

#### Little League Alberta, D3 Special Interlocking Rules Chestermere/Langdon/Strathmore /Cal East

#### 2024 MINORS



**1. TEAMS**

**HOME TEAM**

a) will supply 3 game balls (2 new 65cc or equivalent) and one good used ball).

b) Will supply a home plate and base umpire.

c) Will use first base dugout.

Note prior to each game, the umpires shall hold a pre-game plate meeting at which time teams shall exchange lineup cards. In addition, the teams shall exchange their Baseball Pitcher Eligibility Form for review by the managers. Line up cards is to have both first name and last name. (No initials).

**WINNING TEAM**

Please give the following GAME RECORD information to the following co-ordinator:

Strikers Email: [strikersbaseball.president@gmail.com](mailto:strikersbaseball.president@gmail.com) it is important that these scores be submitted at the end of each game in order to keep track of Stats for Play offs

a) Game Number.

b) Date game played

c) Your team name.

d) The score (Visitors v Home) **(Bold the Winning team)**

e) Visiting Team Pitching Record- ***Full name of pitcher(s), #, LL age, age of pitcher(s) and number of pitches thrown by that pitcher.***

f) Home Team Pitching Record

g) Number of innings played

h) Time of game – start/stop....nice to know

TIE GAMES/SUSPENDED GAMES - Home team to send in game record for tie games (Suspended games, more than 1 inning but less than 3 – include pitch count record and innings played)

Each Team can check the standings for W/L/T @ [www.strikersbaseball.ca](http://www.strikersbaseball.ca) under STANDINGS

**League Board Member Contacts:**

**Langdon**

Langdon LL President: Regan Turner strikersbaseball.president@gmail.com

Langdon LL Scheduler Regan Turner [strikersbaseball.president@gmail.com](mailto:strikersbaseball.president@gmail.com)

Langdon LL Vice President: Trish Nordquist strikerbaseball.vicepresident@gmail.com

Langdon LL UIC Jim McKinstry strikersbaseball.uic@gmail.com

**Chestermere**

Chestermere LL President: Nathan Kathol president@crushersbaseball.ca

Chestermere LL Vice President: Ryan McMillan vicepresident@crushersbaseball.ca Chestermere LL Director: Tamara Giles littleleague@crushersbaseball.ca

Chestermere LL Diamond: Desiree Walsh diamonds@crushersbaseball.ca

**Strathmore**

Strathmore LL President: Kirsten Langen [kirbou442@gmail.com](mailto:kirbou442@gmail.com)

Strathmore LL Vice President: Jeff Bodie jeffbodie@shaw.ca

Strathmore LL UIC & Scheduler: Amanda Maunsell  [wybrants5@gmail.com](mailto:wybrants5@gmail.com)

**Cal East**

Cal East LL President: Beth Ryan [cellbaseballpresident@gmail.com](mailto:cellbaseballpresident@gmail.com)

Cal East LL Scheduler: Nadine Williams [u12caleastcoordinator@gmail.com](mailto:u12caleastcoordinator@gmail.com)

Cal East LL UIC: Tristan Wright [cellumpireinchief@gmail.com](mailto:cellumpireinchief@gmail.com)

The Umpire-In Chief/Scheduler of the league will attempt to schedule umpires for each game for all of their teams, but if they are unable to do this, then the manager will be responsible to find his own umpires.

**2. BASEBALL PITCHER ELIGIBILITY FORM**

All league teams require a Baseball Pitcher Eligibility Form (supplied with schedule) which must be used and kept up to date. The Baseball Pitcher Eligibility Form shall be presented to the opposing manager at the pre-game plate meeting. **AFTER EACH GAME, EACH MANAGER WILL VERIFY AND THEN SIGN THE OPPOSING TEAM'S BASEBALL PITCHER ELIGIBILITY FORM**. D3 Admin reserves the right to request a copy of any/all paperwork for games.

**3**. **PITCHING RULES:**

a) Any player on a team may pitch. Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day. *(3 innings is the max if you want to have the option to pitch)*

b) A pitcher remaining in the game, but moving to a different position, cannot return as a pitcher anytime in the remainder of the game.

c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age 11 & 12 85 pitches per day

9 & 10 75 pitches per day

8 50 pitches per day

**EXCEPTION**: If a pitcher, reaches the limit noted above while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.

*Note 1 – A pitcher, who delivers 41 or more pitches in a game, cannot play the position of catcher for the remainder of that day.*

d) Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day four (4) calendar days of rest must be observed.

- If a player pitches 51 - 65 pitchers in a day three (3) calendar days of rest must be observed.

- If a player pitches 36 - 50 pitches in a day two (2) calendar days of rest must be observed.

- If a player pitches 21 - 35 pitches in a day one (1) calendar day of rest must be observed

- If a player pitches 1 - 20 pitches in a day no calendar day of rest must be observed.

**EXCEPTION*:*** *If a pitcher reaches a day(s) of rest while facing a batter, the pitcher may continue to pitch until anyone of the following conditions occurs. 1. The batter reaches base. 2. The batter is retired. 3. Third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) rest for the threshold he/she reached during the at bat, provided that pitcher is removed before delivering a pitch to another batter.*

***Scorekeeper***

e) The home team shall provide an official Scorekeeper for the game.

***Pitch Counter***

f) The home team shall provide an official pitch count supervisor for each home game, to act as the official pitch count recorder. The official pitch count recorder must provide current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his or her pitcher must be removed.

g) The official pitch count recorder should inform the home plate umpire when a pitcher has delivered his/her maximum limit of pitches for the game as noted above. The umpire will inform the pitcher’s manager that the pitcher must be removed. However, failure by the pitch count recorder to notify the umpire and/or the failure of the umpire to notify the manager does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

h) Pitching in more than one game in a day: **Minor and Major Division:** - A player *may not* pitch in more than one game in a day

i) The penalty for the use of an ineligible pitcher. The use of an ineligible pitcher will result in the suspension of the team’s manager for the next two (2) scheduled games. The coordinator will impose the penalty, after the winning team reports the score and pitching record to them and they discover the use of the ineligible pitcher.

**TOURNAMENTS (ALL DIVISIONS)**

Normal pitching regulations, as described above, will be enforced for special tournaments. All tournament games shall be recorded on a team’s Pitcher Eligibility Form.

**4. TIME LIMIT**

**a) No new inning shall commence after 2 hours. (6:00 -8:00pm – or 2 hrs on weekends).** Unless agreed upon by both MGRs and the Umpire.

Need to be off CRCA diamonds by 5:00pm Sundays.

The score of the game at that time is the final score, even if the game is tied or 4 innings have not been played.

b) Games can be called on the account of darkness (umpire decision ONLY).

c) Games should be played to completion - if the home team is up in bottom of the inning or visiting team is up by more than 5 runs, play the last half of the inning….give kids another plate appearance or chance to pitch

**5**. **MERCY RULE**

If after 4 innings, 3½ if the home team is ahead, one team has a lead of Eight (8) runs or more, the manager of the team with the least runs WILL concede the victory to the opponent.

**Please remember why we are playing this game….it is to have fun and give kids a chance to play. If the game is officially, over due to mercy rule (Stop keeping score) and try to play the rest of the innings or until time runs out…give all kids a chance to play**

**6**. **MINIMUM NUMBER OF PLAYERS**

A team CAN play a game with 8 players and the 9th batter ***is not*** automatically out. If the 9th player arrives, he is put in the number 9 batting position. If the game cannot start because of less than 8 players or continue because of less than 8 players, then the team with 7 or less players losses by default. If you start the game with 9 players and a player has to leave for any reason, that player ***does not*** becomes the automatic out. As long as you have 8 players, the game can continue**.**

* Teams are allowed to “call up” coach pitch players, talk to coach pitch coordinator to determine which kids you will be able to call up…please do not start calling kids until you have spoken to coach pitch coordinator…
* Teams are allowed to “share kids” if one team has 11 and one team has 8, arrange to share and play ball….
* Most important things is for the kids to play ball…

**7**. **RAIN OUTS**

**a) *The game is ON until it is not***– Assume you will be playing; the leagues will update all managers if there is a cancellation due to weather / diamond conditions by 4:30 that the diamond will be unplayable or safe… As there are Little League Players sharing our diamonds! Please work with the your Leagues Scheduler to schedule additional practices and rainout games

b) It is the responsibility of each team to reschedule games. When games have been rained out, try to play them during the week they were scheduled.

c) When games have been rained out, play your make up games in the order that they occurred on the schedule (first rain out to last), if possible.

d) Every effort must be made to play all rained out games, as GAMES PLAYED is what is used to determine final standings. Rained out games not played could affect your standing at the end of the season.

e) If in the opinion of the Interlock coordinator, one team is refusing to make up a game, the coordinator can award a win by default to the team trying to make up the game.

**8. SPORTSMANSHIP**

Good sportsmanship is expected from all participants, coaches, players and spectators. ***No abuse of umpires, the other team or officials will be tolerated.*** One warning, from the umpire, may be given, and ejection will result if there is a second offence. No warning is required to eject any individual. See Rule 4.07 for penalty for ejection.

**9**. **COURTESY RUNNER**

A courtesy runner is permitted for short or long term running disabilities once the batter has reached first base, by either a hit or a walk, subject to the umpire’s approval. The last out of the previous inning becomes the courtesy runner.

***NOTE:*** *There is an OPTION to have a courtesy runner allowed for the catcher with two outs (last out of the inning)*

**10. SPECIAL PLAYING RULES**

**PITCHING:** usual pitching distance is 46’…for kids having trouble hitting the plate, the mound may be moved up to 44’ (this is being used by other leagues…)

***BATTING ORDER*:** The batting order shall consist of all players present at each game. Late players shall be added to the bottom of the batting order. Players that are injured or must leave early do not force an automatic out.

***DEFENSIVE SUBSTITUTIONS:*** Defensive substitutions may be made each time the team takes the field.

***MAX RUNS:*** 5 runs or three outs per inning, whichever comes first.

***FAIR PLAY:*** The Fair Play Policy is in effect. All players shall receive fair playing time divided equally among infield and outfield positions based on an understanding that not all players will get to pitch, catch or play certain positions based on the appraisal of their ability. This allows coaches to put kids in positions where players will most likely succeed with the skill level they are at.

**11.** A player must keep both feet in the batter’s box at all times (no stepping out and adjusting gloves after every pitch)

**12. BASE RUNNING –** The following rules are modified as they are intended to encourage:

**OFFENSE** – for players to swing the bat and put the ball in play to score runs…not to stand at the plate and walk around the bases and run around and score 5 runs on passed balls/wild pitches.

**DEFENSE** – intended to keep more baserunners on bases giving the defense more chances at making plays to get outs.  They are also meant to encourage the kids to confidently make defensive plays by limiting the “damage” from bad plays or poor decisions.  It also encourages proper coverages by all players.

**PERIL** – at risk of being put out when attempting to advance bases.

**PASSED BALLS/WILD PITCHES** – no runner may score from third base with less than 2 outs on a passed ball or wild pitch.  Once there are 2 outs, runners may advance home at their own peril.

**WALKS** (may or may not be a passed ball/wild pitch) – runners may advance to second base at their own peril.

**STEALING**- stealing of 2nd or 3rd base is allowed – Base runners may not take leads and can leave the base only after the ball crosses the plate.  On an attempted steal of 2nd or 3rd base, the runner will not advance to the next base on an *overthrow (1 base MAX/steal attempt – encourages catchers to make throws)*

**OVERTHROW** – An attempt to make a throw to a base that goes wildly or is misplayed.  This throw can come from anywhere:

* Infielder throwing to any base, outfielder throwing ball into a base, Any throws back to the pitcher

***Interpretation - On any of these plays, runners may advance at their own peril a MAXIMUM of 1 extra base (exception STEALING no extra bases).***

***There will be only 1 overthrow considered on any ball in play. (these modifications should reinforce proper coverages on plays but limits the number of times the ball is thrown around on any one play)***….the umpire shall call time and adjust the base runners accordingly…

**13**. **RULE INTERPRETATIONS**

Any rule interpretations must go through your league’s Division Head/Umpire-In-Chief for clarification.

**14. STANDINGS (TIE BREAKERS):**

All teams will make the playoff round and will be seeded by win/lose standings (subject to Little League tie breaking procedures) Most likely the top 4 teams will play off and the bottom 4 teams will playoff Potential for a weekend playoff tournaments

**15. MISCELLANEOUS**

UNLESS OTHERWISE STATED HEREIN, THE RULES SET OUT IN THE “OFFICIAL REGULATIONS AND PLAYING RULES 2023 EDITION” BOOKLET DISTRIBUTED BY LITTLE LEAGUE BASEBALL SHALL APPLY.

**16. LANGDON LITTLE LEAGUE, STRATHMORE AND CHESTERMERE ROCKYVIEW LITTLE LEAGUE AND DISTRICT 3 HAS INSTITUTED A ZERO TOLERANCE POLICY RELATING TO INAPPROPRIATE BEHAVIOUR BY COACHES, PLAYERS AND FANS. MANDATORY SUSPENSIONS WILL BE HANDED OUT AS REQUIRED. DETAILS WILL BE PROVIDED TO EACH TEAM AND A COPY OF THE POLICY WILL BE POSTED ON THE DISTRICT 3 WEB SITE.**

**THIS IS A DEVELOPMENTAL LEAGUE for PLAYERS, COACHES and UMPIRES.**

**KEY POINTS TO BE STRESSED are:**

**To PLAY the game and HAVE FUN**

* **Keep your team (kids and parents) ENGAGED**
* **DEVELOP your kids baseball skills**
* **DEVELOP our young UMPIRES** – help them out, praise more than you criticize…they will make mistakes, so will you, so will your kids…we cannot play without them.
* **DEVELOP your COACHING STAFF**…there are lots of responsibilities to being the manager, surround yourself with coaches and let them help you out
* We are all in this Program together – Help each other out, play fair, play friendly – there is no trophy for going undefeated or winning the league….