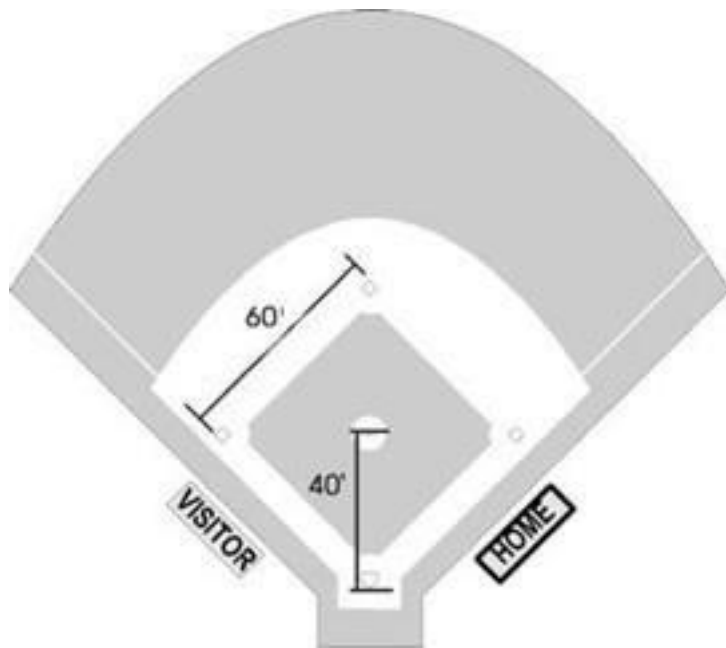


# 07/08U Interlock Rules (02/18/18 revision)

## Field Dimensions



## 07/08U Age Group Summary

**Ages:** 7U Division Players who turn 8 prior to May 1 of the current season are not eligible unless they are in the 1st grade. Also, any player turning 9 prior to May 1 will not be eligible. Players who are 7u are eligible for this division regardless of their grade.

8U Division Players who turn 9 prior to May 1 of the current season are not eligible unless they are in the 2nd grade.

### Team Formation

Coach Look & draft (if more than 1 team) No players who are on an active USSSA AA or above roster will be allowed to participate.

**Base Path:** 60 feet

**Pitching:** 40 feet from rubber to back of home plate

**Length of game:** 1 hour 15 min or 6 innings, whichever comes first. No inning will be started after the time limit of 1 hour 15 minutes is reached. At the time limit, if the visiting team cannot at least tie the game or once the home team take the lead, the game is completed.

**Ball type:** Rawlings R200USSSA baseball or other manufacturer's equivalent

**Bats allowed:** All bats must be labeled with either the USSSA 1.15 BPF stamp or the new USA Baseball stamp. Per USSSA rules, either is acceptable for game use. Please see examples of the stamps below:



Infield Fly Rule:	No
Max run:	5 runs per inning
Mercy rule:	15 runs after 3 innings 11 runs after 4 innings 6 runs after 5 innings

If the home team is leading by the mercy run amount going into the bottom half of the inning, the game is over.

Ties Allowed:	Yes
Base running:	No leadoffs/no stealing. Bat must strike ball before baserunners can leave base.
Bunting:	No
Slashing:	No
Equal Play Rules:	Yes

### Roster

All games must start with at least 8 fielders, taking an out in the 9<sup>th</sup> spot of the batting order. If there are at least 9 fielders, no out for the missing 10<sup>th</sup> spot will be taken.

All players who attend the game will bat in a continuous batting order (all players will bat) and play under the free substitution rule. If a player leaves due to injury or illness or any other reason, no out shall be recorded, unless there are less than 9 active players. If a player is ejected, his turn in the batting order will be declared out. If a player is ejected and a team has less than 8 active players, a forfeit will be declared.

Should a player arrive after the game has started, that player shall bat in his submitted lineup spot, or at the end of the lineup, if his turn already passed.

### Pitching

A batter shall be declared out after 3 strikes (swing/miss, or foul-tip ball caught on 3<sup>rd</sup> strike) or 6 pitches, whichever comes first. If the batter fouls off the 6<sup>th</sup> pitch, the batter will continue to receive pitches until there is a swing and a miss or the ball is put into fair territory or a fouled off ball is caught.

The defensive player in the pitcher position will take his position to the left or right of the coach pitcher and must keep one foot in the dirt portion of the mound until the ball is hit. The defensive player may not be positioned in front of or behind the coach pitcher.

The defensive player in the pitcher position is required to wear some kind of protection: a chest protector or face protection as determined by their home association.

### The Coach Pitcher

The Coach must pitch from the pitching rubber and keep one foot in contact with the rubber until the ball is thrown. He must pitch to batters from a standing, overhand position.

The Coach may not coach the players at any time while performing his coach pitcher responsibilities, including coaching of the player at bat and coaching while play is in progress.

He must leave the field of play immediately after the ball is batted. The coach pitcher must remain in foul territory on either the first base or third base side until the play is over. The coach pitcher may not be behind the plate in foul territory.

A Coach who intentionally interferes with the fielding or throwing of a ball in fair or foul territory shall be called for interference and the batter will be called out.

### A batted ball

A batted ball that strikes the coach pitcher is a dead ball and is treated as a foul ball (strike) and a counted pitch for the batter.

A ball that strikes the coach pitcher and is the final allowed pitch to the batter: If the umpire determines that the coach pitcher could have gotten out of the way, the batter is out. If the umpire determines that the coach pitcher could not have gotten out of the way, it is a dead ball, and the batter shall receive another pitch.

A ball that settles in fair territory is considered a fair ball. No need for ball to reach grass.

### Game play

On overthrows, baserunners may advance at their own risk.

Play stops when ball crosses base path from throw-ins from the outfield and in control of the defense. Defense must control the lead runner. At this point, the umpire shall call TIME. Trailing runners may not advance when the lead runner has broken full stride. Play stoppage is at umpire's discretion and is not subject to appeal.

1<sup>st</sup> base: Runners running past 1<sup>st</sup> base in foul territory shall not be tagged out. However, once they are past 1<sup>st</sup> base, if they turn towards 2<sup>nd</sup> in an aggressive manner, they may be tagged out, unless they are on the base.

Obstruction. Fielders, when not in motion to field the ball, shall not block the basepaths or base. Any runner interfered with while running shall be awarded the next base, if determined by the umpire, that he would have made safely had the obstruction not occurred.

Base Runners shall not leave the base before the ball is hit in play. Coach can appeal to the home plate umpire after a pitch, who upon seeing a base runner not on the base, who can call him out.

Outfielders must be no closer than the edge of the grass. In the event there is no dirt infield or separation between infield/outfield, umpires shall make the determination on how close an outfielder may be allowed to the infield.

Any offensive player: batters, on deck circle, baserunners, bat boys, must wear a helmet.

### Guest Players

Guest players must be from rec or premier teams only. No Select players. Max of 2 guest players per game may be used so that the team can field 9 or 10. They must bat last or 2<sup>nd</sup> to last and play OF or C only. Guest players must be declared at the plate meeting and wear a different jersey than the rest of the team.

Roster protests should be made **before** the end of the game and the association's interlock representative should immediately be notified. Should a roster violation be confirmed, the offending team will forfeit the game in which the ineligible player participated.

### Equal Play guidelines

No player can sit out defensively more than two innings.

No player shall sit out defensively twice before all players sit out defensively once.

Each player must play 1 inning in the infield and outfield within the first 3 innings. Catcher is considered an infield position

No player shall play the same infield position more than 3 innings total in a game

Defensive lineup deviations due to injury or illness may be agreed upon by both coaches.

### Coaches

Coaches must position themselves around the dugout area by the entrances while the ball is in play. Only the team's head coach may approach the umpires to discuss a call or rules interpretation. Assistant coaches may not leave the dugout or coaches' box to discuss a call on the field. Note: for the game, the head coach will be designated as the coach who attends the plate meeting with the umpires. A coach is permitted to be behind the catcher to help throw the ball back to the coach pitcher and move the bat out of the way.

Coaches shall exchange lineup cards batting order and defensive lineup covering the first 3 innings with infield positions highlighted.

Coaches are allowed one challenge of a violation of the Equal Play rules, and must present evidence to the umpire. At the umpire's discretion, he will call for the opposing team to correct it.

Coaches will retain the right to challenge if it is upheld. If the challenge is overruled, (an erroneous challenge) then that coach would lose the right to challenge for the remainder of the game. Upon a 2nd violation of Equal play rules within the game, the coach shall be ejected.

If a challenge is upheld, the challenging coach shall file the violation with his home association Interlock contact, who will notify the other associations. For the next Interlock game, this team must now provide a lineup card featuring defensive alignments for all 6 innings, and will not be allowed to deviate except for injury or illness reasons.

Unless specified here, all other rules shall follow USSSA rules:  
[http://www.usssabaseball.org/images/Rule\\_Book\\_12\\_04\\_17.pdf](http://www.usssabaseball.org/images/Rule_Book_12_04_17.pdf)