



Bellevue East Little League

Interlock Rules for all Softball Divisions

Compiled March 2019 – Version 2019.1

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1 Overview

This document contains the Interlock rules for softball for Bellevue East Little League for 2019.

These rules apply to all games and supersede BELL Local rules.

If you have questions please contact uic@bellevueeastll.org.



2 Juniors Division Softball

1. All games will be played according to the 2019 Little League Rulebook.
2. All teams will use continuous batting order.
3. All games must be played. If games are cancelled due to weather/school the game should be rescheduled at the next available field slot. Please notify the opposing team of any cancellation at least 2 hours prior to the scheduled game start time. If you are using league volunteer umpires please notify umpires of any changes. Send email immediately to assigner@d9ump.org
4. Send all schedule changes to Tonya Henry as she is keeping an updated schedule which can be obtained online. Tonyah@thetasoft.com
5. All game schedules including changes must be sent to Janice Christensen at softballjan@comcast.net
6. The home team will provide the umpire.
7. The home team is responsible for preparing the field and providing 2 game balls.
8. The 15 run rule 4.10...e (10 run rule respectively) will be played during the regular season .
9. Rule 6.02 will be played during the regular season. This is the rule regarding 1 foot in the box.



3 Majors Division Softball

All games shall be played pursuant to the 2019 Softball Official Regulations and Playing Rules. If a local rule/interlock rule conflicts with the Official rules, the official rules shall prevail.

1. All teams shall use the continuous batting order.
2. All batters must keep one foot in the batter's box for their entire at bat. Rule 6.02 in rule book
3. All games must be played. If games are canceled due to weather and/or school events the game should be rescheduled at the next available field slot. If a game is canceled due to rain please notify the visiting team at least 2 hours before game time. If you are using league volunteer umpires, please notify umpires of any game changes at assigner@d9ump.org
4. All game schedules, including changes must be sent to Janice Christensen at softballjan@comcast.net
5. Please email Tonya Henry of any game changes, Tonyah@thetasoft.com. She is maintaining an up to date schedule.
6. If you are using volunteer umpires and change/cancel a game for any reason, please email assigner@d9ump.org so any umpires that have been signed up through arbiter are notified
7. The home team will provide the umpires.
8. The home team is responsible for preparing the field.
9. Rule 6.02 will be played during the regular season. This rule applies to keeping 1 foot in the box.

Helpful rule explanations for Majors Managers

- There are no run limits per inning
- Games are six innings or until Umpire calls game due to darkness (If called for darkness score reverts back to last completed inning)
- Mercy rule is called when one team is 15 runs ahead after 3 innings (2 ½ innings if home team is ahead) and ten runs or more ahead at the end of a completed inning any time after four innings (3 ½ innings if home team is ahead) have been completed.
- There is no pitch count, but a Majors pitcher is limited to 12 innings per day. 7 innings or more pitched with require a days rest.
- For rule on moving a pitcher to another position or withdrawing a pitcher from the game see the rule on page 46 of the rulebook.



4 Coast Division Softball

Interlock: 6 Teams

- Bellevue East (1 Team)
- Bellevue Thunderbird (2 Teams)
- Bellevue West (2 Teams)
- Mercer Island (1 Team)

14 Game Season Beginning March 25, 2019

1. All games shall be played pursuant to the 2019 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.

Once both team managers agree on a date/time for a re-scheduled game and the Home team manager has secured a field, the District 9 Scheduler and Arbiter (umpire scheduling system) must be notified at: scheduler@washdist9.org and assigner@d9ump.org.

4. Umpires: The home team provides both the plate umpire and the field umpire. Minors may umpire, but at least one umpire on the field must be an adult. 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: 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. Rule 6.02 will be played (this rule applies to keeping one foot in the box).



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) AND the 15 run after 2.5 or 3 innings also will be in effect.
10. Defensive Playing Time: 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 in seven (7) or more innings in a day one calendar day of rest is required. Delivery of a single pitch constitutes pitching in an inning.
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.



5 AAA Division Softball

Interlock: 7 Teams

- Bellevue East (1 Team)
- Bellevue Thunderbird (1 Team)
- Bellevue West (1 Team)
- Issaquah (3 Teams)
- Mercer Island (1 Team)

14 Game Season: March 25 to May 29, 2019

1. All games shall be played pursuant to the 2019 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 teams shall use the continuous batting order pursuant to 4.04 of the Official Rules.
3. All game schedules, including changes, cancellations and reschedules must be sent to Janice Christiansen at softballjan@comcast.net (include game dates, times and location).
4. 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.
5. Umpires: The home team provides both the plate umpire and the field umpire. Minors may umpire, but at least one umpire on the field must be an adult. 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.
6. The home team is responsible for preparing the field and supplying two game balls.
7. Game Duration: Games will be a maximum of 2 hours in duration. No new inning shall begin after one hour and 30 minutes from the scheduled starting time of the game.
8. Inning Duration: With the exception of the final inning, a half-inning is over after three outs or five (5) runs. The final inning, Inning 6 or earlier inning due to time limit or darkness as determined by the managers and umpire will be unlimited runs.
9. Number of Players: A maximum of 10 defensive players will be used at any one time. If 10 players are used, 4 players must be stationed in outfield positions. Outfield position shall be defined as standing on the outfield grass (if available) OR at least 15 feet outside the base path (on all-dirt fields). Teams must have at least 9 players to play the game.
10. Scores: No standings or scores will be kept
11. Ball Size: An 11inch optical yellow safety or "Incrediball" will be used.



12. Team Line-Ups: A line-up must be provided to the opponent manager prior to the scheduled start of the game. Players must be listed by name and jersey numbers. The home plate umpire and opposing manager must be notified of any player that arrives late or leaves early.

13. Defensive Playing Time: The manager must ensure that all of his/her players play at least six (6) defensive outs per game. In the event a player does not get six (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 six (6) defensive outs for the current game. As this is a development league managers will be mandated to play each player at least 3 defensive outs in the infield.

14. 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.

15. Base Running and Stealing: Base runners may steal 2nd base or 3rd base if and only if a player pitcher is pitching. Players may not steal a base when a coach pitcher is pitching. Only one stolen base per pitch is allowed.

16. Overthrows:

(a) When an overthrown ball stays in play during the attempt at making an out after a fair batted ball, the runner shall be allowed to advance one additional base beyond the base she is running to, at the runner's risk of being put out.

(b) When a ball leaves the playing field on an overthrow or an error, play is dead and all runners will be placed in accordance with 7.05(g) of the Official Rules. Coaches and umpire shall agree before the game where the boundaries are at the field.

Play ends when pitcher has possession of the ball inside the circle. No runners may advance. The umpire shall place runners at the next available base if the runner has reached the halfway point when the pitcher has possession of the ball in the circle. If the runner has not reached the halfway point, that runner shall return to the last base. A base is not available, if the preceding runner is forced back because she did not reach the halfway point. Hash marks should be placed halfway between bases. (1st - 2nd, 2nd - 3rd, and 3rd – home)

17. Bunting: No bunting is allowed.

18. Pitching: Modified player pitch rules will be used for the entire season. Under "Modified Player Pitch" rules there are no walks. Players will pitch to a batter until the ball is hit fair or the plate umpire calls either 3 strikes or 4 balls. After the 4th ball is thrown, the batter's coach takes over pitching (keeping the player's strike count). The umpire will continue to call strikes until the batter strikes out or hits the ball fair. Foul balls treated per the Official Rules. The Coach may pitch up to a maximum of six (6) pitches. If the last available pitch is hit foul, the batter shall be allowed one more pitch. The coach pitchers will pitch underhand from a distance of at least 35 feet from the back tip of home plate. Player pitchers will pitch from a 35 foot pitching plate pursuant to the Official Rules.

After a player pitcher has thrown four (4) balls to four (4) batters in a single inning, the adult pitcher shall relieve the pitcher for the remainder of that inning. That player pitcher may return to pitch in the next inning for up to



three (3) total innings in one game. The Coach in this scenario may pitch up to a maximum of six (6) pitches to each batter for the remainder of that inning. If the last available pitch is hit foul, the batter shall be allowed one more pitch.

The coach entering the game to pitch is considered a part of the field. Any batted or thrown ball that hits this coach is still live and in play. If an umpire judges that the adult coach intentionally interferes with a batted or thrown ball, the play is dead and the umpire will treat the situation as offensive interference. If a player pitcher hits a batter, the batter will be allowed to take a base. If an adult pitcher hits a batter the batter may not take a base.

20. Pursuant to VI (b) of the Official Rules, players may pitch up to 12 innings in a day. If a player pitches more than six inning in a day, one calendar day of rest is required. Delivery of a single pitch counts as pitching in one inning. However, leagues in this interlock agree to limit each pitcher to a maximum of three (3) innings per game in order to encourage the development of more pitchers.

21. 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.



6 AA Division Softball

Interlock: [6 Teams](#)

Bellevue East (1 Team)
 Bellevue Thunderbird (1 Team)
 Bellevue West (2 Teams)
 Mercer Island (2 Teams)

12 Game Season April 15 – June 7, 2019

1. All games shall be played pursuant to the 2019 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 teams shall use the continuous batting order pursuant to 4.04 of the Official Rules.
3. All game schedules, including changes, cancellations and reschedules must
4. 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.

5. Umpires: The home team provides the umpire. Minors may umpire, but at least one umpire on the field must be an adult. 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.
6. Field Prep: The home team is responsible for preparing the field and supplying game balls. Home team shall line the field including hash marks on the base paths half-way between 1st – 2nd, 2nd – 3rd, and 3rd – home, place a pitching circle with an 8' radius around the pitching rubber 35' from the back of home plate, and add an arc five (5) feet out from home plate.
7. Game Duration: Games will be a maximum of 1 hour 45 minutes in duration for all games. No new inning shall begin after 1 hour 30 minutes from the SCHEDULED starting time of the game. The game will end after the completion of 5 (five) innings, or 1 hour 45 minutes, whichever comes earlier.
8. Inning Duration: Each half inning will end after three outs or if the offensive team scores five (5) runs in that half inning.
9. Number of Players: A maximum of 10 defensive players will be used at any one time. If 10 players are used, 4 of which must be stationed in outfield positions. Outfield position shall be defined as standing on the outfield grass (if available) OR at least 15 feet outside the base path (on all-dirt fields).
10. Scores: No standings or scores will be kept or posted, except as required to keep track of 5 runs per half inning.
11. Ball Size: A 10 inch optical yellow safety or “Incrediball” will be used.



12. Team Line-Ups: A line-up must be provided to the opponent manager prior to the scheduled start of the game. Players must be listed by name and jersey numbers. The home plate umpire and opposing manager & scorekeeper must be notified of any player that arrives late or leaves early.
13. Defensive Playing Time: 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. As this is a development league managers will be mandated to play each player at least 3 defensive outs in the infield.
14. 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.

15. Base Running and Stealing: No stealing of bases.

16. Overthrows:

- (a) When an overthrown ball stays in play during the attempt at making an out after a fair batted ball, the runner shall be allowed to advance one additional base beyond the base she is running to, at the runner's risk of being put out. Runners shall be allowed a maximum of one extra base per batted ball. (*Note: the purpose of this rule is to teach the girls about both base running, as well as encouraging them to attempt the throw-out, without allowing a batter to go all the way around the bases on one at-bat, due to overthrows*)
- (b) When a ball leaves the playing field on an overthrow or an error, play is dead and all runners will be placed in accordance with 7.05(g) of the Official Rules. Coaches and umpire shall agree before the game where the boundaries are at the field.

Once the ball is thrown to the player pitcher, and crosses into the cylinder as defined by the pitching circle while player pitcher is in the pitching circle, the ball is dead. No runners may advance. The umpire shall place runners at the next available base if the runner has reached the halfway point when the ball penetrates the cylinder as defined by the pitching circle. If the runner has not reached the halfway point, that runner shall return to the last base. A base is not available, if the preceding runner is forced back because she did not reach the halfway point. Hash marks should be placed halfway between bases. (1st - 2nd, 2nd - 3rd, and 3rd – home)

17. Bunting: No bunting is allowed. A ball that is hit and does not travel past the 5' arc in front of the plate is not considered a bunt or a hit, and will be counted as a foul ball.
18. Pitching: Coach Pitch for the entire season. An adult pitcher will pitch underhand to his/her own team from inside the pitching circle. There are no walks in Coach Pitch. Additionally, if a coach hits a batter with the pitch the batter is not allowed to take 1st base. If an adult pitcher is hit by batted ball the ball is dead and the batter is awarded a single and all runners advance 1 base. If an umpire judges that the adult coach intentionally interferes with a batted or thrown ball, the play is dead and the umpire will treat the situation as offensive interference. A maximum of 9 pitches per player with 3 swings on strikes being an out. Foul balls treated per the rule book. If the last available pitch is hit foul, the batter may have another pitch. When an adult is pitching the player pitcher must be positioned inside the pitching circle and at least 35 feet from Home plate. **All throws from the catcher or any defensive player shall be made to the player pitcher, not the adult who is pitching.** When the adult pitcher has possession of the ball the ball is dead and no runners may advance.



7 A Division Softball

Interlock: 6 Teams

Bellevue East (1 Team)

Bellevue Thunderbird (2 Teams)

Issaquah (3 Teams)

12 Game Season April 15 – June 7, 2019

1. All games shall be played pursuant to the 2019 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. Single A games will be three (3) innings, or 1 hour 15 minutes in duration.
3. Each team will bat through their entire roster one (1) time each inning.
4. No scores, or outs will be counted. However, if a defensive out is made in the field the runner will leave the base and return to the dug-out.
5. Pitching. An adult coach will pitch underhand to his/her own batters and be positioned inside the pitching circle. If after approximately 5 pitches, the player has not hit the ball then a tee may be used. Coaches should agree on the number of pitches prior to the start of the game. A defensive player should play the pitcher position, and should be positioned inside the pitching circle and be no closer to home plate than 35 feet. **Balls hit into the field of play should be returned to the player pitcher.**
6. Catchers. It is recommended that teams be kept small at this division, 7 to 8 players if possible. A coach for the batting team should stand behind the plate to assist batters, and to return the ball to the adult pitcher. A catcher is not needed, but a team may elect to have a catcher if desired. To keep the game moving along, the player catcher may keep pitched balls at home plate until after the ball is hit and the play is over, then return them to the adult pitcher.
7. No defensive player shall be closer to home plate than 35 feet (the only exception to this rule is a player catcher, if one is used pursuant to interlock rule 6).
8. Bases shall be 50 feet apart (e.g., distance from home to first base shall be 50 feet). The home team is responsible for preparing the field and supplying the game ball.
9. Game Balls: An optic yellow 10" safety softball or "incrediball" will be used.
10. Base Running: As this is a beginning level, generally base running is limited to one base per hit. The last player to hit in each inning, plus those left on base, run the entire length of the remaining bases to end the inning. If a ball is hit in the air past the infield then the runner should be rewarded with the appropriate extra base(s).