2024 Interlock Rules RNLL and RWLL AAA

All play will be in accordance with the Official Little League Baseball Rule Book with the following adoptions/revisions:

Special Rules: AAA Baseball Division (Instructional)

(1) **Interlock**: These rules apply to every game played between teams in the interlock, even if the two teams involved are from the same league.

(2) **Game Length / Time Limits**:

a. The game starting time is at the first pitch, noted by the plate umpire and recorded by the official scorekeeper. Time limits are managed by the official scorekeeper.

b. When time limits apply, once the No New Inning Time Limit of 2 hours is reached, no new inning may begin. Note: a new inning begins the instant the 3rd out is made on the home team.

c. When time limits apply, once the No New At Bat Time Limit of 2 hours 15 minutes is reached, no new at bat may begin and the game is called at the conclusion of the in-progress at bat.

d. All AAA games will have the time limit enforced. Any timing rules specific to the playing field ground rules must be honored.

e. Umpires and managers shall try to avoid time limit restrictions by minimizing unnecessary delays.

(3) **Lineups:** Prior to the game, each manager shall provide a lineup to the official scorekeeper. This lineup shall include eligible pitchers and their Little League ages, expected position by inning for each player (can be modified as needed during the game), and bench innings. Players that are not in the lineup due to scheduled absence or injury should be listed.

(4) **Reporting:** After the game the final score sheet and pitching log (paper or electronic) must be reported to the designated location.

(5) **Bat Safety:** Players may not handle or swing a bat during a game except during their turn at the plate. Upon violation, the umpire shall disqualify a base coach to provide more adult supervision in the dugout.

(6) **Batting Order:** All games shall be played using the continuous batting order of rule 4.04.

(7) **Pool Players:**

a. Pool players may be used to fill one-time vacancies when a player will miss a single game.

b. Selection rules for pool players are specific to each league and are governed by the Player Agent.

c. Pool players must hit at the end of the batting order.

d. If anyone sits out, pool players must sit out before any non-pool players sit out.

e. Pool players may not pitch.

f. Pool players may catch a maximum of 3 innings.

(8) **Minimum Play:**

a. No player shall sit two innings in a game before every other player on the team has sat out one inning (exceptions to this rule will be made for the starting pitcher, or a replacement for an injured starting pitcher, who is continuing to pitch).

b. Every player must fulfill the minimum of two innings played at an infield position within the first five innings of the game.

(9) **Season Pitching Minimum:** All players shall pitch to a minimum of 10 batters during preseason

and/or regular season game(s) (unless they have officially opted out of pitching).

(10) **Eight Players**: The interlock adopts the eight player option for Rules 1.01, 4.04, 4.16, 4.17, and 6.05. A game may not be started with fewer than eight (8) players on each team. A game may not be continued with fewer than eight (8) players on each team. When playing with eight (8) players, a team may skip over the ninth (9^{th}) position in the batting line-up without penalty.

(11) **Umpires**: Umpires for interlock games will be provided by the home team. 2 umpires are preferred for every game.

(12) **Plate Umpire Location:** The interlock adopts the option for Rule 9.04(a). Balls and strikes may be called from behind the pitcher.

(13) **8 and 10 and 15 Run Rule:** Rule 4.10(e) applies in AAA Division play. (Game ends if one team has a lead of 15 or more runs after 3 innings, 10 or more after 4 innings, or 8 or more after 5 innings.)

(14) **Run Limit:** A 5-run limit per inning applies in AAA division play. The per-inning run limit is suspended in the sixth and later innings as specified in rule 5.07.

(15) **Managers and Coaches:** A maximum of 1 manager and 2 coaches shall be in the dugout or on the field during games (rules 1.01 and 3.17).

(16) **One Foot in the Box:** Rule 6.02(c) applies. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. See Rule 6.02(c) for the complete list of exceptions and penalties.

(17) **Stealing Signs:** The interlock adopts the optional provision of Rule 9.01(d). Stealing and relaying of signs is considered unsportsmanlike behavior. Umpires shall warn participants after the first offense and eject upon subsequent offenses.

(18) **Courtesy Runner**: The interlock adopts the option for Rules 2.00, 3.04, and 7.14. We permit a courtesy runner for the catcher and/or pitcher of record when there are two (2) outs. Because we use the continuous batter order, the courtesy runner must be the player in the batting order who made the last out.

(19) **Infield Fly**: Rule 6.05(d) (the infield fly rule) applies in AAA Division play.

(20) **Protests:** All protests must be resolved before the next play per the option in Rule 4.19(g).

(21) **Pitching Innings Limit:** No pitcher can pitch more than 3 innings per game. Otherwise, all the Little League Baseball Rulebook pitching rules for pitching limits apply.

(22) **Stealing Bases:** Runners may only steal 1 base per pitch, even if the catcher overthrows. If an overthrow occurs during a pickoff attempt, the runner may advance 1 base.

(23) **Scoring Runs**: Once a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, runs can only score as a result of obstruction, being forced in, or a batted ball.

(24) **Walk Limit:**

a. Player-pitching walk limit

i. If the defensive team issues three total bases on balls in an inning, that defensive team is subject to the Walk Limit rule for the remainder of that inning.

ii. When the player-pitcher is pitching, if the batter is touched by a pitched ball, this is always handled per Rule 6.08(b) and is not affected by the Walk Limit.

iii. When the Walk Limit rule is in effect, no batter may be awarded a base on balls. If the player-pitcher issues a base on balls, the batter does not advance to first base but instead stays as the batter, the coach-pitcher takes over, and the at bat continues.

iv. The umpire will call balls and strikes when the coach-pitcher pitches. Any strikes against the batter carry over when the coach-pitcher steps in. If the coach-pitcher issues a base on balls, the batter does not advance to first base but instead stays as the batter, and the at bat continues. The batter can strike out.

v. The player-pitcher starts every new at bat.

vi. No runner may advance on a pitch thrown by the coach-pitcher unless forced or the ball is batted. A coach-pitched ball that is not batted becomes a dead ball once it passes the batter and the plate.
vii. If the coach-pitcher hits a batter with a pitch, the ball will be declared dead. The pitch is "no pitch" and is neither a ball nor a strike and base runners may not advance. The batter does not advance to first base but stays as the batter and the at bat continues.
viii. Once a coach-pitched ball is batted, Rule 7.13 applies normally: When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter.
ix. Bunts are not permitted when the coach-pitcher is pitching. If the batter bunts, the ball will be declared dead. The pitch is "no pitch" and is neither a ball nor a strike and base runners may not advance.

b. **Pitch Counts and Minimum Play**
   i. Every pitch thrown by the player-pitcher counts toward the player-pitcher's pitch count, even if that pitch results in a base on balls that is not awarded.
   ii. No pitch thrown by the coach-pitcher counts toward the player pitcher's pitch count.
   iii. An at bat that is completed by the coach-pitcher counts as an at-bat toward the player-pitcher's season minimum play pitching time.

c. **The Coach-Pitcher**
   i. The coach-pitcher must be either the manager of the offense or one of the offense's two coaches.
   ii. Per Rule 4.05, one adult must be in the dugout at all times.
   iii. Exception to Rule 4.05: while a coach-pitcher is pitching, the offense may choose to field only 1 base coach.
   iv. The coach-pitcher must not coach from the mound except during a time-out.
   v. The coach-pitcher can pitch from the pitcher's plate or from within 5 feet of the pitcher's plate. While the coach-pitcher is pitching, the player-pitcher remains on the field as a fielder, standing behind and to either side of the coach-pitcher. The player-pitcher must be within a 10-foot circle of the pitcher's plate at the time of the coach pitch.
   vi. Coach pitches must be delivered overhand.
   vii. The coach-pitcher must not interfere with the defense or touch a live ball. If a batted ball is unintentionally touched by the coach-pitcher, the ball will be declared dead. The pitch is "no pitch" and is neither a ball nor a strike and base runners may not advance. Other situations involving the coach-pitcher are potentially interference and are subject to the umpire's judgment.

Hartman Field Ground Rules

(25) **Hartman 3**: a ball may be able to get under the backstop. Bases will be awarded based on whether it's a thrown or pitched ball, per Rule 7.05.
(26) **Hartman 3**: if a fair batted ball goes under the fenced gate in the right field corner, the ball will be considered out of play (e.g., offense will be awarded a ground rule double).
(27) **Hartman 5 & 6 (turf)**: portable mounds should be placed at the correct distance by the home team as part of field prep, ideally 30 minutes before the start of play.
(28) **Hartman 5 & 6 (turf)**: During field prep the home team will replace the softball first base (double base) with a standard baseball base, unless both team managers agree to use the double base. If opting for the double base, the orange side of the double base is in foul territory.

(29) **Hartman 5 & 6 (turf)**: the fields aren't enclosed. At the plate meeting, umpires and managers will discuss ground rules for fair batted balls that go out of play .

a. A homerun is awarded if the ball lands outside the fence line before contacting the ground or a defensive player.
b. A ground rule double is awarded if the ball touches the ground or a defensive player prior to going outside the outfield fence line.
c. A fair-batted or thrown ball that goes onto the cement along the H6 right-field line, but not in the dugout, will remain a live ball.
d. A thrown ball that makes contact with or goes behind non-baseball field equipment along the fence line is considered out of play and bases should be awarded accordingly.
e. A batted or thrown ball that goes behind either dugout fence line will be considered out of play.

Redmond Ridge Ground Rules

(30) **Outfield Fences**: On Fields 1, 2, and JR, all AAA, Coast, and Majors games must be played with the removable outfield fences installed.

(31) **Field Prep**: Field prep including installation of the portable mound and the removable outfield fence is the responsibility of the home team. For interlock games this is not necessarily the RNLL team.

(32) **Extended Fence Line**: On Fields 1, 2, and JR, when playing on a 60' diamond with a removable outfield fence, the extended line of the removable outfield fence is the out-of-play line. Any ball that passes the outfield fence or the extended line of the outfield fence is out of play and is a dead ball.