

CALIFORNIA DISTRICT 23

“REGULAR SEASON INTERLOCK 2020”



Special Note

While the playing rules outlined by Little League Incorporated will apply, the following additional rules and clarifications will apply to all District 23 “Regular Season” interlock programs for 2020. Where there is a difference between these and the “Official Regulations and Playing Rules” provided by Little League Incorporated, the ones from Little League shall prevail. No alterations will be made regarding these rules without written permission of the District 23 Administrator.

A Local League and/or the host league has NO authority to change any of these Interlock rules or games!!!

Code of Conduct

The actions of players, managers, coaches, umpires, league and district officials must be above reproach. Any player, manager, coach, umpire, league or district official who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity, is subject to disciplinary action by the District Administrator.

It is the responsibility of the host league to provide a Duty Officer at each game

The role of the Duty Officer is to insure the safety and compliance to the rules of Little League and any special District rules or clarifications or those that are unique to the field site. This includes, but is not limited to:

- Acts, words, gestures and/or signs of aggression
- Use or under the influence of alcohol, tobacco (in any form) and/or any other controlled substance

It is the Duty Officer's responsibility to control the spectators. If a spectator becomes unruly or abusive, the Umpire may request that the Duty Officer to intervene, return the players to their respective dugouts and halt the game until order is restored.

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All Divisions

Requirements for Managers, Coaches and Players

- All adult leadership associated with a team shall complete a Little League approved background check utilizing JDP Background Screening. Objective evidence of the completed screenings shall be provided to the District Administrator or designee prior to their team's first game.
- All adult leadership and players associated with a team shall complete a California state approved Concussion Protocol as required by [Cal Health and Safety Code - 124235](#). Requirements and training are found the [CDC's Heads Up program](#).
- Objective evidence of the completed screenings and concussion training are to be provided to the District Administrator or designee prior to their team's first game.

Team Rosters

- A copy of the team's Official Roster indicating Manager, Coaches (2), players complete name, date of birth, players numbers and league age, shall be at **each** game site for the interlock prior to the first scheduled game.
- If a league has eligible pool players, as defined by Regulation V, a listing of these players shall be at each game site (see above for team rosters).

Ejections

Once a Manager, Coach or player has been ejected from a game for any reason, they must leave the game site immediately and take no further action in the game. They may not sit in the stands and will not be recalled (a player must quietly sit in a designated area if his/her parent(s) is/are not present and not interfere any further with the game). A record of the suspension will be noted in the official scorebook in ink, indication made on the pitching affidavit as well as a written report of the ejection must be completed and submitted to the District Administrator within 24 hours. This is in addition to a report required by an umpire association.

- Any Manager, Coach or player ejected from a game is automatically suspended from his/her team's next physical game played and may not be in attendance at the game site for the team's next game. **This includes pregame and postgame activities.** Second ejection will result in the removal of the individual from the team.
- Any Manager or coach ejected from a game is not allowed to be replaced with another approved adult for the remainder of the game and the team's next physical game played.
- **Game site is defined as:**

The land and/or property (including any easement, parking lot side walk, etc.) of the street address that contains the field where the game is played.

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Use Of An Illegal Bat

- An illegal bat is defined as a bat that violates any established Little League rule, Regulation or policy including, but not limited to, barrel diameter, length or construction materials.
- The use of an illegal bat is defined as the batter enters the batter's box with one or both feet entirely on the ground with an illegal bat.
- **Penalty:**
 - The bat is removed from the game
 - The batter is out
 - The use of an illegal bat will result with an immediate suspension (ejection) of the manager of the team that the player is a member with.
 - The manager is automatically suspended from his/her team's next physical game played and may not attend the game site for the team's next game. Second ejection will result in the removal of the individual from the team.

Protests

1. All Inter-League play protests shall be in accordance with the requirements of Little League rule 4.19
2. All Inter-League play protests shall be recorded in the official scorebook indicating the exact point when the protest was made indicating who is on base, who is the batter and the count if pitches were thrown to the batter.
3. All Inter-League play protests shall be reported to the District 23 Administrator and/or designee in writing within 12 hours.
4. All protests will require a representative from each league to document their respective case and submit it to the District Administrator and/or designee. District 23 Administrator and/or designee will make the final decision in resolving the protest and shall be considered final and binding.
5. All protests **must** be resolved prior to either teams next scheduled game.

Warning:

A manager of a team that excessively either violates a Little League Rule or Regulation or an Interleague/Interlock Rule and/or utilizes league officials that are **not** participants of the game (Manager/Coach) to influence the game or officials (umpires) may not be approved as a Manager or Coach for any All-Star team and any division of play.

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Dress Code

Players

Rule 1.11 will be enforced.

Adults

Please use common sense and courtesy when dressing for Tournament activities. Make sure all undergarments are covered and modest, conservative clothing is worn. Remember, we're working with the youth of our community and need to be a good example of appropriate attire. Closed shoes only allowed on the playing field. Any Manager/Coach who refuses to adhere to the dress code will be disallowed from participating in said game until the dress code is followed.

Interlock Game Schedule

The Interlock Game Schedule will be made and maintained by District. Alterations may only be made with the approval of the District 23 Administrator and/or designee. All schedule changes will be communicated between **District** and **League Presidents ONLY**.

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Age Limits

For clarity, the League Age breakdown for interleague teams will be as follows:

League Age Level of Play	4	5	6	7	8	9	10	11	12	13	14	15	16
Tee Ball													
Minor League (Coach/Machine Pitch)													
Minor League - Entry (Player Pitch)													
Minor League - Advanced (Player Pitch)													
Little League (Major)													
Intermediate League (50/70)													
March Junior/Senior League									X				
May Senior League													

Exceptions are as follows:

- Players League Age 11 and 12 are eligible for the Intermediate or Junior League division at the option of the local league board of directors and approval in writing from the District Administrator.
- **March Junior/Senior League** - only for players that are not part of a school Baseball program. League age 12 players may be excluded (by league(s) vote and approval in writing from the District Administrator).
- **Any player member of the March Junior/Senior League program is not eligible for the May Senior League program.**
- **May Senior League** - only for players that are part of a school Baseball program or are eligible by Little League age.
- League Age 6 is eligible for the Minor League Entry division only at the option of the local league board of directors and approval in writing from the District Administrator. The candidate must have played one complete season in Little League Tee Ball.
- Players League Age 12 who does not wish to be drafted into the Major division may do so by written option of the parent of the candidate and local league board of directors with approval in writing from the District Administrator.
- Players League Age 7 who do not wish to be selected into the Minor division may do so by written option of the parent of the candidate and local league board of directors with approval in writing from the District Administrator.

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Official Scorebook and Affidavit

Scorebook

The Official score book is an **independent book** that does not belong to either team. This score book shall remain at the field where the game was played. It is required that the manager of each team signs the book at the end of the game (**in ink**).

Affidavit

Must be completed **in ink**, filled out correctly and signed by the official scorekeeper (**home team**) of each game. A game is not official if the affidavit is missing. **Pitching Affidavits (including pitch count)** must follow each team to every game and be given to the official scorekeeper before the start of each game (with the line-up card a minimum of 15 minutes prior to the start of the game) so that a determination can be made regarding the eligibility of pitchers. **If affidavit and pitch count record are not provided or are improperly filled out, the manager will be suspended from next physically played game if properly protested.**

Paid Umpire Service

- Prior to a game - if a team is unable to field nine players, that team manager or league representative must notify the opposing team and the umpire service immediately, if possible, or 24 hours prior to the scheduled game time. The team that is unable to field a complete team will be responsible for paying the umpire service if a 24-hour notice is not provided. Pool players are permissible per the Official Regulations and Playing Rules of Little League.
- If a paid umpire service is used, they shall be contracted by the **home** team league.
- If the teams are involved in a double header, the home team shall contract the umpires however the cost is to be shared. Each team shall be responsible for the cost of the umpires for a single game.

Field/Game Preparation

Both teams are responsible for the preparation of the playing field prior to each game. **Both** teams are also responsible for placing field equipment away and for cleaning the dugouts and bleacher areas after each game.

The **home team** will provide three new baseballs for each game and the **visiting team** will provide two good baseballs. Because the baseballs are generally not retrieved or returned, it is suggested that both teams have extra baseballs.

Base Coaches

Base coaches shall be eligible players in uniform of their team or two adult managers or coaches of their team.

A manager or coach can be a base coach if there is at least one other adult manager or coach in the dugout.

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Senior Division - May

Pool Play

If a league has more than one team in the interlock, pool players may be used as defined by the Little League playing rules **Regulation V**.

A team may use pool players as needed to bring their available players for a game to a total of 11.

A game shall not be started with less than nine (9) players on each team. If a team is unable to place nine (9) players on the field before the game begins, the game **may** be rescheduled. If during the game a team is unable to place nine (9) players on the field:

- Prior to being a regulation game, the game ends and **may** be rescheduled.
- Regulation game:
 - If the visiting team completed their turn at bat and the home team is ahead – home team wins.
 - If the home team completed their turn at bat and the visiting team is ahead – Visiting team wins.
 - If tie, game shall resume from the exact point at which they were halted in the original game. It can be completed preceding the next scheduled game between the same teams.

Minimum Play

Every player on a team roster will participate in each game for a minimum of six (6) defensive outs.

Batting Order

- Bat 9.
- Late arrivals are allowed to enter the game at the managers' discretion.

Batter Remaining In Batter's Box

- The batter must remain in the box with at least one foot throughout the at bat.
 - Exceptions: (noted in rule 6.02 (c)).
- Penalty:
 - After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.
 - No pitches will be added to the pitcher's pitch count.

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Pitching

Pitching Limit - League Age	17-18	105 pitches per day
	13-16	95 pitches per day

Pitchers league age 15-16 and under 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 (0) calendar day of rest is required.

- The violation of this requirement will result with an immediate suspension (ejection) of the manager of the team that the pitcher is a member with.
- The manager is automatically suspended from his/her team's next physical game played and may not be in attendance at the game site for the team's next game. Second ejection will result in the removal of the individual from the team.
- Hybrid pitching stance not allowed

Game Time Limits

- 7 innings minimum, if tied after 7 complete innings, the game continues until the tie is broken.
- If an active game extends into the next scheduled game start time, the next game (same field) will begin ½ hour after the completion of the prior game.
- There shall be no new inning after 2 ½ hours of play - 3 hour drop.

Mercy Rule

If after four (4) innings, three 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 five (5) innings, four 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: If the visiting team has a lead of fifteen (15) or ten (10) runs or more, the home team must bat in its half of the inning.

Umpire

Minimum - Two umpires. (A paid umpire service may be used)

All Star Selection

All Stars may be selected by a committee from the chartered league.

Tournament Changes

Pool Players are not allowed

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Junior/Senior Division - March

Pool Play

If a league has more than one team in the interlock, pool players may be used as defined by the Little League playing rules **Regulation V**.

A team may use pool players as needed to bring their available players for a game to a total of 11.

A game shall not be started with less than nine (9) players on each team. If a team is unable to place nine (9) players on the field before the game begins, the game **may** be rescheduled. If during the game a team is unable to place nine (9) players on the field:

- Prior to being a regulation game, the game ends and **may** be rescheduled.
- Regulation game:
 - If the visiting team completed their turn at bat and the home team is ahead – home team wins.
 - If the home team completed their turn at bat and the visiting team is ahead – Visiting team wins.
 - If tie, game shall resume from the exact point at which they were halted in the original game. It can be completed preceding the next scheduled game between the same teams.

Minimum Play

Every player on a team roster will participate in each game for a minimum of six (6) defensive outs.

Batting Order

- Must use a continuous batting order.
- Late arrivals are allowed to enter the game at the managers' discretion.
 - Exception – If a game is resumed/continued, rostered or pool players, now present, can enter the game at the managers' discretion at the end of the batting order.

Eligible Players On The Bench

- No eligible player is allowed to remain on the bench for more than two complete innings or six consecutive defensive outs in a row.

Batter Remaining In Batter's Box

- The batter must remain in the box with at least one foot throughout the at bat.
 - Exceptions: (noted in rule 6.02 (c)).
- Penalty:
 - After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.
 - No pitches will be added to the pitcher's pitch count.

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Pitching

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

Pitchers league age 15-16 and under 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 (0) calendar day of rest is required.

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 (0) calendar day of rest is required.
- The violation of this requirement will result with an immediate suspension (ejection) of the manager of the team that the pitcher is a member with.
- The manager is automatically suspended from his/her team's next physical game played and may not be in attendance at the game site for the team's next game. Second ejection will result in the removal of the individual from the team.

Game Time Limits

- 7 innings minimum, if tied after 7 complete innings, the game continues until the tie is broken.
- If an active game extends into the next scheduled game start time, the next game (same field) will begin ½ hour after the completion of the prior game.
- There shall be no new inning after 2 ½ hours of play - 3 hour drop.

Mercy Rule

If after four (4) innings, three 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 five (5) innings, four 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: If the visiting team has a lead of fifteen (15) or ten (10) runs or more, the home team must bat in its half of the inning.

Umpire

Minimum - Two umpires. (A paid umpire service may be used)

Tournament Changes

Pool Players are not allowed

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Intermediate Division

Pool Play

If a league has more than one team in the interlock, pool players may be used as defined by the Little League playing rules **Regulation V**.

A team may use pool players as needed to bring their available players for a game to a total of 11.

A game shall not be started with less than nine (9) players on each team. If a team is unable to place nine (9) players on the field before the game begins, the game **may** be rescheduled. If during the game a team is unable to place nine (9) players on the field:

- Prior to being a regulation game, the game ends and **may** be rescheduled.
- Regulation game:
 - If the visiting team completed their turn at bat and the home team is ahead – home team wins.
 - If the home team completed their turn at bat and the visiting team is ahead – Visiting team wins.
 - If tie, game shall resume from the exact point at which they were halted in the original game. It can be completed preceding the next scheduled game between the same teams.

Minimum Play

Every player on a team roster will participate in each game for a minimum of six (6) defensive outs.

Batting Order

- Must use a continuous batting order.
- Late arrivals are allowed to enter the game at the managers' discretion.
 - Exception – If a game is resumed/continued, rostered or pool players, now present, can enter the game at the managers' discretion at the end of the batting order.

Eligible Players On The Bench

- No eligible player is allowed to remain on the bench for more than two complete innings or six consecutive defensive outs in a row.

Batter Remaining In Batter's Box

- The batter must remain in the box with at least one foot throughout the at bat.
 - Exceptions: (noted in rule 6.02 (c)).
- Penalty:
 - After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.
 - No pitches will be added to the pitcher's pitch count.

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Pitching

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

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 (0) calendar day of rest is required.
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- The violation of this requirement will result with an immediate suspension (ejection) of the manager of the team that the pitcher is a member with.
 - The manager is automatically suspended from his/her team's next physical game played and may not be in attendance at the game site for the team's next game. Second ejection will result in the removal of the individual from the team.

Game Time Limits

- 7 innings minimum, if tied after 7 complete innings, the game continues until the tie is broken.
- If an active game extends into the next scheduled game start time, the next game (same field) will begin ½ hour after the completion of the prior game.
- There shall be no new inning after 2 ½ hours of play - 3 hour drop.

Mercy Rule

If after four (4) innings, three 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 five (5) innings, four 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: If the visiting team has a lead of fifteen (15) or ten (10) runs or more, the home team must bat in its half of the inning.

Umpire

Minimum - Two umpires. (A paid umpire service may be used)

Ball - Regular Little League baseball (RS or RST).

Tournament Changes

Pool Players are not allowed

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Major Division

Pool Players

If a league has more than one team in the interlock, pool players may be used as defined by the Little League playing rules **Regulation V**.

A team may use pool players as needed to bring their available players for a game to a total of 11.

A game shall not be started with less than nine (9) players on each team. If a team is unable to place nine (9) players on the field before the game begins, the game **may** be rescheduled. If during the game a team is unable to place nine (9) players on the field:

- Prior to being a regulation game, the game ends and **may** be rescheduled.
- Regulation game:
 - If the visiting team completed their turn at bat and the home team is ahead – home team wins.
 - If the home team completed their turn at bat and the visiting team is ahead – Visiting team wins.
 - If tie, game shall resume from the exact point at which they were halted in the original game. It can be completed preceding the next scheduled game between the same teams.

Minimum Play

Every player on a team roster will participate in each game for a minimum of six (6) defensive outs.

Batting Order

- Must use a continuous batting order.
- Late arrivals are allowed to enter the game at the managers' discretion.
 - Exception – If a game is resumed/continued, rostered or pool players, now present, can enter the game at the managers' discretion at the end of the batting order.

Batter Remaining In Batter's Box

- The batter must remain in the box with at least one foot throughout the at bat.
 - Exceptions: (noted in rule 6.02 (c)).
- Penalty:
 - After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.
 - No pitches will be added to the pitcher's pitch count.

Intentional Walk

- Prior to a pitch being thrown:
 - Time called by the defense, no pitches are to be thrown.
 - Four pitches added to pitcher's count – other runners advance only if forced.

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Pitching

Pitching Limit - League Age	11-12	85 pitches per day
	9-10	75 pitches per day

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 (0) calendar day of rest is required.

- The violation of this requirement will result with an immediate suspension (ejection) of the manager of the team that the pitcher is a member with.
- The manager is automatically suspended from his/her team's next physical game played and may not be in attendance at the game site for the team's next game. Second ejection will result in the removal of the individual from the team.
- Rule 6.05(b) the “**Third strike that is not caught**” rule will be in place.

Game Time Limits

- 6 innings minimum, if tied after 6 complete innings, the game continues until the tie is broken.
- If an active game extends into the next scheduled game start time, the next game (same field) will begin ½ hour after the completion of the prior game.
- There shall be no new inning after 2 1/4 hours of play - 2 ½ hour drop.

Mercy Rule

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: If the visiting team has a lead of fifteen (15) or ten (10) runs or more, the home team must bat in its half of the inning.

Umpire

Minimum - One umpire. (A paid umpire service may be used)

Ball - Regular Little League baseball (RS or RST).

Tournament Changes

Pool Players are not allowed

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Minor Division – Player Pitch - Competitive

Pool Play

If a league has more than one team in the interlock, pool players may be used as defined by the Little League playing rules Regulation V.

A team may use pool players as needed to bring their available players for a game to a total of 11.

A game shall not be started with less than nine (9) players on each team. If a team is unable to place nine (9) players on the field before the game begins, the game **may** be rescheduled. If during the game a team is unable to place nine (9) players on the field:

- Prior to being a regulation game, the game ends and **may** be rescheduled.
- Regulation game:
 - If the visiting team completed their turn at bat and the home team is ahead – home team wins.
 - If the home team completed their turn at bat and the visiting team is ahead – Visiting team wins.
 - If tie, game shall resume from the exact point at which they were halted in the original game. It can be completed preceding the next scheduled game between the same teams.

Minimum Play

Every player on a team roster will participate in each game for a minimum of six (6) defensive outs. The five-run limit will be enforced in all innings. Last inning

Batting Order

- Must use a continuous batting order.
- Late arrivals are allowed to enter the game at the managers' discretion.
 - Exception – If a game is resumed/continued, rostered or pool players, now present, can enter the game at the managers' discretion at the end of the batting order.

Batter Remaining In Batter's Box

- The batter must remain in the box with at least one foot throughout the at bat.
 - Exceptions: (noted in rule 6.02 (c)).
- Penalty:
 - After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.
 - No pitches will be added to the pitcher's pitch count.

Intentional Walk

- Prior to a pitch being thrown:
 - Time called by the defense, no pitches are to be thrown.
 - Four pitches added to pitcher's count – other runners advance only if forced.

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Pitching

Pitching Limit - League Age	11-12	85 pitches per day
	9-10	75 pitches per day
	7-8	50 pitches per day

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 (0) calendar day of rest is required.

- The violation of this requirement will result with an immediate suspension (ejection) of the manager of the team that the pitcher is a member with.
- The manager is automatically suspended from his/her team's next physical game played and may not be in attendance at the game site for the team's next game. Second ejection will result in the removal of the individual from the team.

Game Time Limits

- 6 innings.
- There shall be no new inning after 1 3/4 hours of play, drop at 2 hours.
- If the inning begins before this time, then the inning will be played out (tied game will continue to a maximum of three hours).
- If an active game extends into the next scheduled game start time, the next game (same field) will begin 1/2 hour after the completion of the prior game
- Continuation batter

Mercy Rule

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: If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.

Umpire

Parent - volunteer umpire.

Ball - Regular Little League baseball (RS or RST).

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Minor Division – Coach/Machine Pitch – Non-Competitive

Pool Play

If a league has more than one team in the interlock, pool players may be used as defined by the Little League playing rules Regulation V.

A team may use pool players as needed to bring their available players for a game to a total of 11.

A game shall not be started with less than nine (9) players on each team. If a team is unable to place nine (9) players on the field before the game begins, the game **may** be rescheduled. If during the game a team is unable to place nine (9) players on the field:

- Prior to being a regulation game, the game ends and **may** be rescheduled.
- Regulation game:
 - If the visiting team completed their turn at bat and the home team is ahead – home team wins.
 - If the home team completed their turn at bat and the visiting team is ahead – Visiting team wins.
 - If tie, game shall resume from the exact point at which they were halted in the original game. It can be completed preceding the next scheduled game between the same teams.

Minimum Play

- Every player on a team roster will participate in each game for a minimum of six (6) defensive outs.
- The five-run limit will be enforced in all innings.

NOTE: If a half-inning ends because of the imposition of the five-run limit in “Rule 2.00 – Inning,” and a player on the defense has played for the entire half-inning, that player will be considered to have participated for three consecutive outs for the purposes of this rule. However, if the player has not played on defense for the entire inning, that player will be credited only as having played for the number of outs that has occurred while the player was used defensively.

Batting Order

- Must use a continuous batting order.
- Late arrivals are allowed to enter the game at the managers’ discretion.
 - Exception – If a game is resumed/continued, rostered or pool players, now present, can enter the game at the managers’ discretion at the end of the batting order.

CALIFORNIA DISTRICT 23

“REGULAR SEASON INTERLOCK 2020”



Pitching

Options allowed are either coach or machine pitch only. Player pitching is not allowed.

Fielding

- Defensive players shall not play in the same defensive positions for more than 2 innings per game.
- Defensive players shall not sit on the bench for more than 1 inning in a row.

Game Time Limits

- 6 innings.
- There shall be no new inning after 1 ½ hours of play, drop at 2 hours.
- If the inning begins before this time, then the inning will be played out (tied game will continue to a maximum of three hours).
- If an active game extends into the next scheduled game start time, the next game (same field) will begin ½ hour after the completion of the prior game.

Batting

5 pitches 3 strikes out – foul continues

Mercy Rule

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: If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.

Umpire

Parent - volunteer umpire.

Ball - Regular Little League baseball (RS or RST).

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Tee Ball Division

Minimum Play

Every player on a team roster will participate in each game for a minimum of six (6) defensive outs.

Batting Order

- Must use continuous batting order.
- Batting tee must be used.

Fielding

- Defensive players shall not play in the same defensive positions for more than 2 innings per game.
- Defensive players shall not sit on the bench for more than 1 inning in a row.

Game Time Limits

1½ hours drop dead

Ball

Little League approved Tee Ball.