

D10 Fall Ball Minors B / Single A Interlock Rules

This is an instructional level of baseball/softball, and it's your duty as coaches to foster the love of the game through encouragement and instruction. We will not criticize the players or punish them through physical repercussions or verbal abuse for any error during the games or practices. Every "play" is considered an opportunity for learning, and it is our responsibility as coaches to help these children learn and grow as players and people every step of the way

General Rules and Guidelines

1. All games shall be played in accordance with the Official Little League Rule Book and the following interlock playing rules and regulations.
 2. Games will play players per the game schedule → no makeup games shall be scheduled
 3. Games may be played with (8) players with no penalty for the 9th position
 4. Up to 10 defensive players can be on the field (4 in the outfield)
 - a. Outfields must be at least 15 feet into the outfield.
 5. Each player must play at least every other inning (sitting out two consecutive innings is not allowed).
 - a. No player can play the same position for more than 3 innings and every player must play at least one inning in the infield and the outfield.
 - b. Violations of this rule should be reported to your VP or director.
 6. Continuous batting order rule applies.
 7. No on-deck batters are allowed. The next batter shall not leave the dugout until the play is complete and the pitcher has the ball on the mound
 8. No runners shall advance once the defensive player stops the ball. A runner that is between bases when the ball is stopped may advance to the next base.
 9. Stealing bases is not permitted.
 10. There is no infield fly rule.
 11. Up to (4) coaches may be on the field to instruct the players, provided there is (1) adult in the dugout whenever a player is present.
 12. Each coach shall be held responsible for the conduct of their players, themselves, and their spectators.
 - a. The managers have the right to ask any offender(s) to leave the field.
 - b. Any such incident is to be reported to the VP/Director
 13. Game chatter between offensive and defensive teams is prohibited. However, players may give encouraging chatter to their own teammates.
 14. Alcoholic beverages, or firearms, tobacco products, e-cigarettes, and vaping devices are prohibited at all games and practices.
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Pre-Game Procedures

1. Coaches shall review the rules and regulations and, when necessary, establish the field boundaries and characteristics to the particular playing field.
2. The home team is responsible for layout of the field, including bases. Layout will be completed 15-20 minutes before the scheduled start of the game.
 - Bases must be breakaway per Rule 1.06
3. The home team shall provide (2) new balls for the game. The visiting team shall provide (1) backup ball.
 - Baseball- A Baden SAF-5S ball or equivalent shall be used
 - Softball - A Baden 10" - SF10Y1 ball or equivalent shall be used

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4. Weather and field conditions prior to game – The coaches shall inspect the field prior to play to determine if the field is playable.
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Game Timing and Completion

1. The actual start time will be the scheduled start time with the following exceptions:
 - a. Fields are not accessible/playable.
 - b. There are not enough players to start the game. A minimum of 8 players is required; no out shall be given for the missing 9th batter.
 - c. If one of these exceptions is met, both managers will agree on the actual start time.
 2. No new inning will be allowed after 1 hour 15 minutes from the actual start of the game.
 - a. Game will end after 1 hour 30 minutes
 3. A complete game will consist of six (6) innings (or time limit).
 4. Each half inning shall end when three outs have been made or five runs have been scored, whichever comes first.
 - a. No actual score will be kept, reported, or talked about
 5. Darkness – if, in the coaches' opinion, darkness is hampering the game, play will be stopped.
 6. Rain – if, in the coaches' opinion, rain is hampering the game, play will be stopped.
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Pitching and Machine Use

1. The coach, or pitching machine shall be positioned from the endpoint of home plate:
 - a. Baseball = 40 feet with overhand pitch
 - b. Softball = 35 feet with underhand pitch
 2. There shall be no walks.
 3. If the batted/thrown ball hits the coach/machine, the ball is considered live and the play shall continue.
 4. Each batter shall remain at bat until a pitched ball is hit fair or the batter has received six pitches:
 - a. For the first (4) games**
 - i. If the sixth pitch is fouled off, they will receive one additional pitch. If the seventh pitch is missed or fouled off, a tee will be used and no out will be recorded.
 - b. For all remaining games**
 - i. If the sixth pitch is a strike or not swung at, they declared out and an out will be recorded
 5. When a pitching machine is in use:
 - a. Operated by a coach only. Players cannot operate the machine.
 - b. A 6-foot circle around the machine is off-limits. The player in the pitcher position must stand 3 feet to the side before each pitch.
 - c. Speed set by the home team manager for player contact. If malfunctioning, switch to coach pitch.
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Equipment Regulations

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1. Catchers must wear a face mask attached to a helmet, a throat protector attached to the mask, a chest protector and shin guards.
 - a. All male catchers must wear a hard cup.
 2. It is strongly advised that every male player wear a hard cup
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Post-Game Responsibilities

1. Both teams must police all playing and spectator areas after each game for garbage.
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Interlock Rules Approval

These interlock rules have been reviewed and accepted by all D10 interlocking Leagues