

Canyon Hills & Chino Hills Interlock Rules Spring Coach/Machine Pitch Division (A)

The current Little League Baseball Official Rule Book shall be used as the official rules guidelines. Some rules have been modified to meet the needs of our local leagues. The final interpretation of any rule(s) shall be the responsibility of the Board of Directors:

1. There shall be a drop-dead time limit of **1 hour and 15 minutes** from the **designated start time of the game** or 6 innings. ***Use common sense when the time limit is reached.***
 - a. Managers are obligated to play for the entire allotted time period, and are not permitted to terminate a game prior to the drop-dead time for any reason or if otherwise authorized.
2. A Little League Level 5 baseball shall be used during games.
3. All defensive players will be placed on the field with a regulation 6-player infield and the remaining players in the outfield.
 - a. Managers are expected to rotate infielders and outfielders every inning.
 - b. No player shall play in the outfield in consecutive innings.
4. The batting order shall consist of all rostered players.
 - a. A batting line up order must be submitted to the opposing team manager prior to the start of the game.
 - b. It is recommended that the submitted batting order remain continuous from game to game (i.e. if the batter makes the last out of the game, the 6th batter will bat first in the following game.)
 - c. Each player on the roster should be included in the batting order. If a player is injured or needs to leave the game, they can be skipped in the batting order without penalty.
5. The offense is retired when three (3) outs have been recorded or five (5) runs have scored.
6. No players may stand in the on-deck circle during the game; all offensive players waiting to bat must remain in their dugout until they are called upon to hit by their manager or coach.
7. There is a maximum of 4 pitches, if the player does not hit the ball after the 4th pitch, the player will be given a chance to hit off of the tee, and a maximum of 3 swings off the tee are permitted. If the ball is not put in play after 3rd swing off the tee batter is retired to the dugout. (this is done so play on the field does not stagnate and assists in developing the hitter)
8. **After the 7th game of the season (played or not) the option for using the tee will be removed. If a player does not hit the ball after the 4th pitch, the player will be considered out and shall return to the dugout.**
 - a. Any batter hit by a pitch shall not be awarded first base. Instead, the batter will continue his/her at bat.
 - b. Any batter that hits off the tee will be awarded one base only.
 - c. The pitching plate shall be a distance of 40 feet from the back edge of the home plate.
 - d. The pitching machine shall be at a distance of 40 feet from the back of home plate on the edge of the pitching rubber.
9. A Louisville Slugger pitching machine is mandatory and will be used. In case of emergency, a coach may pitch from within the designated pitching circle (the coach shall have at least one foot within the circle when pitching [kneeling or standing]), underhand or overhand is acceptable.
10. While coaches are pitching, the player-pitcher shall not position him/herself in front of the coach or machine, who is pitching but must remain within three (3) feet of the pitching rubber/machine until the ball is hit.

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11. After a ball has been hit, players are not allowed to advance bases once an attempt has been made to return the ball to the pitcher, when he or she is within the vicinity of the pitcher's circle.
12. Managers are encouraged to reward players for good hitting, if the ball is hit into the outfield a base runner may be awarded "extra" bases until the ball is returned to the infield. Managers are encouraged to discuss prior to the game in order to determine and agree upon criteria to be used.
13. A runner is out if he/she slides head first while advancing. A runner is out if he/she does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag (There is no "must slide rule." The rule is "slide or attempt to get around.") The key in this situation is the "fielder has the ball and is waiting to make a tag." If the fielder, any fielder, not just the catcher does not have the ball and there is a collision, the runner is NOT out. However, if the umpire determines that the runner deliberately attempted to injure the fielder, the umpire could eject the runner for unsportsmanlike conduct. (Reference Rule: 7.08 Little League Manual "The right Call, 2009.") If the impact of a runner breaks a base loose from its position, no play can be made on that runner at the base if the runner had reached the base safely.
14. Runners may advance one base only on an overthrow, if a player has already "acquired" a base prior to the overthrow they may continue to the next base as part of the overthrow rule. You cannot advance home on an overthrow. Runners that are tagged or forced out must return to the dugout.
15. Players shall not advance bases on passed balls or wild pitches.
16. No infield fly rule.
17. If a fielder interferes with a base runner and is not attempting to field a ball, the runner will be awarded the next base even if they are forced or tagged out.
18. A maximum of three (3) defensive coaches shall be allowed on the field at any time, plus one manager or coach in the dugout.
19. Defensive coaches on the field shall act as umpires. (Remember these are scrimmage games and we are not keeping official score).
20. Both teams are responsible for supplying one (1) new game ball.
21. No official protests of any game shall be allowed.
22. No official standings or scorekeeping shall be kept.
23. No food, gum, sunflower seeds or beverages (other than water) are allowed in the dugout and no food, gum, sunflower seeds or beverages are allowed on the playing field.
24. Dugouts are to be kept clear of cans, glass bottles, food, candy, etc. and must be cleaned after each game.
25. Managers, Coaches and Parents are prohibited from using any type of Tobacco (smoke or smokeless), Vape or Alcohol products while on the field with players during practices or games.
26. **Both** teams are responsible for securing pitching equipment no less than 10 minutes prior to the start of the game.
27. The Home team is responsible for providing a calibrated pitching machine for the game.
28. Each manager is responsible for ensuring that any bat used during games or practice is Little League-approved and bears the **USA Baseball mark**, no other bats can be approved. No exceptions.
29. Home team shall occupy the third base dugout.
30. Post-game meetings must be held outside of the dugouts and in the presence of the parents, so as to allow the next game to begin on time.
31. Emergency cards/medical release must be present at all team functions. Random audits will be conducted to ensure compliance.

32. All male players are required to wear athletic supporters. All catchers are required to wear a fiber or plastic cup, mask with apple/throat guard, shin guards, and chest protector during games. (Hockey style catcher's masks also require the additional hanging throat guard).
33. **Rainy Day Procedures:** Fields at Community Park cannot be used for practices or games until the City of Chino Hills gives their approval. A scheduled game is considered a rainout only if the city has closed the fields. Every attempt will be made to reschedule all rained out games

Field Conditions Hotline: 909 364-2738