

# LITTLE LEAGUE ALBERTA, DISTRICT 3 SPECIAL INTERLOCKING RULES FOR 2019 INTERMEDIATE, JUNIOR and SENIOR

## 1. TEAMS

### HOME TEAM

- a) Will supply 3 game balls (2 new (80cc or equivalent) and one good used ball).
- b) Will supply a home plate and base umpire.
- c) Will use first base dugout.

Note: Prior to each game, the umpires shall hold a pre-game plate meeting at which time teams shall exchange lineup cards. In addition, the teams shall exchange their Baseball Pitcher Eligibility Form for review by the managers. Line up cards are to have both first name and last name. (No initials).

### WINNING TEAM

Will give the following information to their respective co-ordinator:

- a) Your league name.
- b) Date game played.
- c) Your division (Junior, Senior or Big League – include Tier if appropriate).
- d) Your team name.
- e) Game number.
- f) The score.
- g) Full name of pitcher(s), (Both Teams), Age of pitchers, Uniform # and number of pitches thrown by that pitcher.**
- h) Home team to send in game record for tie games.
- i) Home team to send in pitch count record and innings played, for suspended games (more than 1 inning but less than five innings).

The co-ordinators can be reached at the following phone numbers:

District Administrator	Bill Smith	(403) 999-8775	da@albertadistrict3.com
District 3 Web Page	Corey Hein		chein@albertadistrict3.com

The above information can be sent in by using the District 3 Reporting Web Page located at:  
<http://www.albertadistrict3.com>

The Umpire-In Chief of each league will attempt to schedule umpires for each game for all of their teams, but if they are unable to do this, then the manager is responsible to find their own umpires.

## 2 .BASEBALL PITCHER ELIGIBILITY FORM

All league teams require a Baseball Pitcher Eligibility Form (supplied with schedule) which must be used and kept up to date. The Baseball Pitcher Eligibility Form shall be presented to the opposing manager at the pre-game plate meeting. **AFTER EACH GAME, EACH MANAGER WILL VERIFY AND THEN SIGN THE OPPOSING TEAM'S BASEBALL PITCHER ELIGIBILITY FORM**

## 3. **NEW: SEE NOTE PITCHING RULES (SEE PAGES 44 – 46) OF THE 2019 RULE BOOK):**

- a) Any player on a team may pitch. Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

- b) A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once in the game.
- c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age	13-16	95 pitches per day
	11-12	85 pitches per day

**EXCEPTION: If a pitcher reaches the limit imposed in Reg. VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur:**  
**1 – That batter reaches base;**  
**2 – That batter is put out;**  
**3 – The third out is made to complete the half-inning or the game.**

**\* NEW: SEE NOTE PAGE 44 OF 2019 RULE BOOK**

- d) **Pitchers league age 14** and under must adhere to the following rest requirements:
- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
  - If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
  - If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
  - If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
  - If a player pitches 1 - 20 pitches in a day, no calendar day of rest must be observed.
- **NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.**

**Pitchers aged 15 to 16** must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 31 - 45 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 - 30 pitches in a day, no calendar day of rest must be observed.

**NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.**

**\*NOTE NEW: AFFECTS RULE 8.06 (a) and (b) Major & Above SEE NEW 2019 AR; PAGE 117**

**8.06 – This rule, which applies to each pitcher who enters the game, governs the visits of the manager or coach to the pitcher at the mound.**

- (a) A manager or coach may come out **once** in one inning ( to visit with the pitcher, but the **second time out**, the player must be removed as a pitcher. **EXAMPLE:** If a manager visits Pitcher A once in the first inning, then makes a pitching change in the same inning, Pitcher B would be allowed **one** visit in that inning before being removed on the **second** visit.
- (b) A manager or coach may come out **twice** in one game to visit with the pitcher, but the **third time out**, the player must be removed as a pitcher. **EXAMPLE:** If a manger visits Pitcher A **twice** in the first three (3) innings, then makes a pitching change in the fourth inning, Pitcher B would be allowed **two** visits in that game before being removed on the **third** visit, subject to the limits in (a) above

**SYNOPSIS: This reduces the number of visits to a pitcher to twice in one inning or three times in a game**

- e) The home team shall provide an official pitch count supervisor for each home game, to act as the official pitch count recorder. The home team shall provide an official Scorekeeper for the game.
- f) The official pitch count recorder must provide current pitch count for any pitcher when requested by either manager or any umpire. However the manager is responsible for knowing when his or her pitcher must be removed.
- g) The official pitch count recorder should inform the home plate umpire when a pitcher has delivered his/her maximum limit of pitches for the game as noted above. The umpire will inform the pitcher's manager that the pitcher must be removed. However, failure by the pitch count recorder to notify the umpire and/or the failure of the umpire to notify the manager does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
- h) Pitching in more than one game in a day:  
12 Year Old & Intermediate: - A player may not pitch in more than one game in a day.**

**Junior and Senior League:** - A player may be used as a pitcher in up to two games in a day. Exception: If a player pitched 31 or more pitches in the first game, that player may not pitch in the second game on that day.

The penalty for the use of an ineligible pitcher. The use of an ineligible pitcher will result in the suspension of the team's manager for the next two (2) scheduled games. The coordinator will impose the penalty, after the winning team reports the score and pitching record to him, and he discovers the use of the ineligible Pitcher

**TOURNAMENTS (ALL DIVISIONS)**

Normal pitching regulations, as described above, will be enforced for special tournaments. All tournament games shall be recorded on a team's Pitcher Eligibility Form.

**4. SUBSTITUTION RULE 3.03:**

**Intermediate, Junior and Senior REGULAR SEASON**

- a) A player in the starting line-up, who has been removed for a substitute, may re-enter the game, **in the same position** in the batting order provided:
  - i) **His or her substitute has completed one time at bat and;**
  - ii) **Has played defensively for a MINIMUM of 6 consecutive outs**
  - iii) The starting player cannot replace the substitute until the substitute has played a minimum of six (6) outs and one at bat.
- b) Only a player in the starting line-up may re-enter the game
- c) A starter (S1) re-entering the game as a substitute for another starter (S2), must then fulfill all conditions of a substitute (once at bat and 6 defensive outs) before starter (S2) can re-enter the game.
- d) **A starter and his/her substitute must not be in the line-up at the same time, except as provided in 3.03**  
**NOTE: 3. Once mandatory play is met, a starter and substitute(s) can enter/re-enter for each other as desired, but must re-enter in the SAME position in the batting order.**

The designated hitter is not allowed in District 3 during the regular and playoff season.

NOTE: A player ejected from the game is not eligible for re-enter.

**5. MANDATORY Play: Regular Season see Regulation IV (i) page 41, 2019 LL Rule Book**

**Tournament Rule 9 Mandatory Play page 141 of 2019 rule book**

**There is no exception to this rule unless the game is shortened for any reason.**

A starter CAN be removed prior to meeting his/her mandatory play requirements. A substitute CANNOT be removed prior to meeting his/her mandatory play requirements.

**PENALTY:** The player(s) involved shall start the next scheduled game and play any previous requirements not completed and the requirements for this game before being removed. VIOLATION of this rule by the manager shall:

- A. First Offense - receive a written warning.
- B. Second Offense - a suspension for the next scheduled game
- C. Third Offense - a suspension for the remainder of the season.

NOTE: A forfeiture of a game may not be invoked.

**EXEMPTION:** If a player is injured before meeting his/her mandatory play requirements; the player can be removed from the game without any penalty being applied. The injured player CANNOT return to the game at any time, for any reason

## 6. TIME LIMIT

No new inning to begin 2 hours after start time any partially completed inning(s) at the 2 hour mark will be allowed to finish. **IN EFFECT UNTIL MAY LONG WEEKEND, TIME LIMIT REMOVED.**

- (a) Games can be called on the account of darkness (**umpire decision ONLY**).
- (b) When more than one game is scheduled at a diamond, no new inning can start ½ hour before the start of the next scheduled game unless the inning **MUST** be played to make the game official (5 innings or 4½ innings if home team ahead).

### Intermediate, Junior and Senior

**No game can be more than 3 hours in length unless required to play 5 innings (4½ innings if home team ahead).**

**NOTE EXCEPTION PLAYOFFS ONLY TIME LIMIT REMOVED IF GAME IS TIED AND/OR REQUIRED INNINGS HAVE NOT BEEN PLAYED.**

## 7. NOTE NEW MERCY RULE 4.10 ( e )

**A 15 run rule will be effect after 4 complete innings, 3 ½ innings if the home team is ahead. A 10 run rule will be effect after 5 complete innings, 4 ½ innings if the home team is ahead.**

**Synopsis: This allows leagues to implement a 15 run rule after 4 innings Intermediate, Junior & Senior.**

## 8. MINIMUM NUMBER OF PLAYERS

**A team CAN play a game with 8 players and there is no automatic out. If the 9<sup>th</sup> player arrives, he is put in the number 9 batting position. If the game cannot start because of less than 8 players or continue because of less than 8 players, then the team with 7 or less players loses by default. If you start the game with 9 players and a player has to leave for any reason, as long as you have 8 players the game can continue.**

NOTE 1: Forfeited games of less than one inning do not count as a game.

If the forfeit occurs after the first inning, then the pitch count for each pitcher on both teams and innings played must be sent it.

NOTE 2: If you know early enough you can call players up from a lower division.

JUNIOR: (Tier 1) can call up players from their Tier 2 team(s). You CAN call players up from the Major Division.

Senior: You can call up players from your intermediate or Junior team(s).

The call up players CANNOT pitch for you.

Call ups must go through the team manager of the player you want to call up.

**9. Intermediate Division**

**70' Base Path, 50' pitching distance**

**Junior play on 80' base paths and 54' pitching.**

**RUN RULE: 7 runs or three outs per inning, whichever comes first. NO OPEN INNING!!! If last is not the seventh (7) inning, then both managers and the umpire must agree it is the last inning.**

**10. RAIN OUTS**

- a) It is the responsibility of each team to reschedule games. Each league should appoint a coordinator to look after rescheduling of games. It is not the responsibility of the interlock coordinator to reschedule games.
- b) When games have been rained out, try and play them during the week they were scheduled.
- c) When games have been rained out, play your make up games in the order that they occurred on the schedule (first rain out to last), if possible.
- d) Every effort must be made to play all rained out games, as GAMES PLAYED is what is used to determine final standings. Rained out games not played could affect your standing at the end of the season.
- e) If in the opinion of the Interlock coordinator, one team is refusing to make up a game, the coordinator can award a win by default to the team trying to make up the game.

**11. TIE GAMES: If the score is tied after completion of the final inning, score will remain tied and both teams awarded one point.**

**12.** Good sportsmanship is expected from all participants, coaches, players and spectators. No abuse of umpires, the other team or officials will be tolerated. One warning, from the umpire, may be given, and ejection will result if there is a second offence. No warning is required to eject any individual. See Rule 4.07 for penalty for ejection.

**13.** Once each inning, a team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player. A player may only be removed for a special pinch-runner one time during the game. The player, for whom the pinch-runner runs, is not subject to removal from the lineup. If the pinch-runner remains in the game as a defensive or offensive player, the player may not be used as a special pinch-runner while in the batting order. However, if removed for another substitute or starter, that player or any player not in the lineup, is again eligible to be used as a pinch-runner.

**NOTE:** There is no courtesy runner allowed for the catcher with two outs.

**14.** A player must keep both feet in the batter's box at all times.

**15. RULE INTERPRETATIONS**

Any rule interpretations must go through your league's Umpire-In-Chief for clarification. If your league does not have an Umpire-In-Chief or the problem is still not solved, then YOU MUST go through District 3's **UMPIRE IN CHIEF** for clarification. District 3's **UMPIRE IN CHIEF'S** decision is final and binding.

## 16. TIES:

Round Robin and Play-off TIES will be broken as follows:

a) If two teams are tied:

- If one team beat the other team, then that team finishes first
- If the two teams split the games, then the following will be used:  
The tie breaker is the score(s) of the game(s) played between the two teams (head-to-head result).  
The total number runs given up, divided by the number of inning played on defense (run differential), is computed for each of the two teams involved in the tie.
- If they are still tied, then the run differential involving all the teams is calculated.  
NOTE: If a team only plays a part of a half-inning on defense before a game is ended, that will count as a full half-inning for the purpose of computing the run differential.
- If teams are still tied, then the name of the winning team will be drawn from a hat.

b) If three teams are tied:

- If one team beat the other two teams, then that team finishes first.
- If the three teams split the games, then the following will be used:  
The tie breaker is the score(s) of the game(s) played between the three teams (head-to-head result).  
The total number runs given up, divided by the number of inning played on defense (run differential), is computed for each of the three teams involved in the tie.
- If they are still all tied, then the run differential involving all the teams is calculated.  
NOTE: If a team only plays a part of a half-inning on defense before a game is ended, that will count as a full half-inning for the purpose of computing the run differential.
- If teams are still tied, then the name of the winning team will be drawn from a hat.

c) If four or more teams are tied:

- If one team beats the other three teams, then that team finishes first.
- If the four teams split the games, then the following will be used:  
The tie breaker is the score(s) of the game(s) played between the four teams (head-to-head result).  
The total number runs given up, divided by the number of inning played on defense (run differential), is computed for each of the four teams involved in the tie.
- If they are still all tied, then the run differential involving all the teams is calculated.  
NOTE: If a team only plays a part of a half-inning on defense before a game is ended, that will count as a full half-inning for the purpose of computing the run differential.
- If teams are still tied, then the name of the winning team will be drawn from a hat.

## 17. MISCELLANEOUS

**UNLESS OTHERWISE STATED HEREIN, THE RULES SET OUT IN THE “OFFICIAL REGULATIONS AND PLAYING RULES 2019 EDITION” BOOKLET DISTRIBUTED BY LITTLE LEAGUE BASEBALL SHALL APPLY.**

## 18. THE DISTRICT 3 ZERO TOLERANCE POLICY WILL BE IN FORCE FOR ALL MANAGERS, COACHES, PLAYERS AND FANS. MANDATORY SUSPENSIONS WILL BE HANDED OUT AS REQUIRED. DETAILS WILL BE PROVIDED TO EACH TEAM.

<https://albertadistrict3.com/Abuse%20Policy%20D3.pdf>

## 19. PLAY-OFFS - Information on Playoffs for all divisions will be distributed when available.