

PA D-14 Interlock Rules Clarifications:

The following are the adopted rules pertaining to local league options when two leagues are involved in an interleague game within Pennsylvania District 14.

Majors Level and Above

BATTING: A 9-man batting order will be used. [Rule 4.04]
Substitutions as outlined in the L.L. rulebook. [Rule 3.03]

SPECIAL PINCH RUNNERS: Special Pinch Runners are permitted. [Rule 7.14]
Only 2 SPRs per game for each team. [Tournament Rule 3d has been adopted]

TEN (10) RUN RULE AND FIFTEEN (15) RUN RULE: The 10-run rule, and 15-run rule are in effect for all games. [Rule 4.10(e)]

If after **three (3) innings**, (two and one-half innings if the home team is ahead) [Intermediate (50-70) Division/Junior/Senior League: four innings & three and one-half innings], 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) innings**, (three and one-half innings if the home team is ahead) [Intermediate (50-70) Division/Junior/Senior League: five innings & four and one-half innings], 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.

NOTE: (1) If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning. (2) The local league may adopt the option of not utilizing this rule.

INFIELD FLY RULE: The Infield Fly rule is in effect for all games. [Rule 6.05(d) and 2.00]

NUMBER OF COACHES: No one except eligible players in uniform, a manager and not more than two coaches (3 total) shall occupy the bench or dugout. [Rule 3.17]
There **MUST** be at least one adult coach in the dugout at all times. [4.05(b)]

UNCAUGHT THIRD STRIKE RULE: The uncaught third strike rule is in effect for all games. [6.05(b)(2) and 6.09(b)]

EQUIPMENT: Helmets are required by all player base coaches and players warming up outfielders between innings (**D-14 Rule**).

ONE FOOT IN THE BATTER'S BOX: The batter must keep one foot in the batter's box at all times, unless one of the 8 exceptions listed in 6.02(c) occurs. [6.02(c)]

STEALING SIGNS: 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, both the player and the manager will be ejected from the game. [9.01(d)]

TIME LIMITS: Per Regulation VII(h) and Regulation X(c); When field availability makes it a necessity, time limits may be imposed on games. However, the game must meet the requirements of Rule 4.10 or 4.11 to be official.

- If a time limit is to be imposed, it **MUST** be agreed upon by both managers and the umpire at the plate meeting.
- It must utilize a "No new inning starts after" a predetermined time limit.
- A "DROP DEAD" time limit is not authorized by the district.
- Local jurisdiction initiated curfews may prevail

Minor League [9-11 Player Pitch]

BATTING: The Continuous Batting order is mandatory at the Minors Level. A batting order consisting of all players **MUST** be used. Players do not have to be playing a defensive position in order to bat. [RULE 4.04]

SUBSTITUTION / PARTICIPATION: Free substitution of players is permitted with CBO. [4.04]

SPECIAL PINCH RUNNERS: Special Pinch Runners are **NOT** permitted due to the fact that everyone is already in the line-up. [Rule 7.14 NOTE]

TEN (10) RUN RULE AND FIFTEEN (15) RUN RULE: The 10-run rule, and 15-run rule are in effect for all games. [Rule 4.10(e)]

If after **three (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) innings**, (three and one-half innings 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.

NOTE: (1) If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning. (2) The local league may adopt the option of not utilizing this rule.

FIVE-RUN RULE: The side is retired when three offensive players are legally put out, or when all players on the roster have batted one time in the half inning, or when the offensive team score five (5) runs. It is expected that if the fifth run is scored during a play the play will be allowed to continue to its natural conclusion and **only 5 runs will be counted**. RULE: DEFINITION of INNING.

The five-run rule is suspended in the last inning of the game. [Rule 5.07]. If the game is running long or getting dark prior to the 6th inning, then both teams and umpires will get together prior to the start of an inning to state which inning will be the last.

INFIELD FLY RULE: The Infield Fly rule is in effect for all games. [Rule 6.05(d) and 2.00]

NUMBER OF COACHES: No one except eligible players in uniform, a manager and not more than two coaches (3 total) shall occupy the bench or dugout. [Rule 3.17] There **MUST** be at least one adult coach in the dugout at all times. [4.05(b)]

One additional adult coach will be permitted to be used as a scorekeeper in Minor League and below. [This is a regular season allowance only.]

UNCAUGHT THIRD STRIKE RULE: The uncaught third strike rule is **NOT** in effect for Minors games. [Rule 6.05(b)(2) and 6.09(b)]

EQUIPMENT: Helmets are required by all player base coaches and players warming up outfielders between innings. (**D-14 Rule**).

ONE FOOT IN THE BATTER'S BOX: The batter must keep one foot in the batter's box at all times, unless one of the 8 exceptions listed in 6.02(c) occurs. [6.02(c)]

STEALING SIGNS: 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, both the player and the manager may be ejected from the game. [9.01(d)]

TIME LIMITS: Per Regulation VII(h) and Regulation X(c); When field availability makes it a necessity, time limits may be imposed on games. However, the game must meet the requirements of Rule 4.10 or 4.11 to be official.

- If a time limit is to be imposed, it **MUST** be agreed upon by both managers and the umpire at the plate meeting.
- It must utilize a "No new inning starts after" a predetermined time limit.
- A "DROP DEAD" time limit is not authorized by the district.
- Local jurisdiction initiated curfews may prevail

Minor League – 7-8 (100%) Player Pitch

(Instructional Level of Play)

INNINGS: Games will be 4 innings instead of 6.

REGULATION GAME: A regulation game shall be considered complete after 3 innings.

PITCHING: Regular Season Pitching rules and pitch count apply.

BATTING: Continuous Batting Order is required

SUBSTITUTION / PARTICIPATION Free substitution of players is permitted. Special pinch runner is not in effect. Mandatory play – 3 defensive outs.

SPECIAL PINCH RUNNERS: Special Pinch Runners are **NOT** permitted due to the fact that everyone is already in the line-up. [Rule 7.14 NOTE]

COACHES One (1) adult is allowed in each coach's box with a player. A maximum of 1 manager and 2 coaches are allowed per team. A "scorekeeper" or "pitch counter" is allowed near the dugout, however they cannot instruct players. ***Only appointed managers and coaches shall coach or instruct players during the game!***

TEN (10) RUN RULE AND FIFTEEN (15) RUN RULE: The 10-run rule, and 15-run rule are in effect for all games. [Rule 4.10(e)]

If after **three (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) innings**, (three and one-half innings 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.

NOTE: (1) If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning. (2) The local league may adopt the option of not utilizing this rule.

FOUR RUN RULE: The **fourth** run scored by a team in their half inning ends the inning. It is expected that if the fourth run is scored during a play the play will be allowed to continue to its natural conclusion and **only 4 runs will be counted**. RULE: DEFINITION of INNING.

The four-run rule is suspended in the last inning of the game. [Rule 5.07]. If the game is running long or getting dark prior to the 4th inning, then both teams and umpires will get together prior to the start of an inning to state which inning will be the last.

BASERUNNING: A runner may not steal home. A runner may only advance to home with a walk, a ball put in play, or a play on a runner. If the catcher tries to throw out a runner advancing to second after a pitch, the runner on third may advance. The same would be true if the pitcher or catcher made a play on the runner at third. In contrast, if the catcher misses a pitched ball, or if the pitcher misses a throw back to the mound, the runner at third may not advance.

INFIELD FLY: The infield fly rule **IS** in effect

EQUIPMENT: Regular baseball RS or RS-T baseball will be used not soft T-ball or Safety Balls
Helmets are required by all player base coaches and players warming up outfielders between innings. **(D-14 Rule)**

ONE FOOT IN THE BATTER'S BOX: The batter must keep one foot in the batter's box at all times, unless one of the 8 exceptions listed in 6.02(c) occurs. [6.02(c)]

STEALING SIGNS: 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, both the player and the manager may be ejected from the game. [9.01(d)]

TIME LIMITS: Per Regulation VII(h) and Regulation X(c); When field availability makes it a necessity, time limits may be imposed on games. However, the game must meet the requirements of Rule 4.10 or 4.11 to be official.

- If a time limit is to be imposed, it **MUST** be agreed upon by both managers and the umpire at the plate meeting.
- It must utilize a "No new inning starts after" a predetermined time limit.
- A "DROP DEAD" time limit is not authorized by the district.
- Local jurisdiction initiated curfews may prevail

Minor League – 7-8 (Hybrid) Player/Coach Pitch

(Instructional Level of Play)

INNINGS: Games will be 4 innings instead of 6.

REGULATION GAME: A regulation game shall be considered complete after 3 innings.

PITCHING: Balls and strikes will be kept by league supplied umpire or by someone mutually agreed upon by both teams' managers (this person may call from behind the mound. If calling from behind the plate mask, chest protector, cup & shin guards are required)

- Player will pitch until the batter is out, reaches base or 4 balls are thrown
- A hit batter will be awarded 1st base
- If 4 balls are thrown the offensive teams coach comes in to pitch
- The strike count will remain when the coach comes in to pitch
- Coach will continue to pitch until the batter hits the ball or strikes out
- There are no walks.

Strikes are – balls not swung at but called strike by umpire, balls swung on and missed, balls fouled off.

Pitching distance for both players and coaches will be 46' -0"

Little League pitch count regulations and days of rest will apply.

There is no rule requiring a pitcher to be removed following any number of hit batters

BATTING: Continuous Batting Order is required

SUBSTITUTION / PARTICIPATION: Free substitution of players is permitted. Special pinch runner is not in effect. Mandatory play – 3 defensive outs.

DEFENSIVE PLAYERS: All players on the team roster may be given a defensive position. Only one player may occupy the catcher's position at any given time.

SPECIAL PINCH RUNNERS: Special Pinch Runners are ***NOT*** permitted due to the fact that everyone is already in the line-up. [Rule 7.14 NOTE]

COACHES A maximum of 1 manager and 2 coaches are allowed per team. A “scorekeeper” or “pitch counter” is allowed near the dugout, however they cannot instruct players. ***Only appointed managers and coaches shall coach or instruct players during the game!***

- Defensive coaches may be on the field during live action, to assist with ***instruction only***. They may not have a glove in their possession, may not touch the ball, and may not physically assist the players in any way.

TEN (10) RUN RULE AND FIFTEEN (15) RUN RULE: The 10-run rule, and 15-run rule are in effect for all games. [Rule 4.10(e)]

If after **three (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) innings**, (three and one-half innings 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.

NOTE: (1) If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning. (2) The local league may adopt the option of not utilizing this rule.

Minor League – 7-8 (Hybrid) Player/Coach Pitch

(Instructional Level of Play)

CONTINUED

FOUR RUN RULE: The **fourth** run scored by a team in their half inning ends the inning. It is expected that if the fourth run is scored during a play the play will be allowed to continue to its natural conclusion and **only 4 runs will be counted**. RULE: DEFINITION of INNING.

The four-run rule is suspended in the last inning of the game. [Rule 5.07]. If the game is running long or getting dark prior to the 4th inning, then both teams and umpires will get together prior to the start of an inning to state which inning will be the last.

BASERUNNING:

- A runner may not advance to home on balls past the catcher.
- Runners may steal from 1st to 2nd, however they may NOT advance to 3rd on errant plays on that runner.
- Runners may steal from 2nd to 3rd, however they may NOT advance to home on errant plays on that runner.
- On errant throws back to the pitcher, runners may advance from 1st to 2nd or 2nd to third but may not advance from 3rd to home.
- Runners on 3rd may only advance home if forced or on a batted ball put in play
- With runners on 1st & 3rd, should the runner on 1st steal the runner on 3rd may not advance home.
- On an overthrow at 1st base, the runner may attempt to advance, however he/she is limited to one base only and does so at his own peril (ie: he can be put out)

Coaches are encouraged NOT to have base runners continue to run the bases on overthrows by the defense...this does nothing for teaching the fundamentals of the game. Run fests are not a positive display, and benefit no one. Adherence to this will be on the honor system.

INFIELD FLY: The infield fly rule **IS** in effect

EQUIPMENT: Regular baseball RS or RS-T baseball will be used not soft T-ball or Safety Balls

Helmets are required by all player base coaches and players warming up outfielders between innings. **(D-14 Rule)**

TIME LIMITS: Per Regulation VII(h) and Regulation X(c); When field availability makes it a necessity, time limits may be imposed on games. However, the game must meet the requirements of Rule 4.10 or 4.11 to be official.

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Minor League – 7-8 100% Coach Pitch

(Instructional Level of Play)

INNINGS: Games will be 4 innings instead of 6.

REGULATION GAME: A regulation game shall be considered complete after 3 innings.

PITCHING: Balls and strikes will be kept by league supplied umpire or by someone mutually agreed upon by both teams' managers (this person may call from behind the mound. If calling from behind the plate mask, chest protector, cup & shin guards are required)

- The offensive team will provide a coach to pitch to his batter
- A hit batter will be awarded 1st base
- Coach will continue to pitch until the batter hits the ball or strikes out
- There are no walks.

Strikes are – balls not swung at but called strike by umpire, balls swung on and missed, balls fouled off with zero or one strikes on the batter.

Pitching distance will be 46'-0"

It is expected that the coach pitching will pitch in such a fashion as to adequately challenge his batter while simultaneously providing him a reasonable opportunity to hit the ball and put it into play. While this can be a difficult balance to achieve it is in the best interest of all the kids.

BATTING: Continuous Batting Order is required

SUBSTITUTION / PARTICIPATION: Free substitution of players is permitted. Special pinch runner is not in effect. Mandatory play – 3 defensive outs.

DEFENSIVE PLAYERS: All players on the team roster may be given a defensive position. Only one player may occupy the catcher's position at any given time.

SPECIAL PINCH RUNNERS: Special Pinch Runners are ***NOT*** permitted due to the fact that everyone is already in the line-up. [Rule 7.14 NOTE]

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TEN (10) RUN RULE: If after four **(3)** innings, three and one-half innings 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 the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.

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