

2017 SOFTBALL INTERLOCK RULES – COAST

Interlock: 7 Teams
 Kirkland American (2 teams)
 Kirkland National (1 team)
 Redmond N/W (3 teams)
 Sno-Valley North (1 team)

14 Game Season Beginning March 20, 2014 for Redmond and Sno-Valley North and March 27, 2017 for Kirkland American and Kirkland National.

1. All games shall be played pursuant to the 2017 Softball Official Regulations with Playing and Tournament Rules (“Official Rules”). If an interlock rule conflicts with the Official Rules, the Official Rules shall prevail.
2. All game schedules, including changes, cancellations and reschedules must be sent to Janice Christiansen at softballjan@comcast.net (include game dates, times and location).
3. Rescheduling: All games must be played. In the event of a rain-out or schedule conflict, games should be rescheduled for the next available field opening. The home team manager will notify the opposing team manager if a field is known to be closed due to weather. Unless notified otherwise, teams should show up at the prearranged field regardless of the weather conditions. Games may be rescheduled due to lack of players for school or league sponsored activities, or for other reasons if agreed to by the two respective Managers. Opposing Manager and Scheduler must be notified 2 weeks in advance.
4. Umpires: The home team provides the plate umpire and the visiting team provides the field umpire. Pursuant to 9.03 of the Official Rules, if there is only one umpire for a game, that umpire must be an adult. Pursuant to 9.03(d) of the Official Rules, if both umpires are minors then an adult Game Coordinator must be provided by the home team.
5. The home team is responsible for preparing the field and supplying two game balls.
6. Game Balls: A regulation optic yellow 11” softball will be used.
7. Time Limits: No new inning shall begin after one hour and 50 minutes from the SCHEDULED starting time of the game. At two hours and 10 minutes after the scheduled start time of the game, the final score will be determined using the Official Rules.
8. Batting Order: Teams shall use a continuous batting order pursuant to Rule 4.04 of the Official Rules. All eligible players must appear on the line-up. Players who arrive after the game starts shall be placed at the bottom of the lineup as it appeared at the start of the game. An injured player on offense will be replaced by the last player that made an out, after alerting the umpire. Any player that leaves early or is unable to play due to injury shall simply be removed from the lineup without penalty.

9. Run Limit: Each team may accumulate a maximum of five (5) runs per inning for the first five innings of each game. There is no run limit past the end of the fifth inning. Per the Official Rules, the 10 run rule will go in to effect after 3.5 or 4 innings (depending upon which team is ahead).
10. Defensive Playing Time: No player shall sit more than one inning more than any other player. The manager must ensure that all of his/her players play at least 6 defensive outs per game. In the event a player does not get 6 defensive outs of play in a game, the manager will ensure the player starts defensively the next game and remains in that next game until the missed innings are made up plus the minimum 6 defensive outs for the current game.
11. Pitching: Pitchers will pitch from a 35 foot rubber. Pursuant to VI (b) of the Official Rules, a player may pitch up to 12 innings in a game. If a player pitches more than six innings in a day one calendar day of rest is required. Delivery of a single pitch constitutes pitching in an inning. Local rule: Pitcher will not pitch more than 3 innings maximum during regular season play.
12. Pitchers Hitting Batters: If a pitcher hits three or more batters in the same inning, at the umpire's discretion, she may be removed from the pitching position. Said pitcher may remain in the game at another position or later re-enter the game at another position at her Manager's discretion. Umpires should not remove pitchers pursuant to this rule unless, in the umpire's sole discretion, batters are making appropriate attempts to avoid being hit by a pitch.
13. Batters: All batters must adhere to (new) Rule 6.02 (c), which reads in part, "After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat." See rule book for exceptions and penalty.