COLORADO DISTRICT TWO LITTLE LEAGUE
BASEBALL INTERLOCK
BYLAWS
APRIL 1, 2023

ARTICLE I - ORGANIZATION

The Colorado District Two Baseball Interlock is the voluntary association of Coal Creek, Monarch, North Boulder, North Denver, North Metro, Northern Lights, Sherrelwood, South Boulder, Standley Lake and Westminster Little Leagues.

ARTICLE II - OBJECTIVE

The association was formed, for the purpose of providing integrated Tee Ball, Minor League, Major League, Intermediate League (50/70), Junior League and Senior League baseball programs for youth with league age between four (4) and sixteen (16) inclusively and residing within the boundaries of one of the aforementioned leagues and/or attending school within the boundaries of one of the aforementioned leagues. The Colorado District Two Baseball Interlock shall provide a governing body which may enact rules and regulations as may be necessary to provide direction to the combined programs of the ten chartered Little League entities named in ARTICLE I. Any matter not specifically addressed within these bylaws shall be referred to the Board of Directors of the individual Little Leagues.

ARTICLE III - BOARD OF DIRECTORS

SECTION 1

Definition and Voting. The Colorado District Two Baseball Interlock Board of Directors is hereby created and shall consist of ten members, one from each participating league and designated by each league chartered for baseball. Each member of this Board of Directors shall be entitled to one vote regarding any matter being considered by the Board. When two (2) or more Little Leagues combine to operate under a single charter, with no other independent team entry, said charter shall be entitled to one (1) vote, but no more than one (1) vote for the combined leagues. Should any Board member be unable to attend a Colorado District Two Baseball Interlock meeting, he/she may send an alternate representative in his/her place. The Baseball Interlock Coordinator or his/her representative shall vote only in the case of a tie vote.

SECTION 2

Chairperson. The Chairperson of the Baseball Interlock Board of Directors shall be the Baseball Interlock Coordinator from the Colorado District Two Little League staff.

SECTION 3

Quorum. A quorum consisting of sixty percent (60%) of the leagues participating in the Baseball Interlock programs must be represented at any Interlock meeting before voting on any matter. Any matter presented before the Baseball Interlock Board of Directors for a vote, shall be carried by a simple majority of the members or alternates present, provided the sixty percent (60%) quorum requirement has been satisfied.

SECTION 4

Board Meetings. The Colorado District Two Baseball Interlock Board of Directors shall meet in the north metro area to settle all conflicts with the exception of game protests. The Baseball Interlock Coordinator or his/her alternate shall be in attendance at the meetings.

ARTICLE IV - SCHEDULING

SECTION 1

Interlock Schedules. The Colorado District Two Baseball Interlock Board of Directors shall annually adopt interlocking schedules of games for those participating in the Interlock programs.

{A} Initial Interlock Schedule. The Baseball Interlock Scheduler will initially schedule all interlock games, but will not be responsible for the scheduling of make-up games. Originally scheduled games which become suspended, will be scheduled for completion by the Baseball Interlock Scheduler, but **only once**, and then at the earliest possible date.

SECTION 2

Field Availability. BY MARCH 15th, each participating league shall provide **the District Baseball Scheduler** with information regarding the number of fields said league will have available for scheduling interlock games and when the fields are available.

SECTION 3

Participation Deadline. BY MARCH 15th, each participating league shall provide the District Baseball Scheduler with FINAL NOTIFICATION of the number of Tee Ball, Minor, Major, Intermediate and Junior teams said league will have participating in the baseball interlock programs. NO CONSIDERATION WILL BE GIVEN TO ANY "LATE TEAM ENTRIES" (after March 15th) PROPOSED BY ANY LEAGUE ENTITY. BY APRIL 30th, each participating league shall provide the District Baseball Scheduler with FINAL NOTIFICATION of the number of Senior teams said league will have participating in the baseball interlock programs. NO CONSIDERATION WILL BE GIVEN TO ANY "LATE TEAM ENTRIES" (after APRIL 30th) PROPOSED BY ANY LEAGUE ENTITY.

SECTION 4

Umpire Fees Responsibility. Each home team as so listed on the Baseball Interlock Schedule is responsible for obtaining the officials (umpires) for Minor Player Pitch and above game(s). The home team is also responsible for paying for fees for that game, (when applicable). **NOTE: Should either team fail to appear at the scheduled game site with sufficient players (8) to start the scheduled game within the allotted time frame, (thus causing the game to be canceled), and has not notified the opposing team and has not notified the District Two answering service at 303-252-0176 at least twenty-four (24) hours prior to the scheduled game time, that team shall incur a fifty dollar ($50.00) district fine and be responsible for the umpiring fees for said game. EXCEPTION: There will be no minimum or maximum number of players established at the Minor League and Tee Ball levels.**

{A} Collection of Fines and/or Fees. When all or any portion of the conditions of ARTICLE IV - SECTION 4 occur, Colorado District Two will collect all fines and fees from the offending team's league administration, (Board of Directors), and reimburse the opposing team's league, as applicable. Fine amounts will be deposited into the District travel fund. **All such District Two assessed fines and fees, must be paid to the District prior to the playing of any tournament games by said leagues.**

ARTICLE V - GAME ACTIVITIES

SECTION 1

Game Balls, Line-up Cards, Home Team. Each home team shall provide a minimum of one (1) new game ball for each **(Tee Ball),** two (2) new game balls for each **(Minor, Major and Intermediate)** game and a minimum of three (3) new game balls for each **(Junior and Senior)** game. Upon the completion of each game, the remaining game balls shall be the property of the home team.

SECTION 2

Bases. Setting of bases shall be the responsibility of the home team. Returning the bases to the proper storage facility shall also be the responsibility of the home team.

SECTION 3

Time Limit Between Half Innings. Sixty (60) seconds shall be allowed between innings and half innings. The Umpire-in-Chief will take his/her position behind home plate and call "PLAY" at the end of sixty (60) seconds. The umpire shall call "balls" if the defense is not ready or "strikes" if the offense is not ready. The Umpire-in-Chief shall be a trained official.

SECTION 4

Rainouts. Each team shall notify the District Interlock Scheduler of all rainouts and incomplete games on the same day of the game. Unsuitable field playing conditions must be reported to the District Interlock Scheduler no later than 4:00 p.m. on weekdays, 7:00 a.m. on weekends.

{A} Umpire Notification. Each participating league shall be responsible for notifying their umpiring association of any and all rainouts or rescheduled games.

SECTION 5

Sunday Games. If necessary, suspended or rescheduled games can be scheduled on Sundays. Sunday games will be scheduled at 1:00 p.m. or later. Regular games may be scheduled on Sundays at any time depending on drought conditions.

SECTION 6

Rules. All playing rules of Little League **(Tee Ball/Minor/Major)** and **(Intermediate/Junior/Senior)** Baseball, Inc. shall be used and applied except, as otherwise noted in these by-laws. All interpretations of rules shall be those of Little League Baseball, Inc. No other rule or interpretation other than Little League shall be honored.

SECTION 7

Time Limits and Curfews. No game shall be started more than ten (10) minutes after the scheduled start time, unless in the umpire's judgment, such delay is unavoidable (RULE 4.15 (a)) or the delay is caused by a previous game on the same playing field. The managers/coaches and the Umpire-in-Chief shall agree there is sufficient time before curfew, on lighted fields, or remaining daylight, on unlighted fields, to play a regulation game.

{A} Single Scheduled Games for Minors Majors and Intermediate. All games shall be considered completed games under one of the following conditions: a minimum number of innings (3 1/2 with home team ahead or 4 visiting team ahead) have been played, or the game has been played for 1 hour and 45 minutes thereby making the game "legal". No new inning can start after the 1 hour 45 minute time, but any inning started before shall be completed. The starting times listed on the interlock schedule shall be the official game time. No new inning shall start after curfew (10:00 p.m.), **REGARDLESS**.

{B} Scheduled Games for Juniors and Seniors. All games shall be considered completed games under one of the following conditions: a minimum number of innings (4 1/2 with home team ahead or 5 with visiting team ahead) have been played, or the game has been played for 1 hour and 45 minutes thereby making the game "legal". No new inning can start after the 1 hour and 45 minute time, but any inning started before shall be completed. The starting times listed on the interlock schedule shall be the official game time. No new inning shall start after curfew (10:30 p.m.), **REGARDLESS**.

{C} Double Headers. On fields where two games are scheduled consecutively, the first game must be completed using the 1 hour 45 minute time limit. Once that game is completed, the second game shall begin 15 minutes later.

SECTION 8

Fielding Nine Players. If either team cannot place nine (9) players on the field prior to the start of a game, or during a game, then a team may start and play the game with eight (8) players. Teams playing with eight (8) players are authorized to skip over the ninth position in the batting order without penalty. If a game cannot be played because of the inability of either team to place eight (8) players on the field before the game begins, this shall not be grounds for automatic forfeiture, but shall be referred to the District Two Baseball Interlock Board of Directors for a decision. (RULE 4.04, 4.16)

[A] Major/Intermediate/Junior/Senior Player Rules. Each team manager shall have the **option** of batting a nine player line-up subject to normal starting lineup and substitution rules, **OR** select the option of batting the entire team roster. The manager of each team shall declare which option he/she will be using to the plate umpire and the opposing team manager prior to the start of each game played. Team managers shall choose which batting option they will utilize for each game. Once a manager chooses a batting option, that manager **shall not** change options for the duration of that game. If a team manager fails to select and disclose his/her batting option to the plate umpire and opposing manager prior to the start of a game, then he/she shall bat a nine batter line-up. The batting order shall remain the same throughout the entire game. If a manager chooses to bat the roster, then that manager shall announce all defensive substitutions to the plate umpire and the opposing manager for the duration of that game.

[1]. Any player arriving once a game has started shall be placed at the bottom of the batting order and must complete mandatory play requirements.

[2]. If at any time a player is unable to bat in his/her proper turn due to illness, or injury, that player shall be removed from the batting order. The line-up shall then continue as if such player was never listed in the batting order. Any player removed due to injury or illness may return unless concussed. Players concussed or ejected must be removed for the remainder of the game.

[3]. Every player on a team roster shall participate in each game for a minimum of six (6) consecutive defensive outs and one time at bat unless continuous batting order is adopted (six outs do not have to be consecutive).

SECTION 9

Player Re-entry. If during a game, either team is unable to place eight (8) players on the field due to injury or ejection, the opposing manager/coach shall select a player to re-enter the line-up. A player ejected from the game is not eligible for re-entry. If no players are available for re-entry, or if a team refuses to place eight (8) players on the field, this shall not be grounds for an automatic forfeiture, but shall be referred to the District Two Baseball Interlock Board of Directors for a decision. (RULE 4.17) **EXCEPTION: There will be no minimum or maximum number of players established at the Minor League and Tee Ball levels.**

SECTION 10

Batters/Batter's Box. It is MANDATORY all batters at all levels of play participating in any Interlock game schedule, shall be required after entering the batter's box to remain within the batter's box with at least one foot throughout the entire time at bat unless any of the listed exceptions to RULE 6.02(c) occur.

SECTION 11

Fifteen Run Rule. In the **(Intermediate, Juniors or Seniors Division),** after four (4) innings, three and one half (3 1/2) innings or in the **(Majors and Minors Division)**, after three (3) innings, two and one half innings, if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs SHALL concede the victory to the opponent.

SECTION 12

Ten Run Rule. In the **(Minors or Majors)**, after five (5) innings, four and one half (4 1/2) innings if the home team is ahead, **OR** in the **(Intermediate, Juniors or Seniors),** after six (5) innings, five and one half (5 1/2) innings if the home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs SHALL concede the victory to the opponent. (RULE 4.10 paragraph(e))

{A} Eight Run Rule. In the **(Minors or Majors)**A half-inning is considered complete after three (3) outs have been made, **or** a maximum of five (5) runs have scored, **or** the team has batted through the order.

SECTION 13
Pitching Record. All managers/coaches shall be required to exchange the **"Pitching Record"** form prior to the start of each game. The form must indicate a **"Sign-off"** by the opposing manager/coach of the previous game. Each team's manager/coach of the game must sign off on the opposing team form with respect to the pitcher(s) of record for the game. If the opposing manager/coach refuses to sign the pitching record, the Umpire-in-Chief's signature will be considered valid. Failure to abide by this regulation may result in forfeiture of the game and a two (2) game suspension for the offending manager/coach. A second violation will result in the removal of the offending manager/coach for the remainder of the regular season and any post season games.

SECTION 14
Pitch Count Regulation. It shall be the responsibility of the **Home Team Manager** to keep record of the **Official Pitch Count** for each team participating in the game. The Home Team Manager may designate any individual {**adult**} he/she deems competent to perform this duty. The **Official Pitch Count Record** must include the names of all pitchers used during the game and the exact number of pitches thrown by each. **Any discrepancy in the number of pitches thrown by a player must be resolved before that players next game or the matter must be referred to the ADA of Baseball for a decision.**

SECTION 15
Safety. WITHOUT EXCEPTION all managers and coaches shall adhere to RULE 1.17 and RULE 3.17.

Penalty. The District penalty for violating RULE 1.17 and/or RULE 3.17 shall be:

First violation - the offending team will be warned and the offending league's president will be contacted for further instructing and sanctioning of the team manager.

Second violation - one adult base coach from the offending team shall be removed from his/her position as base coach for the duration/remainder of the game.

Third violation - the manager of the offending team shall be ejected for the remainder of that game and suspended from the team's next played game, (RULE 4.07). Any subsequent violation - the newly designated manager shall be ejected.

SECTION 16
Coach/Machine Pitch. All Coach/Machine Pitch teams shall:

[1] Be allowed to vary the pitching distance depending on player skill, prior to May 15, 2022. After May 15, 2022 pitching distance must remain constant. If coach pitch, coach must stand in front of pitching machine.

[2] Replace the batting tee on a batter by batter basis following a maximum of seven (7) pitches, prior to May 15, 2022. After May 15, 2022, without exception, a maximum of five (5) pitches can be delivered to a batter, at which time the batter must have put the ball in play. If this does not occur, the batter is considered to have struck out.

[3] No score is kept prior to May 15, 2022. After May 15, 2022, score is kept with the ten (10) run rule in effect as previously defined within these bylaws.

[4] Half innings end after three (3) outs or the entire roster bats once, whichever occurs first, prior to May 15, 2022. After May 15, 2022, half innings end after three (3) outs or five (5) runs have scored, or has batted through the batting order, whichever occurs first.

[5] Only single base hits are allowed at all times. **EXCEPTION: Two (2) bases are allowed if the ball is hit in the air to the grass, or equivalent distance on a large field.**

[6] Play stops when the Coach has the ball or time is called by an infielder with the ball.

[7] Balls remain in play if they come in contact with a coach on the field.

[8] Games must play for a minimum of four (4) innings unless a time limit of ninety (90) minutes is reached at which time the game is over. Time limits are imposed **ONLY** if there is another game using the same field following the game being played.

[9] A player who throws a bat at anytime while batting must receive a warning, regardless whether or not the thrown bat contacts any player, coach, or umpire.

[10] A batted ball must travel at least five (5) feet to be considered a hit.

[11] Parents are prohibited from serving as umpires or any other on-field position at all times. **EXCEPTION: Parents may serve as umpires if and only if they contact the local league president and clear a background check prior to serving as an umpire.**

[12] Players must rotate positions and are limited to playing a maximum of one inning at one position in any single game.

[13] A team may play with ten (10) defensive players on the field if the team's game roster consists of only ten (10) players.

[14] Outfielders must be positioned at least ten (10) feet beyond the infield.

[15] All hats are to be worn straight and forward on the ball field.

[16] Coaches may pitch over hand or use an approved pitching machine.

[17] Level 5 safety balls are required and must be used.

[18] All coaches and players must be available and ready to begin each game at the scheduled start time.

[19] Full compliance with all Little League rules and regulations and other provisions within these bylaws relevant to this level of play is required.

SECTION 17
T-Ball. All T-Ball teams shall:

[1] Not keep standings or keep score.

[2] Bat the entire roster, all players.

[3] A batted ball must travel at least five (5) feet to be considered a hit.

[4] Adhere to a 60 minute time limit **ONLY** if there is another game using the same field following the game being played, or each side bats through the roster three (3) times, whichever occurs first.

[5] A player who throws a bat at anytime while batting must receive instruction commensurate to players under six years of age concerning the safety risk of throwing bats, regardless whether or not the thrown bat contacts any player, coach, or umpire.

[6] Play stops when the ball is thrown to the pitcher or catcher. **EXCEPTION: The last batter at the end of each half inning after his/her hit, shall round all the bases and all runners ahead of the batter shall proceed to round the bases and score at home plate as well.**

[7] Home team is responsible for setting up and taking down field equipment and supplying the game ball.

[8] Distance between bases is 50 feet or 60 feet depending on the field.

[9] Parents are prohibited from serving as umpires or any other on-field position at all times. **EXCEPTION: Parents may serve as umpires if and only if they contact the local league president and clear a background check prior to serving as an umpire.**

[10] All players on the roster can play defense, however, the infield will have only one player for each position.

[11] Outfielders must be positioned at least ten (10) feet beyond the infield.

[12] Coaches may assist players on defense.

[13] At the Coach's discretion, he/she may pitch the ball on a player by player basis prior to using the tee, but must use the tee if the ball is not put in play after five (5) pitches

[14] Players must rotate positions and are limited to playing a maximum of one inning at one position in any single game.

[15] All hats are to be worn straight and forward on the ball field.

[16] All coaches and players must be available and ready to begin each game at the scheduled start time.

[17] Full compliance with all Little League rules and regulations and other provisions within these bylaws relevant to this level of play is required.

ARTICLE VI - EJECTION OF MANAGER, COACHES OR PLAYERS

SECTION 1

Ejection Provisions. Any manager, coach or player who is ejected from a baseball game will

be under suspension for the **next physically played game.** The name(s) of the ejected person(s) shall be recorded on the umpire's game card, official score book and reported to the Baseball Interlock Coordinator by the Umpire-in-Chief. If a manager and/or coach is ejected from a baseball game he/she shall leave the facility immediately, and take no further part in the game. A player ejected from a baseball game shall leave the facility immediately provided his/her parents are present at the game. A player ejected from a baseball game shall sit in the dugout for the remainder of the baseball game if his/her parents are not present at the game. In the event of any other inappropriate action by the ejected player, both the player and the manager or coach shall be required to leave the facility. **Any ejected manager, coach or player serving a suspension for the next following game, may not be in attendance at the game site from which they are suspended. (RULE 4.07)**

SECTION 2
Second Ejection. Penalty for a second ejection during the same season: Suspension for the next two (2) following games.

SECTION 3
Third Ejection. Penalty for a third ejection during the same season: Suspension for the remainder of the season and any post season games.

ARTICLE VII - PROTESTS

SECTION 1
Protest Committee. All game protests shall be resolved by a five member protest committee which shall consist of, the District Administrator, the Assistant District Administrator, the Baseball Interlock Coordinator, the Interlock Scheduler and the District Umpire Coordinator. Any three (3) of the above named members of this committee may rule on game protests.

SECTION 2
Protest Procedures. All protests shall be filed in accordance with RULE 4.19 of the Little League Rule Books and shall be submitted on the proper protest form. These forms shall be available from the Board of Directors of each league. The protesting manager must submit his/her protest in writing, **which must include the specific rule supporting the protest,** within twenty-four (24) hours following the completion of the game being protested, to their league's representative to the Baseball Interlock Board of Directors or the Baseball Interlock Coordinator. It is also recommended the UIC of the game complete a report. All protests which are to be reviewed by the Baseball Interlock Coordinator, must be in written form to determine the validity of the protest, prior to being presented to the protest committee for action.

SECTION 3

Completing Protested Games. When a protest is upheld, the teams involved shall complete the game in accordance with the rules set forth in the Little League Rule Books. Any team or teams failing to do so will be considered to have played an incomplete game.

ARTICLE VIII - ACCEPTANCE and AMENDMENTS

SECTION 1
Acceptance and Approval. These bylaws shall be read and accepted by each District Two

Little League representative and each District Two Little League President desiring to participate in any District Two Minor League, Major League, Intermediate League, Junior League or Senior League baseball interlock program as well as any non-District operated sub-interlock program. Their signature shall represent approval of these bylaws and rules not only for themselves, but also for the individual league they represent.

SECTION 2

Implied Acceptance. Any league that enters a team or teams into a District Two Minor League, Major League, Intermediate League, Junior League or Senior League Baseball Interlock program or any non-District operated sub-interlock program, but has not signed the approval form of these bylaws, shall be considered to have accepted these bylaws by virtue of that league's entry(s).

SECTION 3

Waiver and Modification Clause. No modification or change of these bylaws shall be valid, unless it is amended in writing and duly executed by a majority of the authorized league representatives delegated the responsibility to act herein.

SECTION 4

Other Agreements. No agreement between managers and/or coaches and/or umpires shall be made which modifies, amends, or invalidates any or all of these bylaws and regulations.