

Rookie Summer Interlock League Rules

(Revisions for the current season are in RED)

Starting in 2010, the Rookie/Coach Pitch Division of the Summer Interlock has two tiers to accommodate different levels of skill. The Canadian tier (“A”) and National tier (“B”) will have teams from each association based on their organizational goals. Coaches and League Executives are reminded that the goal of this division, regardless of tier, is Player Development.

Section One: The Players

1.1 The players shall be players who participated in the Rookie spring league of each association. Borrowing players within and across associations is allowed to avoid forfeits.

1.2 Eligible players are age 6, 7 and 8 as of **August 31st** of the current year. 6-year-olds must register in the National tier. Exceptions may be requested from the District Administrators who are running the Summer Interlock program, if good justification can be made.

1.3 Roster size is capped at 18.

Section Two: The Field

2.1 The bases will be 60 feet apart.

2.2 The pitching distance will be at least 35 feet from home plate. No coach or “fielding pitcher” may be closer at the time of the pitch.

2.2a In order to assist adult pitchers, a line will be drawn at the pitcher’s position, either with chalk or just in the dirt, 35 feet from home plate. The adult pitcher must have one foot on or behind the line at the time the pitch is released. If an adult pitcher is unable to adhere to the 35 foot line repeatedly, he/she must be replaced.

2.3 For the Canadian Division it is recommended that teams use a standard bag at first base and for the National Division it is recommended that teams use a safety base. However either base may be used if both coaches agree (Little League Rule 7.15).

Section Three: Equipment

3.1 For Canadian Division play a standard hard baseball will be used. For National Division play a safety baseball will be used.

3.2 The catcher will wear full protective gear at all times.

3.3 The player designated as the pitcher will wear a helmet.

3.4 It is recommended that all players wear a jock/jill with a cup.

Section Four: Rules of Play

4.1 There can be 10 players in the defensive line-up, minimum of 8. The tenth man will be an outfield rover.

4.1a Summer Interlock at the Rookie Division promotes the principle of equal play throughout the House League season.

4.1b All players will share equally infield positions and outfield play except for skill and safety positions such as pitcher, catcher and first base. This does not mean that there is a 50-50 rule for infield and outfield. There are six infield and three outfield positions. All players’ 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.

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4.1c The goal of the Rookie Division is Player Development. Should a player not begin the season with the skills to pitch, catch or play first base, every effort must be made to help the player develop the skills required to play those positions (if the player is willing) at practice. These players must then be given the opportunity to play the "skill" positions after the first three weeks of the regular season. Players who do not pitch or catch must still be given two-thirds of their play in the other infield positions

4.2 Outfielders, including the rover, must be on the outfield grass when the pitch is delivered.

4.3 The Coach or adult pitcher will pitch overhand or use the manual pitching machine.

4.4 Players are allowed 5 pitches or 3 swinging strikes whichever comes first. A batter may have more than 5 pitches if his last pitch is fouled off.

4.4a National Tier only, suggestion only, to help speed up the game: For each batter, the adult pitcher can be given 5 baseballs at the start of each at-bat. The catcher will merely collect balls during the at-bat, returning them to the pitcher for the start of the next at-bat.

4.5 There are no walks.

4.6 The on-deck batter will wear a helmet, but will not swing a bat.

4.7 A run is scored by touching home plate.

4.8 When a ball is hit into the outfield (reaching grass or first touched by an outfielder), runners may advance. Once the ball is in possession of any infielder who is in the infield, runners can only advance to the base they are going to at the time the infielder gets possession.

4.9 In the Canadian Division runners may advance a maximum of one base on any throwing error. There may be only one per play. For example, if there was an overthrow at first base followed by an overthrow at second base, only the overthrow at first base allows runners to advance. After the second overthrow, the ball is dead, and runners do not advance further. The batter/runner will stay at second. In the National Division runners may not advance on a throwing error.

4.10 If a batted ball is controlled by an infielder with no throw or the ball is thrown to a base (including home plate) by an infielder and the throw is caught or blocked and controlled, then the batter and any base runners can advance at most one base from their position at the time of the pitch. For example, a runner on first base can NOT advance to third base on an infield hit (or force out at first base) with no overthrow.

4.11 Two defensive coaches may be on the field, but must remain in the outfield.

4.12 Bunting is not permitted.

4.13 Fair territory begins at the plate. There is no minimum distance for a hit to be considered fair.

4.14 The infield fly rule is not in effect.

4.15 Sliding into first base is an automatic out.

4.16 One warning shall be given if a player throws a bat. On the second offense (same game), the player is called out for that at bat. Further, the ball is dead and runners do not advance. The result of the thrown bat is equivalent to a strikeout.

4.17 There is no leading off or stealing. Runners can only leave their bases when the bat hits the ball, leaving before contact will be considered an out for the base runner.

4.18 If a batted ball touches the adult pitcher or pitching machine, the ball is dead, and it does not count as a pitch or strike. The count remains as it was before the play.

4.19 The Little League rulebook will govern any other rules.

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Section Five: Managing the Game

- 5.1 The home team will supply the plate umpire and the visiting team will supply the base umpire.
- 5.2 Games will be at most six innings long. No new inning may start two hours or more after the scheduled start time of the game.
- 5.3 If one team is up by 10 runs at the end of 4 innings, the game will end. Teams can complete the game for practice, but the 4th inning score will count.
- 5.4 Scoring is capped at 5 runs in innings 1 through 6. There is no unlimited scoring in the final inning.
- 5.5 During regular season games ties are permitted.
- 5.6 If unable to complete an inning (darkness, thunder and/or lightening) the score reverts to the previous completed inning (Little League Rules 4.10, 4.11 and 4.12).
- 5.7 During play-offs extra innings may be played to break a tie if time permits. If after extra innings the score is still tied, the score will revert to 5th inning. If the score was tied in the 5th inning, the game must be continued (Little League Rules 4.10, 4.11 and 4.12).

Section Six: Play-offs

- 6.1 Each tier has its own single-elimination play-offs, seeded according to the regular season standings. Every team in each tier is entered into the tier's play-offs. In the case of a tier with 8 or more teams, the convener may opt to split the playoffs into an A-side and B-side.
- 6.2 Trophies will be provided for Championship and Finalist team players. A small memento of the season, such as a medal, will be provided to non-Finalist team players as they are eliminated from the playoffs. The Summer Interlock board will provide these things.
- 6.3 There are no ties permitted in play-offs.
- 6.4 If a play-off game has to be continued because it is called for any reason, including a tie, and has been one complete inning or more, then it resumes where it left off.