

2019 SOFTBALL INTERLOCK RULES – COAST

Interlock: 9 Teams
 Issaquah (3 Teams)
 Sammamish (3 Teams)
 Eastlake (1 Teams)
 Falls (1 Team)
 Snoqualmie Valley (1 team)

16 Game Season (no rescheduling rainouts) Beginning March 23, 2019

1. All games shall be played pursuant to the 2018 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 game schedules, including changes, cancellations and reschedules must be sent to Janice Christiansen at softballjan@comcast.net (include game dates, times and location).
3. 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. **(With a 16 game schedule games will only be rescheduled if needed to reach 12 regular season games)**
4. 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.
5. The home team is responsible for preparing the field and supplying two game balls.
6. Game Balls: A regulation optic yellow 11” softball will be used.

7. Time Limits: No new inning shall begin after one hour and 50 minutes from the SCHEDULED starting time of the game. At two hours and 10 minutes after the scheduled start time of the game, the final score will be determined using the Official Rules.

8. 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 without penalty.

9. Stealing and Base Running: players can steal any base including home. Runners can not leave their base until ball has crossed the plate. A runner may advance as many bases as possible on an overthrow (**i.e. there is no one base limit per overthrow. If a runner steals second and the throw goes past the intended fielder and the back up the runner can advance to third and home if they want**)

10. Run Limit: Each team may accumulate a maximum of five (5) runs per inning for the first five innings of each game. There is no run limit past the end of the fifth inning. Per the Official Rules, the 10 run rule will go in to effect after 3.5 or 4 innings (depending upon which team is ahead). **For the sake of time if the home team is behind by 5 runs or more the teams can decide to “flip the inning”. For example, Eastlake is the visitor and Falls is home team. Going into the bottom of the fifth inning Falls is behind by 8 runs and they only score 1 run. Instead of having Eastlake bat in the top of the 6th or last inning they can stay out on the field and if they get three outs without Falls taking the lead they win the game and their half of the last inning doesn’t need to be played. This would also apply if an inning was called last inning due to time limit. If the game is within five runs the last inning would be played like a normal inning.**

11. Defensive Playing Time: The manager must ensure that all of his/her players play at least 6 defensive outs per game. In the event a player does not get 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 6 defensive outs for the current game.

12. Pitching: Pitchers will pitch from a 35 foot rubber. A player may pitch up to 3 innings in a game. If a player pitches more than six innings in a day one calendar day of rest is required. Delivery of a single pitch constitutes pitching in an inning.

13. 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.