

2010 Major Interleague Rules Millwoods and Confederation Park Interleague Games

1. Six inning games.
2. Home team takes 3rd base dugout and Visitor takes 1st base NO EXCEPTIONS. There maybe some games due to diamond availability were the home team is a visiting team at the diamond. Example a MW team may be home but playing at a Confederation diamond. In this example Confederation will be seated on the 1st base or visitors side but still be responsible to set out bases and putting them away.
3. Home team to set up bases and see that infield has been floated/dragged. The bases are 60 ft and the pitching distance is 46 ft. Home team supplies umpires and two new game balls and good used balls as the Umpire may request.
4. Time limit: May no complete inning to start after 8:15 pm. June time extended to 8:30 pm.
5. If the score is tied it remains a tie, except for playoffs.
6. 10 run rule after 4 innings or 3 ½ if home team is leading
7. **Pitching rule – pitch count rule – see 2010 rulebook.**
8. The inning ends after 5 runs score or 3 outs which ever occurs first. No open innings. Maximum runs per inning are 5 no matter how many runs cross home plate. This will keep the game moving plus won't hurt the pitchers arms.
9. Free substitutions, except the pitcher No player sits on the bench two innings in a row. Once the pitcher is pulled he cannot go back as a pitcher in the game but can go to any other defensive position.
10. Everyone bats in order even if they do not play in the field. Change lineup every game. Put players in different batting order game to game.
11. At the end of the game each team and coaches to meet at home plate area and shake hands.
12. At the end of the game the Umpire must sign the score sheet and make sure the scores agree. WINNING TEAM MUST POST THE SCORES and Pitchers names and pitch count ON THE INTERNET WITHIN 24 HOURS.

13. If it looks like rain or is raining in your part of the City you must call the other coach to cancel and you both must agree or it will be recorded as a forfeited game. Don't forget to cancel the umpire. If possible you may reschedule the game

14. Playoffs TBA. Home team will be the team who finished higher in the standings.

Diamonds to be determined by the advantage going to the home team if possible.

15. Game to be stopped during a **thunder and lightning**

storm. It may be delayed and resumed up to a 30 minute delay. After a 30 minute delay it must be assumed the game may be cancelled by the umpire making the decision not the coaches.

16. CITY WIDE WEATHER RULE FOR INTERLEAGUE PLAY

Weather – go to web page www.edmontonlittleleague.org and on home page upper right hand corner is a weather ICON. Click on this and if temperature at 5 pm is 5 degrees or less including “wind chill” or “Feels Like” is 5 degrees less then no game. If this occurs coaches will be expected call each other and agree what the weather channel says and arranging for a make up game before canceling and call players. Home team must call umpire coordinator to advise of cancellation.

17. NO ARGUING WITH THE UMPIRES

DECISIONS AS THEY ARE ALWAYS RIGHT.

18. Must have 8 players by 6:45 pm or game is a forfeit score 6-0.

19. No stealing home in May on over throws to Catcher by the Pitcher.