

## 11U Interlock rules Spring 2023

Rules are applied in priority order (highest to lowest): (1) Interlock Rules (2) BC Minor Baseball Rules (3) Baseball Canada Official Rules of Baseball.

1. The Home team occupies the dugout behind third base. The Home team will supply the umpire with 2 new game balls.
2. At the plate meeting each coach must give a copy of their lineup to the umpire and the opposing coach. Coaches must supply the score keeper(s) with a copy of their lineups.
3. The home team's score keeper is the official scorekeeper for the game.
4. Coaches are responsible for the behavior of their team players, fans, parents and guardians during games.
5. A team may start the game with eight (8) players. A team with fewer than eight players at the official start time will forfeit the win. Teams are encouraged to play an exhibition game by sharing players if such a situation arises.
6. Games consist of six innings. (In the event of weather or darkness, four innings will constitute a complete game)
7. For the first 2 innings the maximum run limit is 2. The maximum run limit is 4 for all other innings not including the open inning.
8. Any inning starting after 1hr 45 min from the first pitch shall be declared the open inning. Otherwise, the 6<sup>th</sup> inning is considered the open inning. No further innings will be played after the open inning is complete.
9. Games will have a final time limit of 2 hours, 30 minutes. Any game not completed in this time will be ended and the score will revert to the last completed inning.
10. The mercy rule is in effect. If after 5 innings the visiting team is ahead by 10 runs the game is over. If the home team is up by 10 runs by the 5<sup>th</sup> inning or goes up by 10 runs during or after the 5<sup>th</sup> inning, the game is over.
11. Rain outs or postponements are called by the home team's head coach prior to the start of the game. The home team is responsible for notifying the visiting team. Anytime the lineup sheets are handed over to the plate umpire, it becomes the plate umpire's sole discretion to postpone or cancel the game. The home team is to re-schedule any cancelled games ASAP. If the visiting team can't play the 1st proposed date a 2nd date must be provided. If the visiting team refuses the 2<sup>nd</sup> date, the game will be scored a forfeit.
12. For rules regarding equipment refer to 'Rule 19 Equipment' of the BCMBA Rulebook.
13. All players must play at least one inning in the outfield. (based on a six inning game)
14. No player shall sit out more than one inning consecutively and a maximum of two innings per game. (The exception will be for reasons of injury, discipline, or late arrival, at which time coaches will inform the umpire and opposing coach of the situation).
15. Players will be allowed to play a single position (not including pitcher) for a maximum of three innings per game. All 3 outfield positions are considered a single position for the purpose of this rule.
16. All players listed on the roster take their turn at bat.
17. The player on deck must be in the circle behind the batter.
18. A batter shall be called out when he/she fails to bat in his/her proper turn and another batter completes a time at bat in his/her place. The proper batter may take his/her place in the batter's box at any time before the improper batter becomes a runner or is put out and any balls and strikes shall be counted in the proper batter's time at bat. When the proper batter is called out because he has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter. If an improper batter bats and reaches base or is out and no appeal is made before a pitch to the next batter, or before any play or attempted play, that improper batter is considered to have batted in proper turn and establishes the order that is to follow.
19. A player who throws his/her bat after a hit will receive one warning and be called out or ejected after the second offence at the umpire's discretion.
20. There is no dropped 3<sup>rd</sup> strike rule.
21. There is no infield fly rule.

22. Runners are permitted to steal bases but cannot leave their base before a pitched ball has crossed home plate. If there is a lead off and the batter didn't hit the ball, the umpire calls "lead off" and runner must return to their previous base. If there is a lead off and the batter hits the ball the runner is declared out and the batter advances as normal.
23. Runners may not steal home in the first 2 innings for the first month of the season. Starting on May 1<sup>st</sup> runners may steal home in any inning.
24. Runners not stealing must return immediately to their base when the pitcher is on the round portion of the mound with possession of the ball. Runners cannot steal while the pitcher is on the rubber and in the pitching position with the ball in his possession. The runner may steal if the pitcher drops the ball or the ball is overthrown by the catcher or if the catcher or pitcher attempts or throws to another base.
25. A runner who reaches first base by means of a base-on-balls may not advance to second base until the first pitch to the next batter.
26. Slide or Avoid as per the BCMBA rule book. Slide or Avoid If a play is being made, or is about to be made, it is MANDATORY for players of all age groups to slide or make an effort to avoid a collision at all bases and home plate. Failure to do either will result in an automatic 'out'. The ball is dead, and no runner may advance beyond the base that was last legally acquired. An umpire will have the option of ejection if the incident warrants such a measure.
27. Head first slides as per the BCMBA rule book. Head first slides to a base or home plate are not allowed. All offending players will be automatically called out. Diving head first back to a base already legally acquired will be allowed.
28. Pitch Count rules are applied as per the BCMBA rule book (rule 24 Pitching Rules). Typically, a parent on each team tracks pitch counts. The head coach is ultimately responsible for tracking their team's pitch counts. Head coaches must maintain and be able to provide a pitch count log for their team as per the BCMBA rulebook.
29. All under age players permanently playing up are ineligible to pitch **unless approved by their home Association**. Temporary call-ups are ineligible to pitch.  
Under age player is the maximum age for the 9U division.  
First year player is the minimum age for the 11U division.  
Second year player is the maximum age for the 11U division.
30. The first 2 innings of each game must be pitched by a first year or under aged player. Any player can pitch in innings 3 to 6.
31. A pitcher who hits two players in the same inning will no longer be allowed to pitch for the remainder of that game.
32. A pitcher removed from the mound for any reason may not return to pitch in that game.
33. One trip to the mound by Coaches per inning, per pitcher. The pitcher is removed on the 2nd trip.
34. During game play the defensive coach aren't to be on the playing field.