**Interlock Rules Minor Baseball**

*Updated May 2025*

1. All teams that play an interlocking schedule must abide by these rules.
2. All coaches, managers, and umpires must review the safety rules for Little League Baseball and abide by them.
3. If a team shows up to the park with fewer than 9 players (or has a player injured during a game leaving the team short), then the opposing team must lend player(s) as necessary to play.
4. If a team only has 6 players, the opposing team will officially "Win" the game and can choose to lend players to play an exhibition game or decide to go home.
5. Continuous batting order will be used.
6. Shorts and open-toed shoes or sandals are not permitted on the field.
7. A pitching affidavit will be carried by all teams and signed by the plate umpire at the completion of the game; this will include interlocking, exhibition, and games played at the local level.
8. **Scorekeeping - Must be done from the score booth.** The umpire needs to have immediate access to the scorekeepers, not searching the stands looking for them. The scorekeeper is the official pitch counter of the game; therefore, they need to be available to the umpire at all times.
9. Stealing is allowed for all bases including home. We normally do not allow stealing of home before the May Long Weekend; however, if both managers agree to allow it, then it is permitted, given the umpires and all managers/coaches discuss this at the plate meeting before the game so everyone is on the same page.
10. The umpire's discretion regarding the fitness of equipment and field conditions (after the game starts) is final.
11. The home team is responsible for the grounds, supplying umpires, and scoresheets.
12. The run rule (formerly "Mercy Rule") is in effect:
    1. If a team is leading by 10+ runs after 4 complete innings (or 3.5 if the home team is winning), then the umpires will declare the game over.
    2. If a team is winning by 8+ runs after 5 complete innings (or 4.5 if the home team is winning), then the umpires will declare the game over.

13. Run limit is 3 runs per inning for each team. The last inning is modified open as declared by the umpire. The visiting team can score 3 runs if tied or ahead OR can score as many runs as possible to go ahead by 3 if behind. The home team can score enough to win.
14. Time Limit: No new innings will be started after 1 hour and 45 minutes.
15. One adult must remain in the dugout at all times with the players, including in between innings.
16. Only managers may come out and talk to the umpires on the field. Any judgment calls are not to be questioned (fair/foul, ball/strike, safe/out). Any potential rule violations can be challenged if done so politely and calmly (interference, obstruction, illegal pitches, etc.).
17. No 12-year-olds may pitch.
18. Players called-up from Rookie Minors, or called-over from another Minors team are not allowed play the position of pitcher or catcher and must bat last in the batting order.
19. The umpire's decision is **final**.
20. Any questions regarding rules, regulations, equipment, or questions pertaining to any of the above rules should be directed to National UIC Logan Ngo at uic@nationallittleleague.org