schedule. Typical start times are 6:00 without lights, or 8:15/8:30 with lights, but there are other start times as well.

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).

*Note: A two (2) hour time limit is imposed on INTERLOCK regular season games, see Ending the Game Rules below for details*

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## 2.4 Line-Up Size

There will be no maximum number of players allowed per game, so all players on the roster may be dressed for a game. A coach must never ask a healthy player to miss a game for any reason.

In the interest of preventing forfeits, INTERLOCK has decided to override *LL Rule 4.16* and implement the LL Option to allow an 8-player minimum (*LL Rules 4.16 (a) Option*). 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 result in a forfeit regardless of the point in the game or the score at the time.

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## 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*)

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 (*LL Rule 4.04 Note 3 Option*). If the injured, ill, or absent player returns they are merely inserted into their original spot in the batting order and the game continues.

**In continuation of a suspended game:** As above, players present for the first part but not for the continuation will be skipped in the batting order without penalty. Players who were not present in the first part but are now present for the continuation will be added at the bottom of the lineup regardless of where the current spot in the batting order is.

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## Section Three (3) Game Play Rules

### 3.1 Defensive Substitutions

Given that continuous batting order is utilised, the INTERLOCK Board has chosen to override LL rule 3.03 to allow for unlimited defensive substitution. 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.

*Note that while there is no mandated "equal play rule" for the INTERLOCK program, teams are encouraged to adopt equal play as a team rule.*

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### 3.2 Pitchers

The INTERLOCK strictly follows Little League Regulations and Rules with respect to managing pitchers; all with a view to protecting young arms, protecting our players' eligibility, and to ensure opportunity to allow more players to experience the pitcher position. The following rules are to be followed:

- All players are eligible to pitch except for "taxi-squad members", "call-ups", "call-overs" and "over-age players" (unless an over-age player is specifically approved to pitch by the INTERLOCK Board).
- There is no restriction on the number of pitchers that can be used in a game.
- Little League Pitch Count rules shall be strictly followed.
- For all divisions, pitchers once removed from the mound, may not return to the mound in the same game.
- Minor National tier pitchers are permitted to pitch from 42 feet instead of 46 feet.

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### 3.3 Mound Visits

**Spring INTERLOCK season:** with a view to prevent player visits as a stalling tactic, the defensive coach or manager shall be permitted to visit **only** with the battery (pitcher & catcher) to discuss strategy.

**Summer INTERLOCK season:** players other than the pitchers may visit with the manager on the mound.

Umpires are reminded that regardless of which player is being visited that (a) it counts as a visit to the pitcher, and (b) visits are to be kept to a reasonable (and short) length of time.

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### 3.4 Uncaught Third Strike

**Major Nationals Only-** INTERLOCK ELECTS to use *LL Rule 6.05(b)(2) option* that the batter is out on a third strike, whether or not the strike is caught or not caught, in the Major Division in the National tier only.

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### 3.5 Batters Box

**For all Divisions and Tiers:** INTERLOCK ELECTS to use *LL Rule 6.02 option* that demands that after entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.

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### 3.6 Stealing Signs

INTERLOCK "Declines" *LL Rule 9.01(d) option* to eject players or coaches for stealing signals.

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### 3.7 Run Limit

Except for the Major All Stars tier, a team may score a maximum of 5 runs in an inning (unless the Mercy Rule is invoked first). The half inning is declared over as soon as the 5th run crosses the plate. (*Implement Rule 5.07 option for all tiers except Major All Stars*)

Notes:

- *The final inning is "NOT" Open, the final inning is not treated differently. (LL Rule 5.07 Option declined)*
- *If a game gets to the last inning, and one team is ahead by more than the run limit (5), and less than the mercy rule limit (10), teams are still required to play the last inning until the game is properly completed, which means the visiting team will bat in the top of the inning, and the home team will bat in the bottom of the inning unless or until they are ahead, or until the run limit is reached. A coach is not allowed to shorten the game and must take the field when directed by the umpire.*

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### 3.8 Courtesy Runners

INTERLOCK permits the use of a "courtesy runner" for the catcher and/or pitcher of record when there are two (2) outs. (*LL Rule 3.04 option*)

Note: The "courtesy runner" must be in the team's batting order and must be the player in the batting order who made the last out. (*LL Rule 3.04 option and LL Rule 7.14(b)*)

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## 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. No inning should begin unless there is a reasonable expectation of completing that full inning.

Games may be ended earlier due to darkness (especially in May) 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.*
- *On a field with lights where another team has a permit for a subsequent game or practice, the Little League game must end at least 10 minutes before the start time on the next game permit.*
- *For a late game on a field with lights on an automatic timer, a curfew is imposed: the game must end at least 10 minutes before the time the lights are scheduled to turn off.*
- *If an inning is incomplete when darkness, rain or curfew ends the game, then the score reverts to the last complete inning UNLESS the home team is at bat and has tied or gone ahead during this partial inning, in which case the score at the time the game is called stands.*

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## 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).

*Notes:*

- *INTERLOCK regular season games will be a maximum of 7 innings for INTERMEDIATE, JUNIOR and SENIOR, and a maximum of 6 innings for MINOR and MAJOR.*
- *INTERLOCK games may be declared over earlier due to the Run Rule, see details in the rule below.*
- *A game will be considered regulation if the game has been played for 1 hour and 45 minutes. (LL Rule 4.11 Option)*

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### 4.3 Mercy “Run Rule”

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

- a. 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. INTERLOCK DECLINES to use the 15-run and 8-run rule options.
- d. 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.

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### 4.4 Rainouts / Suspended Games / Continuation

If it is obvious that rain will make the field unplayable, the home team coach should call the opposing coach and the convener to cancel the game. This must be done at least 1.5 to 2 hours before game time (depending on the distance the visitors are traveling) and only in situations where it is clear that the rain will not cease. Otherwise, both teams should report to the diamond.

Once both teams have arrived at the field, the decision remains with the coaches until the official game start time. 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.

Rained-out games or games not played as scheduled should be rescheduled promptly by the two coaches with the assistance of the convener, preferably within one week. (All games must be completed by the recognized regular season end date). If agreement cannot be reached by the two coaches and the convener regarding the time and location for rescheduling, the District Administrator should be notified by the teams involved, and they will make the final decision.

Games suspended due to weather, after game start but before reaching regulation must be rescheduled for continuation. As per LL Rules, the game will resume exactly from the point it was suspended (Managers and Umpires should ensure that the scorebooks and pitching records are recorded accurately to reflect the suspended situation on the field).

- As previously noted, players present for the first part but not for the continuation will be skipped in the batting order without penalty. Players who were not present in the first part but are now present for the continuation will be added at the bottom of the lineup regardless of where the current spot in the batting order is.
- If the game is resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
- Pitchers previously removed from the mound during the first part remain ineligible to pitch as they may not return to the mound during the game.

- For scorekeeping purposes, it shall be considered the same game, and all batting, fielding, and pitching records will count.
- It can be completed preceding the next scheduled game between the same teams is the situation allows.

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#### 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. See the above policy for additional direction.**

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#### 4.6 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 “as soon as possible after each 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.

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### Section Five (5) Play-Off Rules

#### 5.1 Playoff Setup

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 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.

The play-off format for each side is a single-elimination play-down.

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

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## 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.

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## 5.3 Playoff Games

Playoff games will be scheduled by the convener in consultation with the coaches. It is understood that the games will be played at the earliest time that a field is available, but, unless absolutely unavoidable, teams will not be required to play more than two INTERLOCK League play-off games in a week.

Playoff games will sometimes be scheduled on Sundays and Fridays, even if there were no Sunday or Friday games during the regular season.

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 death. 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 is 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.

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## 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 1.3.3.

INTERLOCK requires that all players will have played a minimum of 50% of their team's regular season games, similar to Little League Tournament play eligibility, to be eligible to participate in the INTERLOCK Playoffs. Participation in the playoffs by taxi-squad members, call-ups, and/or call-overs should be discussed and cleared with the convenor.

For Nationals divisions, the eligibility requirement is reduced to 40% of their team's regular season games.

NO allowance will be made for games missed due to participation in other (non-Little League) baseball programs.

*Note: The INTERLOCK Board has implemented the eligibility rules in an effort to protect our rostered teams, and their committed players, from potential concerns regarding the addition of strong "ringer" players to teams late in the season just prior to or at the commencement of the playoffs.*

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**INTERLOCK Rules: Schedule A – Divisional Aide-Memoire / Quick Reference Chart**

<b>INTERLOCK Divisional Aide Memoir / Quick Reference Chart</b>				
<b>Rule</b>	<b>Minor</b>	<b>Major</b>	<b>Junior</b>	<b>Senior</b>
<b>Base Paths</b>	60'		90' <i>Optional 80'</i>	90'
<b>Pitching Distance</b>	46'  <i>Optional Minor Nationals only – 42'</i>	46'	60' 6"  <i>Optional 54'</i>	60' 6"
<b>Regulation Innings</b>	6		7	
<b>Maximum Runs per inning</b>	5 run limit	5 run limit  <i>All Star Division only – no limit</i>	5 run limit	
<b>Run Rule (Mercy)</b>	10 run lead after 4 complete innings (3½ if home team is leading)		10 run lead after 5 complete innings (4½ if home team is leading)	
<b>On-Deck Batters</b>	No		Yes	
<b>Infield Fly Rule</b>	Yes			
<b>Uncaught 3<sup>rd</sup> Strike</b>	Batter is out	Batter Runner May Advance  <i>National Division only – Batter is out</i>	Batter Runner may advance	
<b>Leadoffs</b>	No		Yes	
<b>Stealing</b>	Yes, with restriction: runner may not advance until pitch reaches the batter		Yes – no restrictions	
<b>Balks</b>	No Balks – Illegal Pitches will be called		Yes	
<b>Metal Cleats</b>	No		Yes	

**All Divisions:**

- No new inning may start after 2 hours from scheduled start time, if a following game is scheduled the field must be cleared no later than 5 mins prior to the next game (10 mins prior if it is a night game with lights).
- If thunder is heard or lightning is seen – game must be delayed for a minimum of 30 mins, it is a running delay of 30 minutes that is reset after each thunder or lightning event.

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## INTERLOCK Rules: Schedule B – Convener Duties

It is essential that INTERLOCK have a convener for each division (ROOKIE, MINOR, MAJOR, JUNIOR, and SENIOR).

The same convener may look after both the Canadians ("A") and Nationals ("B") tiers (and in the summer Minors and Majors, the "All-Star" tier) in the same age group but it is preferred that large tiers have their own convener.

The convener should NOT be a coach although it can be someone who is associated with a team.

Conveners must be able to communicate via email any day of the week.

Conveners are responsible for:

- Assist in creating the regular season schedule;
- Communicating information to the teams;
- Making sure each team promptly enters their game scores, pitch count, and participation data at the appropriate web site;
- Assisting the coaches involved in rescheduling rained out games;
- Keeping Official Standings (an effort will be made to ensure the web site is correct, but the convener will be the final arbiter);
- Scheduling and overseeing the play-offs; and
- Delivering the trophies to the final game, arranging the presentations, and the taking of pictures of the finalists to be put on the INTERLOCK web site.
- In the absence of a League's Player Agent, act as that Player Agent with regards to Taxi-Squad, Call-Ups and Call-Overs (*see LL Regulation V(c)*), overseeing the approval of such requests.

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