

Softball Interlock Rules – Coast
Interlock: Kirkland American/Kirkland National/Redmond/Valley

1. All games shall be played pursuant to the Softball Rulebook (Official Regulations, Playing Rules, and Operating Policies).
 - a. If a local rule/interlock rule conflicts with the Official rules, the official rules shall prevail. Local rules may require stricter guidelines than those outlined in the Official rules (i.e. minimum play time could be higher)
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. All games must be played.
 - a. In the event of a rain-out or schedule conflict, games should be rescheduled for the next available field opening with the Opposing Manager and District Scheduler notified.
 - b. If a game is cancelled due to weather, the home team will notify the visiting team at least 2 hours before game time. If you are using volunteer umpires from the district, please notify umpires of any game changes at assigner@ump.org.
4. Game Prep:
 - a. The home team will provide the plate and field umpire. The visiting team will provide a scorekeeper.
 - b. The home team is responsible for preparing the field and supplying two game balls. Regulation optic yellow 11" non-safety softball will be used.
5. Time Limits:
 - a. No new inning shall begin after one hour and 50 minutes from the SCHEDULED starting time of the game.
 - b. At two hours and 10 minutes after the scheduled start time of the game, the final score will be determined using the Official Rules.
6. Pitching:
 - a. Pitchers will pitch from a 35-foot rubber.
 - b. A pitcher may pitch a maximum of 3 innings per game. Pitchers can leave and re-enter the game as a pitcher later in the game up to the maximum of 3 innings per game.
 - c. Pitchers Hitting Batters:
 - i. 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.
 - ii. 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

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7. Advancing to second base on a walk:
 - a. On a walk, batters may advance to second base only on a passed ball or an over-thrown ball.
8. Player Batting Order: Teams shall use the continuous batting order and free substitution on defense pursuant to Rule 4.04 of the Softball Rulebook provided that those substitutions meet the Minimum Play Rules requirements:
 - a. All eligible players must appear in 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.
 - b. An injured player on offense will be replaced by the last player that made an out, after alerting the umpire.
 - c. Any player that leaves early or is unable to play due to injury shall simply be removed from the lineup without penalty.
9. Minimum Playing time (Developmental division and playing time should be distributed as evenly as possible).
 - a. Defensive Playing Time: All rostered players must sit out one inning before any player sits out a second inning.
 - b. Infield Time: The manager should ensure that all players play at least 3 consecutive defensive outs in the infield within the first four innings, and a total of 6 defensive outs in the infield in a 6-inning game. All players should average at least two innings of infield play per game.
10. Run Limit/Final inning flip:
 - a. Each team may accumulate a maximum of four (4) runs per inning for the first five innings of each game.
 - b. After the 5th inning, if the home team is behind, they will bat first and can score enough runs to take the lead. If the home team does not tie or take the lead before 3 outs, the game is over, and the visiting team is the winner. If the home team has tied or taken the lead, the visiting team will bat with their opportunity to win the game.