

## **2019 SOFTBALL INTERLOCK RULES – AAA -**

Interlock: 7 Teams  
Bellevue East (1 Team)  
Bellevue Thunderbird (1 Team)  
Bellevue West (1 Team)  
Issaquah (3 Teams)  
Mercer Island (1 Team)

### ***14 Game Season: March 25 to May 29, 2019***

1. All games shall be played pursuant to the 2019 Softball Official Regulations with Playing and Tournament Rules (“Official Rules”). If an interlock rule conflicts with the Official Rules, the Official Rules shall prevail.
2. All teams shall use the continuous batting order pursuant to 4.04 of the Official Rules.
3. All game schedules, including changes, cancellations and reschedules must be sent to Janice Christiansen at [softballjan@comcast.net](mailto:softballjan@comcast.net) (include game dates, times and location).
4. Rescheduling: All games must be played. In the event of a rain-out or schedule conflict, games should be rescheduled for the next available field opening. The home team manager will notify the opposing team manager if a field is known to be closed due to weather. Unless notified otherwise, teams should show up at the prearranged field regardless of the weather conditions. Games may be rescheduled due to lack of players for school or league sponsored activities, or for other reasons if agreed to by the two respective Managers. Opposing Manager and Scheduler must be notified 2 weeks in advance.
5. Umpires: The home team provides both the plate umpire and the field umpire. Minors may umpire, but at least one umpire on the field must be an adult. Pursuant to 9.03 of the Official Rules, if there is only one umpire for a game, that umpire must be an adult. Pursuant to 9.03(d) of the Official Rules, if both umpires are minors then an adult Game Coordinator must be provided by the home team.
6. The home team is responsible for preparing the field and supplying two game balls.

7. Game Duration: Games will be a maximum of 2 hours in duration. No new inning shall begin after one hour and 30 minutes from the scheduled starting time of the game.

8. Inning Duration: With the exception of the final inning, a half-inning is over after three outs or five (5) runs. The final inning, Inning 6 or earlier inning due to time limit or darkness as determined by the managers and umpire will be unlimited runs.

9. Number of Players: A maximum of 10 defensive players will be used at any one time. If 10 players are used, 4 players must be stationed in outfield positions. Outfield position shall be defined as standing on the outfield grass (if available) OR at least 15 feet outside the base path (on all-dirt fields). Teams must have at least 9 players to play the game.

10. Scores: No standings or scores will be kept

11. Ball Size: An 11 inch optical yellow safety or “Incrediball” will be used.

12. Team Line-Ups: A line-up must be provided to the opponent manager prior to the scheduled start of the game. Players must be listed by name and jersey numbers. The home plate umpire and opposing manager must be notified of any player that arrives late or leaves early.

13. Defensive Playing Time: The manager must ensure that all of his/her players play at least six (6) defensive outs per game. In the event a player does not get six (6) defensive outs of play in a game, the manager will ensure the player starts defensively the next game and remains in that next game until the missed innings are made up plus the minimum six (6) defensive outs for the current game. As this is a development league managers will be mandated to play each player at least 3 defensive outs in the infield.

14. Batting Order: Teams shall use a continuous batting order pursuant to Rule 4.04 of the Official Rules. All eligible players must appear on the line-up. Players who arrive after the game starts shall be placed at the bottom of the lineup as it appeared at the start of the game. An injured player on offense will be replaced by the last player that made an out, after alerting the umpire. Any player that leaves early or is unable to play due to injury shall simply be removed from the lineup.

15. Base Running and Stealing: Base runners may steal 2<sup>nd</sup> base or 3<sup>rd</sup> base if and only if a player pitcher is pitching. Players may not steal a base when a coach pitcher is pitching. Only one stolen base per pitch is allowed.

16. Overthrows:

(a) When an overthrown ball stays in play during the attempt at making an out after a fair batted ball, the runner shall be allowed to advance one additional base beyond the base she is running to, at the runner's risk of being put out.

(b) When a ball leaves the playing field on an overthrow or an error, play is dead and all runners will be placed in accordance with 7.05(g) of the Official Rules. Coaches and umpire shall agree before the game where the boundaries are at the field.

Play ends when pitcher has possession of the ball inside the circle. No runners may advance. The umpire shall place runners at the next available base if the runner has reached the halfway point when the pitcher has possession of the ball in the circle. If the runner has not reached the halfway point, that runner shall return to the last base. A base is not available, if the preceding runner is forced back because she did not reach the halfway point. Hash marks should be placed halfway between bases. (1st - 2nd, 2nd - 3rd, and 3rd – home)

17. Bunting: No bunting is allowed.

18. Pitching: **Modified player pitch** rules will be used for the entire season. Under “Modified Player Pitch” rules there are no walks. Players will pitch to a batter until the ball is hit fair or the plate umpire calls either 3 strikes or 4 balls. After the 4<sup>th</sup> ball is thrown, the batter's coach takes over pitching (keeping the player's strike count). The umpire will continue to call strikes until the batter strikes out or hits the ball fair. Foul balls treated per the Official Rules. The Coach may pitch up to a maximum of six (6) pitches. If the last available pitch is hit foul, the batter shall be allowed one more pitch. The coach pitchers will pitch underhand from a distance of at least 35 feet from the back tip of home plate. Player pitchers will pitch from a 35 foot pitching plate pursuant to the Official Rules.

After a player pitcher has thrown four (4) balls to four (4) batters in a single inning, the adult pitcher shall relieve the pitcher for the remainder of that inning. That player pitcher may return to pitch in the next inning for up to three (3) total innings in one game. The Coach in this scenario may pitch up to a maximum of

six (6) pitches to each batter for the remainder of that inning. If the last available pitch is hit foul, the batter shall be allowed one more pitch.

The coach entering the game to pitch is considered a part of the field. Any batted or thrown ball that hits this coach is still live and in play. If an umpire judges that the adult coach intentionally interferes with a batted or thrown ball, the play is dead and the umpire will treat the situation as offensive interference. If a player pitcher hits a batter, the batter will be allowed to take a base. If an adult pitcher hits a batter the batter may not take a base.

20. Pursuant to VI (b) of the Official Rules, players may pitch up to 12 innings in a day. If a player pitches more than six inning in a day, one calendar day of rest is required. Delivery of a single pitch counts as pitching in one inning. However, leagues in this interlock agree to limit each pitcher to a maximum of three (3) innings per game in order to encourage the development of more pitchers.

#### 21. Pitchers Hitting Batters.

If a pitcher hits three or more batters in the same inning, at the umpire's discretion, she may be removed from the pitching position. Said pitcher may remain in the game at another position or later re-enter the game at another position at her Manager's discretion. Umpires should not remove pitchers pursuant to this rule unless, in the umpire's sole discretion, batters are making appropriate attempts to avoid being hit by a pitch.