

2026 Interlock Sound District Coastal Division Rules

Rules & Regulations:

- 1. Rules (Rule 1.01):** All games will be played according to the Competitive Division Minors Softball rules in the 2026 Little League Rulebook with the following adoptions, applications, and adjustments.
- 2. Pitching (Regulation VI (b)):** Pitchers will pitch from a 35-foot pitching place. A pitcher may pitch a maximum of 3 innings per game.
- 3. Mandatory Play (Regulation IV(i) NOTE 4):** All rostered players must sit out one inning before any player sits out a second inning. The manager should ensure that all players play at least 3 consecutive defensive outs in the infield within the first five innings. All players should average at least two innings of infield play per game. Playing time should be distributed as evenly as possible.
- 4. Pool Players (Regulation V(c)):** Pool players may be used to fill one-time vacancies when a player will miss a single game in accordance with Regulation V (c) with the following exceptions:
 - a. Pool players must hit at the end of the batting order.
 - b. If anyone sits out, pool players must sit out before any non-pool players sit out but pool players that are called and show up at the game site must play at least nine (9) consecutive defensive outs and bat at once.
- 5. Managers/Coaches (Rules 1.01 & 3.17):** A maximum of 1 manager and 2 coaches shall be in the dugout or on the field during games. Each team's manager must attend the pregame meeting planned for no later than 5 minutes prior to the scheduled game start time. A board approved manager or coach must be in the dugout at all times.

NOTE: Base coaches may be adults and/or players provided at least one adult manager or coach remains in the dugout.
- 6. Eight Players (Rules 1.01, 4.04, 4.16, 4.17, 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 (9th) position in the batting line-up without penalty.
- 7. Courtesy Runners (Rules 2.0, 3.04, 7.14):** A Courtesy runner is permitted for the catcher and/or pitcher of record when there are two (2) outs. The courtesy runner(s) must be the player(s) in the batting order who made the last out(s). A courtesy runner must be reported to the plate umpire.
- 8. Batting Order (Rule 4.04):** All games shall be played using the continuous batting order of rule 4.04. An injured batter is replaced with the next player in the lineup, who assumes the count. An injured runner is replaced with the last eligible player who made an out. Rule 7.14 does not apply.
- 9. Mercy Rule (Rule 4.10(e)):** If after (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. If after four (4), three and one-half, if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after five (5) innings, four and one-half 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.
- 10. Run Limit (Rule 5.07):** There is no run limit after 5 innings or the designated last inning if the game is shortened before 5 innings of play.
- 11. Time Limits:** Games are played without time limits unless the field is in use following the game. If field availability dictates a time limit on a game, the Home Team Manager MUST discuss this at the plate meeting with the Plate Umpire AND the Opposing Manager BEFORE lineups are exchanged. The time limit will be administered by the Plate Umpire.

Any game with a time limit will follow this procedure:

- a) No New Inning may begin at or after 30 minutes prior to the time limit stated at the Plate Meeting. A new inning begins the moment the 3rd out is made in the previous inning.
Example: if a game has a stated time limit of 2:30, no new inning will begin at or after 2 hours, the Plate Umpire will Call the Game at such time.)
- b) No New at-bat may start at or after 15 minutes prior to the time limit stated at the Plate Meeting.

As allowed in Rule 4.10 (c) (2), any game called for any reason after 1 hour 45 minutes will be a regulation game.

- 12. One foot in the box (rules 6.02(c)):** After entering the batter's box, the batter must remain in the box with

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at least one foot throughout the at bat. Exceptions:

- a. On a swing, slap, or check swing.
- b. When forced out of the box by a pitch.
- c. When the batter attempts a "slap" or "slap bunt"
- d. When the catcher does not catch the pitched ball.
- e. When a play has been attempted.
- f. When time has been called.
- g. When the pitcher leaves the 8' pitching circle or the catcher leaves the catcher's box.
- h. 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.

- 13. 3rd Strike Not Caught (Rule 6.05(b)):** Does not apply. A batter is out when a third strike is not caught by the catcher
- 14. Stealing Signs (Rule 9.01(d)):** The following Rule 9.01(d) application applies: The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, those responsible including any player(s), coach(es), and/or manager shall be ejected from the game following a warning.
- 15. Leaving Early (Rule 7.08(a)(5)(a)):** When the pitcher is in the eight (8) foot radius circle and in possession of the ball, the base runner(s) shall not leave their base(s) until the pitched ball has been batted or reaches the batter.
- 16. Umpires position (Rule 9.04(a)):** The plate umpire shall stand behind home plate.

Interlock League Policies and Procedures:

- 1. Scheduling:** All games must be played. If games are cancelled due to weather/school the game should be rescheduled at the next available field slot. Please notify the opposing team of any cancellation at least 2 hours prior to the scheduled game start time. Send all schedule changes to the following distribution:

assigner@d9ump.org
scheduler@washdist9.org
softballjan@comcast.net

- 2. Game Preparation:**
 - a. The home team will provide (2) umpires – one umpire must call the be behind the catcher
 - b. The home team will keep the official scorekeeper for the purposes of game management, both teams may keep score for their records if desired
 - c. The home team is responsible for preparing the field and providing (2) 11" game balls
 - d. The home team is responsible for ensuring the proper markings are on the field
- 3. Line-Ups:** Prior to the game, each manager shall provide a lineup to the official scorekeeper, the opposing manager and the home plate umpire. This lineup shall include players' jersey numbers, names and starting position.
- 4. Managers/Coaches:** A maximum of 1 manager and 2 coaches shall be in the dugout or on the field during games. Each team's manager or a designated coach must attend the pregame meeting planned for no later than 5 minutes prior to the schedule game start time.

NOTE: Base coaches may be adults and/or players provided at least one board approved adult manager or coach remains in the dugout.

- 5. Equipment Inspections:** There is no mandatory pre-game equipment inspection. Managers are responsible for the players and coaches being properly, safely, and legally equipped. However, teams may request an equipment check from the umpires before the game.