

Interlock Rules Minor Baseball - 2026

Little League Victoria (BC District 7)

****Please have all coaches carry these rules and post them in your clubhouse for reference****

- 1- All teams playing 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 less than 9 players (or a player hurt during a game leaving a team short,) then the opposing team MAY lend a player or players as necessary to play. The Little League rulebook ALSO allows for the game to proceed with 8 players on a team. In this case, it can be agreed upon ahead of time by coaches/umpire at the plate whether the 9 spot in the batting order is skipped over OR an out is called.
- 4- Teams that would otherwise be short can pick up players from other house teams in their league. Pick up players must wear the uniform of their rostered regular season team and cannot pitch.
- 5- Continuous batting order will be used.
- 6- Shorts and opened-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 and not be searching the stands for them. The scorekeeper is the official pitch counter of the game and therefore needs to always be available to the umpire.**
- 9- Stealing is allowed for all bases EXCEPT HOME until May 1. After May 1, stealing is allowed for all bases including home.
- 10- Umpires discretion of 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 **mercy rule is in effect. (10 runs after 4 innings). If both teams' coaches agree, the scoreboard can be shut off and teams continue to play.**
- 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. Or 3 outs. Whichever comes first.
- 14- Time Limit: no new innings will be started after 1 hour and 45 minutes. Coaches need to be aware of the time as it approaches so that the modified open inning can be called at the appropriate time.
- 15- One adult must always remain in the dugout with the players, including in between innings
- 16- Only managers may come out and talk to the umpires on the field.
- 17- No 12 year olds may pitch.
- 18- All games shall be played in accordance with the rules of Little League Baseball except those noted above.