2019 Softball Interlock for Majors

All games shall be played pursuant to the 2019 Softball Official Regulations and Playing Rules. If a local rule/interlock rule conflicts with the Official rules, the official rules shall prevail.

1. All teams shall use the continuous batting order.
2. 2. All batters must keep one foot in the batter’s box for their entire at bat. Rule 6.02 in rule book.
3. All games must be played. If games are canceled due to weather and/or school events the game should be rescheduled at the next available field slot. If a game is canceled due to rain please notify the visiting team at least 2 hours before game time. If you are using league volunteer umpires, please notify umpires of any game changes at assigner@ump.org
4. All game schedules, including changes must be sent to Janice Christensen at softballjan@comcast.net
5. Please email Tonya Henry of any game changes, Tonyah@thetasoft.com. She is maintaining an up to date schedule.
6. If you are using volunteer umpires and change/cancel a game for any reason, please email assigner@d9ump.org so any umpires that have been signed up through arbiter are notified.
7. The home team will provide the umpires.
8. The home team is responsible for preparing the field.

Helpful rule explanations for Majors Managers

* There are no run limits per inning
* Games are six innings or until Umpire calls game due to darkness (If called for darkness score reverts back to last completed inning)
* Mercy rule is called when one team is 15 runs ahead after 3 innings (2 ½ innings if home team is ahead) and ten runs or more ahead at the end of a completed inning any time after four innings (3 ½ innings if home team is ahead) have been completed.
* There is no pitch count, but a Majors pitcher is limited to 12 innings per day. 7 innings or more pitched with require a days rest.
* For rule on moving a pitcher to another position or withdrawing a pitcher from the game see the rule on page 46 of the rulebook.

2019 SOFTBALL INTERLOCK RULES – COAST

*Interlock:* 9 Teams

 Issaquah (3 Teams)

 Sammamish (3 Teams)

 Eastlake (1 Teams)

 Falls (1 Team)

 Snoqualmie Valley (1 team)

*16 Game Season (no rescheduling rainouts) Beginning March 23, 2019*

1. All games shall be played pursuant to the 2018 Softball Official Regulations with Playing and Tournament Rules (“Official Rules”). If an interlock rule conflicts with the Official Rules, the Official Rules shall prevail.

2. All game schedules, including changes, cancellations and reschedules must be sent to Janice Christiansen at softballjan@comcast.net (include game dates, times and location).

3. Rescheduling: All games must be played. In the event of a rain-out or schedule conflict, games should be rescheduled for the next available field opening. The home team manager will notify the opposing team manager if a field is known to be closed due to weather. Unless notified otherwise, teams should show up at the prearranged field regardless of the weather conditions. Games may be rescheduled due to lack of players for school or league sponsored activities, or for other reasons if agreed to by the two respective Managers. Opposing Manager and Scheduler must be notified 2 weeks in advance. (With a 16 game schedule games will only be rescheduled if needed to reach 12 regular season games)

4. Umpires: The home team provides both the plate umpire and the field umpire. Minors may umpire, but at least one umpire on the field must be an adult. Pursuant to 9.03 of the Official Rules, if there is only one umpire for a game, that umpire must be an adult. Pursuant to 9.03(d) of the Official Rules, if both umpires are minors then an adult Game Coordinator must be provided by the home team.

5. The home team is responsible for preparing the field and supplying two game balls.

6. Game Balls: A regulation optic yellow 11” softball will be used.

7. Time Limits: No new inning shall begin after one hour and 50 minutes from the SCHEDULED starting time of the game. At two hours and 10 minutes after the scheduled start time of the game, the final score will be determined using the Official Rules.

8. Batting Order: Teams shall use a continuous batting order pursuant to Rule 4.04 of the Official Rules. All eligible players must appear on the line-up. Players who arrive after the game starts shall be placed at the bottom of the lineup as it appeared at the start of the game. An injured player on offense will be replaced by the last player that made an out, after alerting the umpire. Any player that leaves early or is unable to play due to injury shall simply be removed from the lineup without penalty.

9. Stealing and Base Running: players can steal any base including home. Runners can not leave their base until ball has crossed the plate. A runner may advance as many bases as possible on an overthrow (i.e. there is no one base limit per overthrow. If a runner steals second and the throw goes past the intended fielder and the back up the runner can advance to third and home if they want)

10. Run Limit: Each team may accumulate a maximum of five (5) runs per inning for the first five innings of each game. There is no run limit past the end of the fifth inning. Per the Official Rules, the 10 run rule will go in to effect after 3.5 or 4 innings (depending upon which team is ahead). For the sake of time if the home team is behind by 5 runs or more the teams can decide to “flip the inning”. For example, Eastlake is the visitor and Falls is home team. Going into the bottom of the fifth inning Falls is behind by 8 runs and they only score 1 run. Instead of having Eastlake bat in the top of the 6th or last inning they can stay out on the field and if they get three outs without Falls taking the lead they win the game and their half of the last inning doesn’t need to be played. This would also apply if an inning was called last inning due to time limit. If the game is within five runs the last inning would be played like a normal inning.

11. Defensive Playing Time: The manager must ensure that all of his/her players play at least 6 defensive outs per game. In the event a player does not get 6 defensive outs of play in a game, the manager will ensure the player starts defensively the next game and remains in that next game until the missed innings are made up plus the minimum 6 defensive outs for the current game.

12. Pitching: Pitchers will pitch from a 35 foot rubber. A player may pitch up to 3 innings in a game. If a player pitches more than six innings in a day one calendar day of rest is required. Delivery of a single pitch constitutes pitching in an inning.

13. Pitchers Hitting Batters: If a pitcher hits three or more batters in the same inning, at the umpire’s discretion, she may be removed from the pitching position. Said pitcher may remain in the game at another position or later re-enter the game at another position at her Manager’s discretion. Umpires should not remove pitchers pursuant to this rule unless, in the umpire’s sole discretion, batters are making appropriate attempts to avoid being hit by a pitch.

**2019 AAA SOFTBALL INTERLOCK RULES**

EASTLAKE, SAMMAMISH, SNO FALLS

1. All game shall be played according to the 2019 Little League rule book. If an interlock rule conflicts with the Little League rule book the rule book shall prevail.

2. Continuous batting will be used.

3. All games must be played. If games are cancelled due to weather, please reschedule the game at the next available field time. If a game is cancelled due to rain please notify the visiting team at least 2 hours prior to the game.

4. All game schedules including changes must be sent to Janice Christensen at softballjan@comcast.net and the VP's of reach respective league. Please include dates, times and location.

5. The home team will provide at least 1 home plate umpire.

6. The home team is responsible for preparing the field.

7. Any inning started after 1 hour 30 minutes will be declared last inning. No new inning will be started after 1 hour and 45 minutes. All games have a hard stop time of two hours.

8. 5 run per inning is in effect for all innings.

10. Modified coach pitch for the entire season. The player pitcher will be able to take the count to 4 balls (there are no walks) at which time the coach/manager will come in and finish the count if the batter has not hit the ball up to 7 hittable pitches. If a coach hits a batter with the pitch the batter is not allowed to take 1st. If the adult pitcher is hit by a batted ball the ball is dead and the batter is awarded a single and all runners advance 1 base. If the umpire judges that the adult coach intentionally interferes with a batter or thrown ball, the play is dead and the umpire will treat the situation as offensive interference.

11. When a coach comes in to pitch, they must pitch and complete their pitching motion Starting from the pitching rubber at 35’. The player pitcher should be positioned on either side of the coach pitcher in the circle. All throws from the catcher should be made to the player pitcher, not the coach pitcher, who will hand the ball to the coach pitcher.

12. No stealing when a coach is pitching.

13. The home team shall furnish 2 game balls. 11” soft compression will be used. The Teams have an option to use an 11” Hard ball for games after May 1st only if agreed upon by both Managers. If either team does not want to use a Hard Ball during an Interlock game after May 1st, then a Squishy Ball will be used.

14. The home team will keep the official score book.

15. Stealing: Is only allowed from 2nd to 3rd base. You may only advance home on a batted ball.