

# 2021 AAA SOFTBALL INTERLOCK RULES

*Interlock: 6 Teams*

Issaquah (2 Teams)

Mercer Island (2 Teams)

Bellevue East and West (1 Team)

Thunderbirds (1 Team)

## *14 Game Season*

1. All game shall be played according to the 2021 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](mailto: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. The coach can pitch up to 6 pitches (1 additional if 6th pitch was a foul ball). 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.

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. Overthrows to the player pitcher, while in the pitcher circle are dead balls. No runners may advance.

One base is allowed on a fielding overthrow except from 3<sup>rd</sup> to home. No advancing bases on an overthrow due to a stealing situation (catcher to fielder) or fielder throwing to pitcher. Runners can only score on a batted ball.

Starting a May 1 stealing 1<sup>st</sup> to 2<sup>nd</sup> base will be allowed. No steals home.

16. No bunting is allowed.

17. Playing Time: Each player in attendance at a game, except in extenuating circumstances, shall not sit out more than 2 defensive innings regardless of the number of official innings played, unless all other players have sat out at least 3 defensive outs. In a game of 5 1/2 or more innings the manager shall assure that each player plays 2 innings of the game at positions other than in outfield.

18. Pitchers may only pitch a maximum of two (2) innings or 6 defensive outs per game. If the game goes beyond a 6<sup>th</sup> inning (extra innings) any pitcher that has already pitched their maximum 2 innings may pitch one (1) additional extra inning or 3 defensive outs. Pitchers will pitch from a 35' rubber. A pitcher can return as a pitcher any time during the game but only once in the same inning, and not if they have been subbed out or pitched their maximum number of innings.

19. There will not be make up games scheduled due to rain until it's required to do so in order to achieve 12 Games Played by each team.

20. Batters must keep one foot in the batter's box during their at-bat.

### Summary:

Local League Option: After entering the batter's box, the batter must remain in the box with

at least one foot throughout the at bat.

## **Exceptions:**

1. When forced out of the box by a pitch.
2. When the batter attempts “slap” or “slap bunt” in Softball
3. When there is a runner on third and a play is attempted at the plate.
4. When time has been called.
5. On a three ball count pitch that is a strike that the batter thinks is a ball.

## **Penalty:**

If the batter leaves the batter’s box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.

No pitch has to be thrown, the ball is **dead**, and **no runners may advance**.

**NOTE:** The batter may return their position in the batter’s box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike.