

## 2025 9U Interlock Rules

1. Every player must be registered with his/her home association.
2. All players must wear athletic cups.
3. Helmets must be worn by all batters, base runners, on deck batters, and bat boys. Chinstraps must be done up and must stay on until the player is off the field. All coaches 18yrs and under must wear a helmet when coaching 1st or 3rd base.
4. Games to start by 6:15 p.m.
5. Games will be 7 innings or 1 hour and 45 min from scheduled start time. No inning will start after the 1hr and 45 min time limit and will be curfew by the last out of the last half of that inning.
6. No mercy after 5 innings unless at the trailing coach's discretion.
7. A complete game will consist of at least 3 innings.
8. The bases will be set at 55' and the machine will be set at 40'.
9. A safety bag will be used at first.
10. All players will bat.
11. There will be 10 players on the field as follows: 1st base, 2nd base, 3rd base, short stop, two pitchers, catcher, and 3 outfielders. Free substitution.
12. 3 outs or 6 runs constitute a half inning. When the 6th run has scored, that play will be finished out, with only the 6th run counting.
13. Leading off, stealing, and bunting are not allowed.
14. Each batter will have 5 hittable pitches to put the ball into play. A swing constitutes a hittable pitch. Some discretion will be required on the part of the coaches in declaring hittable pitches, remembering this is an instructional league. A batter will not be called out on a foul ball fifth pitch.
15. There is to be an 8-foot diameter circle around the pitching machine. The center of the circle will be 40' from the plate.
16. Pitchers cannot enter the circle. Dead ball if they do, and first base will be awarded to the batter. Base runners only advance if forced to by another runner occupying the base behind them.
17. Pitchers must remain behind the lines crossing through the center of the circle until the ball is hit.
18. Pitchers must wear a helmet with a face shield.
19. If a batted ball hits the machine, it is a dead ball, and first base will be awarded to the batter. Base runners only advance if forced to by another runner occupying the base behind them.
20. The machine will be set at 35mph.
21. Coaches of batting teams will feed the machine to their own team. A glove is recommended for this person.
22. An overthrow to first base will not result in an extra base. This is to encourage defensive players to attempt the throw.
23. A base runner may advance one base only on an overthrow to any other base.
24. Once the ball crosses the base path, an infielder from the fielding team must gain possession of the ball and call time out. Runners approaching 2nd or 3rd base will be awarded the base to which they are running. Base runners can attempt to advance to second if the outfielders are still fielding the ball. Use good judgement. Do not be too competitive. This is an instructional league.

25. If you have any problems, please contact your convenor.
26. Game Cancellations: Contact the opposing coach (try to notify before 4:00pm).