



# **DFW Interlock**

## **Bylaws and Standing Rules**

Fall 2024

[dfwinterlock.com](http://dfwinterlock.com)

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# BYLAWS

## ARTICLE

### 1. NAME AND ADDRESS

- 1.1. This organization shall be known as the DFW Interlock. The organization is a non-binding, not-for-profit association of baseball organizations from North Tarrant County, Northwest Dallas County, and South Denton County.
- 1.2. The mailing address of the DFW Interlock is 412 S Main St, Suite 200, Grapevine, TX 76051
- 1.3. Website address: <https://dfwinterlock.com>

### 2. PURPOSE

- 2.1. The association is organized exclusively for invited organizations to participate in recreational youth baseball with other organizations, when needed.

### 3. OBJECTIVE

- 3.1. The DFW Interlock association's objective is to provide organized schedules and competitive play for recreational baseball programs that will be enjoyable, educational, and challenging for all the youth of our communities. The attainment of exceptional athletic skill and the winning of games are secondary to this objective.

### 4. MEMBERS

- 4.1. Membership in this association shall be by request and voted upon by association members and would be inline with the goal of furthering the objectives as expressed by these Bylaws.
- 4.2. Members of this association shall be either voting or non-voting members.
- 4.3. A voting member is an appointed league representative from one of the partner organizations involved with the DFW Interlock.
- 4.4. Any voting member shall have one (1) vote at membership meetings regardless of the number of teams they have registered.
- 4.5. Any league choosing to participate at any level (with a single team or multiple teams participating) will be subject to a single league fee each season.
- 4.6. A non-voting member is one from an organization who has not participated in two consecutive seasons with the DFW Interlock.

## **5. MEMBERSHIP COST**

- 5.1. Any league choosing to participate at any level (with a single team or multiple teams participating) will be subject to a single league fee each season.
- 5.2. Membership fees per season:
  - 5.2.1. Spring Season (March-May) - \$200 per league (not per team). This fee is to cover the cost of End of Season awards and any umpire / field coverages that need to be made during the season.
  - 5.2.2. Fall Season (September-October) - \$100 per league (not per team). This fee is to cover the cost of any umpire / field coverages that need to be made during the season (rainouts, etc).
  - 5.2.3. Additional usages of funds include payments made for website hosting, domain renewals, marketing costs, meeting facility rental cost, etc. All transactions will be clearly presented and accounted for at each member meeting.
- 5.3. All member fees are subject to change via a majority vote of voting member representatives of the DFW Interlock.
- 5.4. Any money raised from member fees will be stored in a savings/checking account a local bank with multiple appointed DFW Interlock member representatives assigned to the account and balance levels and transactions will be presented at each member meeting.
- 5.5. Fees can be paid via cash, check, or other available digital transfers, as available.

## **6. MEMBERSHIP MEETINGS**

- 6.1. Bi-annual association meetings shall be held in January and July of each year preceding each season. The exact dates will be scheduled by the DFW Interlock director. Each association meeting will address rules, season objectives, relevant dates, fees, and other related information.
- 6.2. Special meetings of the members, for any purpose unless otherwise prescribed by these Bylaws, may be called by the director, as needed.
- 6.3. Notice shall be given to the membership stating the date, time, and place of the meeting (bi-annual). This notice shall be in the form of an email to the association representatives or a phone call by the director. This notice shall be given no less than two (2) weeks prior to the date of the meeting.
- 6.4. A complete list of members entitled to vote shall be available at the annual meeting. This list shall be produced and kept in a shared document online that

association representatives have access to. The list shall be subject to inspection by any member who may be present.

- 6.5. At any regular or properly called membership meeting, the vote of the majority of the members present having voting power shall decide any question brought before such meeting unless the question is one upon which, by express provision of these Bylaws, a different vote is required; in which such the express provision shall govern and control the decision of such question. The voting members present at a duly organized meeting may continue to transact business until adjournment.
- 6.6. All DFW Interlock league representatives' contact information will be stored in a shared document so that communication between partner cities is efficient and open.

## **7. OFFICERS OF DFW INTERLOCK**

- 7.1. There is no process of officially electing officers to the DFW Interlock association. As of date of publication of Bylaws, the acting Director of the DFW Interlock is Christian Ross, Grapevine Baseball & Softball (GBS).
- 7.2. If a Director vacancy occurs for any reason, a simple majority of the association members may choose a successor, or a successor may be chosen at a special meeting of the members called for that purpose. Each successor chosen shall be elected for the unexpired term of his/her predecessor.
- 7.3. There are no term limits currently imposed for DFW Interlock members.

## **8. COMMITTEES**

- 8.1. Standing or special committees shall be appointed by the Director from time to time.
- 8.2. All standing committee compositions and duties will be written in the standing rules of the association.

## **9. AMENDMENT OF BYLAWS AND STANDING RULES**

- 9.1. These Bylaws may be altered, amended, or repealed at any meeting of the membership by the affirmative vote of a majority of members present. Notice of the proposed alteration, amendment, or repeal must be contained in the notice of the meeting.
- 9.2. Standing Rules are rules which are related to details of the administration of the association. Standing Rules may be altered, amended, repealed, or granted an exception at any meeting by the affirmative vote of a two thirds (2/3) majority of voting members present.

## **10. PARTICIPATING ORGANIZATIONS**

- 10.1. The following organizations are currently involved in the DFW Interlock:
  - 10.1.1. Argyle Youth Sports
  - 10.1.2. Colleyville Baseball Association
  - 10.1.3. Coppell Baseball Association
  - 10.1.4. Corinth Area Baseball
  - 10.1.5. Flower Mound Youth Sports Association
  - 10.1.6. Grapevine Baseball & Softball
  - 10.1.7. Highland Village Area Baseball and Softball Association
  - 10.1.8. Justin Youth Sports Association
  - 10.1.9. Keller Youth Association
  - 10.1.10. Krum Youth Baseball
  - 10.1.11. Lewisville Baseball & Softball Association
  - 10.1.12. Southlake Baseball Association
  - 10.1.13. The Parks at Texas Star
  - 10.1.14. Tri-Cities Baseball & Softball Association
  - 10.1.15. TCR Youth Baseball Association

# STANDING RULES

## 10. PURCHASES

- 10.1. All purchases of the association over \$500 must be approved by the a vote of a two-thirds (2/3) majority of the association members.
- 10.2. Requests for purchase/reimbursement should be submitted to the Director who will submit the requests to the voting members for approval. Requests must include an invoice and/or receipt.
- 10.3. The Director is authorized to spend up to \$300 to handle emergencies.

## 11. BOARD MEETINGS

- 11.1. All board meetings will adjourn no later than two (2) hours after the scheduled start time unless a majority of the board members vote to remain longer. Otherwise, at 1 hours and 55 minutes after the scheduled start time, the board will vote to schedule an additional meeting to complete unfinished business, if necessary.
- 11.2. Any rule changes must be made in January for the Spring season and in July for the Fall season. There will be no rule changes once a season has begun (after the first registrations) unless there is a safety issue.
- 11.3. Rules or decisions made will not be reevaluated for 60 days.

## 12. REGISTRATION

- 12.1. The Director shall approve a registration opening date and a registration closing date at least 60 days prior to the opening of registration for online and walk-up registrations.
- 12.2. The Director shall approve an organization registration fee (not a per team fee) at least 60-days prior to the opening of registration.
- 12.3. The board shall adequately advertise registration in advance.
- 12.4. Teams will be allowed to register in the following age groups:
  - Spring only: 6U (Advanced T-ball)
  - Advanced 7U / 8U (Coach Pitch, combined on certain occasions at the discretion of the Director and organization representatives of that age group)
  - Advanced 9U / 10U (Kid Pitch, combined on certain occasions at the discretion of the Director and organization representatives of that age group)
  - 12U (Kid Pitch, combined 11U and 12U kids)
  - 14U (Kid Pitch, combined 13U and 14U kids)



- 12.5. Spring baseball players will be registered in the appropriate league based upon the player's age as of May 1. Fall baseball players will be registered for the appropriate league based upon which league the player will play in the following Spring baseball.
- 12.6. All players participating in the DFW Interlock are considered Rec or Advanced-Rec level, no players considered Select (D1-D3 or AA-Majors) will be allowed to participate during a season. If a player has participated in a previous season at the Select level and has chosen to return to play in a city's organized rec program, they will be allowed to participate once again in the DFW Interlock.
- 12.7. All teams participating in the DFW Interlock are affiliated with a city organization that has been approved for DFW Interlock membership.
- 12.8. Players shall not participate with more than one league at the same time.
- 12.9. A player shall not move from one organization to another within a common or overlapping boundary in the same season.
- 12.10. DFW Interlock is a volunteer-based organization and does not sanction payment to coaches.
- 12.11. Each team will submit the name and phone number of the head coach upon registration to help facilitate team communication (league notification, schedule updates, rainouts, etc).
- 12.12. All coaches participating in the DFW Interlock should be vetted by their home organization and should have an active, passing grade background check on file with their respective organizations.
- 12.13. All teams participating in the DFW Interlock should submit a roster with first and last name of each player participating on their team.

### **13. DRAFT RULES**

- 13.1. Players should be selected by a draft process for both the Fall and Spring seasons in their respective organizations.

### **14. DFW INTERLOCK ON-FIELD OBJECTIVES**

- 14.1. The objective of the DFW Interlock baseball association is to provide supervised baseball programs that will be enjoyable, educational, and challenging for the youth of our communities. The attainment of exceptional athletic skill and the winning of games are secondary to this objective.
- 14.2. The goal is to provide opportunities for youth baseball at different age groups and be available to supplement the member organizations when they are unable to field enough teams in their own divisions to offer a variety of play.

- 14.3. The DFW Interlock offers Advanced Recreational Baseball (Advanced-Rec) for division ages of 6U (Spring season only), 7U, 8U, 9U, and 10U. It offers Recreational Baseball (Rec) for division ages of 12U and 14U.
- 14.4. The development and growth of all players in the league is stressed and encouraged over the ability to just produce winning teams.

## **15. CONDUCT**

- 15.1. Any DFW Interlock participant (participant is defined as: player, parent, guardian) who is reported to the association in writing for using profane language, acting in an unsportsmanlike manner, and/or under the influence of intoxicating beverages or illegal and/or controlled substance, any time or place in conjunction with a DFW Interlock function, will be subject to disciplinary action.
- 15.2. The use of tobacco in any form by managers or coaches during games, practice games, or practices is prohibited.
- 15.3. If any person is ejected from a game for any reason, he/she will leave the field area immediately. If the ejected person continues to disrupt the game they will be asked to leave the park. Failure to abide by this rule will constitute a forfeited game. A person ejected may be suspended from the program for the duration of the year upon review by the DFW Interlock association.
- 15.4. If a person is ejected twice in one season, they will be subject to suspension from DFW Interlock. A person may be ejected immediately from the park for poor conduct at the discretion of an official, umpire, or organization representative.
- 15.5. Any umpire officiating a game has the discretion to eject a player, coach, or fan during a game. This includes the removal of a coach or manager on behalf of a player or parent if that coach cannot keep his team or fans under control.
- 15.6. Any coach or player ejected from a DFW Interlock game will also be removed from the next game on the team's schedule. If a coach or a player is ejected from game 1 of a double header, they will serve their 1-game suspension during game 2 of the same double header.

## **16. PENALTIES**

- 16.1. Penalty for use on an ineligible player, upon appeal by the opposing coach or notification by the official scorer or league officers, when the official scorebook or other league records verify the ineligibility of the layer concerned, shall be immediate removal of the player from the lineup and ejection of the Head Coach from the game. Both the player and the coach shall be ineligible to participate in the next scheduled game played by the team.

- 16.1.1. An ineligible player can be defined as one who is legally a member of the league, but who is ineligible to play or to pitch in a particular game or games because of the limitations set forth in these Bylaws and Standing Rules, or as the result of a previous rules violation or disciplinary action.
  - 16.1.2. An ineligible player can be defined as one who is not legally a member of the league based on their participation at the Select level (D1-D3 or AA-Majors) for an independent organization or via a violation of the substitution rules on a city-sponsored select team.
  - 16.1.3. For purpose of interpreting this rule, a player shall not be considered in violation of the rules until at least one pitch has been thrown to the batter after the point of violation.
- 16.2. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to the penalties stated for use of an ineligible player in this rule. The Head Coach will be ejected from the current game and suspended for one more game for the pitching violation.
- 16.3. Illegal equipment shall be removed from the game.
- 16.3.1. Penalty for use of illegal shoes shall be removal of the shoes from the game, and, if no other legal footwear is available, removal of the affected player or players from the lineup.
  - 16.3.2. Players who do not wear complete conventional uniforms, protective headgear and catching equipment as required by these rules shall be removed from the lineup.
  - 16.3.3. Players who intentionally, in the judgment of the umpire, throw bats or helmets or discard helmets while batting or running the bases can be ejected from the game following completion of any play in progress. Such action does not constitute an out and such players shall be replaced as batters or base runners if appropriate.

## **17. PROTESTS**

- 17.1. Game protests are not permitted in DFW Interlock play. If a coach has an issue with an opponent, official, field conditions, etc; they can submit their complaint in writing to their league representative and that can be presented to the association for discussion. Game outcomes will not be changed but rule reminders, re-enforcements, and future updates may be made.
- 17.2. An exception to protests may be considered based on roster violations by any team participating in DFW Interlock. If a violation is confirmed, the offending team could potentially be forced to forfeit the game in which the ineligible player participated.

# SEASON SCHEDULING

## 18. SEASON FORMAT

- 18.1. The DFW Interlock makes attempts to only schedule double-headers for all age groups and divisions and prefers to utilize Saturdays and/or Sunday afternoons, whenever possible.
- 18.2. Weeknight double-headers are also possible for teams when necessary but the preference is to minimize those to have them available for rainouts and make-up play.
  - 18.2.1. Whenever possible, weeknight double-headers are requested to start no later than 6:00pm unless agreed upon by both coaches and league representatives.
- 18.3. The home team (physical host) of the double-headers are to cover the cost and scheduling of umpires for the games.
- 18.4. Whenever possible, cities with multiple teams participating in an age group / division should be given a minimum of one (1) game verses each of their home association teams and a maximum of three (3) games.
- 18.5. Season schedule requests are allowed by teams upon registration (up to two per team) but cannot be guaranteed. Schedulers should make all attempts to honor requests whenever possible.
- 18.6. Each team will be scheduled for six (6) double-headers or the equivalent of twelve (12) single games over the course of a season.
  - 18.6.1. Full 12-game seasons are not guaranteed and could be disrupted by weather, forfeitures, or other acts of God.
  - 18.6.2. Attempts for make-ups will always be made in the hopes to provide a full season of play for each participating team.
- 18.7. End of Season tournament games are not counted in the regular season schedule games. See **Section 27** for more information on the EOS Tournament.
- 18.8. Attempts will be made for each team to have equal distribution of physical home and away games but no guarantees can be made.

## **19. SCHEDULING**

- 19.1. Scheduling for each season is handled via combination between DFW Interlock league representatives and field schedulers for each individual organization or city
- 19.2. Each season a date is set for all teams wishing to participate in DFW Interlock play and will be made available to all league representatives. Any teams not registered by that date will be unable to participate that season.
- 19.3. Once all teams are registered, league representatives will begin the process of handling matchups for the season among the teams participating in each division.
- 19.4. Upon completion of the season match-ups, field schedulers for each organization or city will receive the match-up schedules and begin to provide dates, times, and field locations for each of the double-headers or individual games located at their facilities.
- 19.5. Once the final schedules have been added and approved to the master spreadsheet, all games will be moved to the website and considered final for that season. Any requests after the final schedule has been posted will need to be made by a head coach to their league representative who would then present that request to the opposing league/team.
  - 19.5.1. Schedule change requests are not guaranteed.
- 19.6. Any games not played by a team could result in a forfeiture.

## **20. MAKE-UP SCHEDULING**

- 20.1. Make-up games or double-headers for any reason should follow the process outlined below to be put back on the schedule:
  1. Coaches get in touch with each other first to confirm their availability of 2-3 upcoming dates.
  2. Host city coach contacts their league representative to confirm field and umpire availability based on agreed upon dates.
  3. Host city confirms field/umpire and approves.
  4. Host city representative contacts website updater to get moved on the schedule.

# GENERAL BASEBALL RULES

## 21. GENERAL BASEBALL RULES (6U-14U)

### 21.1. Regular Season Games

21.1.1. They shall be played using the following set of rules in reverse order of precedence:

21.1.1.1. DFW Interlock Official Rules

21.1.1.2. Agreed upon changes with the opposing coach at the pre-game umpires meeting

21.1.1.3. Official NCS Rules for any rule not covered in 8.1.1.1 or 8.1.1.2  
<https://playncs.com/baseball/Rules/>

### 21.2. Players

21.2.1. Each team must bat their entire roster.

21.2.2. If a team has less than 9 players in attendance, then they may “borrow” a registered player from another team in their organization as long as they are eligible to play in that league. They cannot be a Select player (city-affiliated or independent) or a player from an older age group. Any “borrowed” players must bat last and play outfield.

21.2.3. If a coach plays an ineligible player, that player shall be immediately removed from the line-up and the head coach shall be ejected. If it is not determined that the player was ineligible until after the contest, the game shall stand as played, but the coach will have to sit out the next scheduled game. Ineligible players are outlined in Section 6 of this DFW Interlock Bylaws document.

21.2.4. If a player or coach is ejected for any reason, he/she shall sit out the next scheduled game as well.

21.2.5. Teams 8U and under are allowed to play with up to ten (10) defensive fielders though if utilizing all 10, four (4) of them must start the play in the outfield; they must remain in the outfield until the ball has been put in play by the batter. All teams 9U and up are allowed a maximum of nine (9) players in the field.

### 21.3. Game Play Substitutions

21.3.1. Free substitutions are allowed as long as the “playing time” guidelines from each league are followed.

- 21.3.2. Courtesy runners are allowed and encouraged for the pitcher (9u and up) and catcher of the previous inning. The courtesy runner must be the last batted out. If the last batted out is the other half of the battery, then the courtesy runner would be the second to last batted out.

#### 21.4. Post Season Tournaments

- 21.4.1. The DFW Interlock will give all effort to provide an End of Season Tournament during the Spring season only. The format would be a single-elimination tournament and seedings for the tournament are randomly distributed; not based on season standings or records.
- 21.4.2. Each participating city in the DFW Interlock is asked to help support the End of Season tournament by hosting games or providing financial support for umpires to the cities who are hosting.
- 21.4.3. See **Section 27** of this Bylaws document for more information on End of Season Tournament hosting and participation.

#### 21.5. Equipment

- 21.5.1. Anyone who leaves the dugout on the team at bat must wear a protective helmet that covers both ears. This includes batters, base runners, players warming up in the on-deck circle, players coaching bases or players shagging foul balls.
- 21.5.2. Batting helmets are encouraged at practice for all teams, whether in the cages or on the field.
- 21.5.3. Catchers must have on the full complement of catching gear, including a cup and a hockey-style mask covering full their full head.
- 21.5.4. Metal spikes are only allowed in the 14U division and are subject to specific league/field rules. If an organization has rules about metal spikes at their facilities, it overrides any rules outlined here. Any player found with metal spikes at a facility that clearly states they are not allowed will be asked to change into appropriate footwear or be removed from the game until they can be replaced.
- 21.5.5. The bat used must be appropriate to that age group and include USA Baseball stamp; be 1.15 BPF certified; or BBCOR.
  - 21.5.5.1. All bat regulations will follow the NCS guidelines on legal/illegal bats and limitations for each age.

#### 21.6. Pitching

- 21.6.1. The DFW Interlock has adopted the MLB Pitch Smart pitching guidelines for all recreation baseball and tournament play. Pitch counts for youth and adolescent pitchers can be viewed here: <http://m.mlb.com/pitchsmart/pitching-guidelines/>
- 21.6.2. Addendum attached to bylaws of Pitch Count Limits and Required Rest Recommendations by MLB Pitch Smart.
- 21.6.3. The goal of DFW Interlock is development of all players in the league. This includes giving opportunities for all of your team to try out pitching (when there is no safety risk). Season standings/records have no bearing on End of Season Tournament play thus encouraging coaches to not overuse pitchers during the regular season and “growing their bench” via league play games.

#### 21.7. Run Rules

- 21.7.1. The following run rule for a completed game is in effect for all age groups and divisions:
  - 21.7.1.1. 15 after 3 innings, 10 after 4 innings or 8 after 5 innings
- 21.7.2. 5 inning run rule limits (maximum runs allowed per team, per inning) for each group and division.

#### 21.8. Equal Play Rules

- 21.8.1. Equal Play rules are enforced in DFW Interlock play, each age group has their own specific equal play rules outlined in their rules section of this document.

#### 21.9. Home / Visitor Determination

- 21.9.1. For each double-header, both teams will be awarded one time to be the home team and given the opportunity for last at-bat. This rule does not matter where the physical location of the games are being played.
- 21.9.2. There are no rules in place on who has the home / visitor dugout at any parks in the DFW Interlock. Dugouts are first come, first serve.

#### 21.10. Scorekeeping

- 21.10.1. The home team shall provide a responsible and qualified person to serve as the official scorekeeper for each ball game. The official scorekeeper may be from the visiting team only if the home team agrees.
- 21.10.2. The official scorekeeper shall assist the coaches and umpires with run limits, proper batting order and recording the actual starting game time. If there is confusion on the field as to number of runs,



outs or the count, the umpire may retrieve that information from the official scorekeeper.

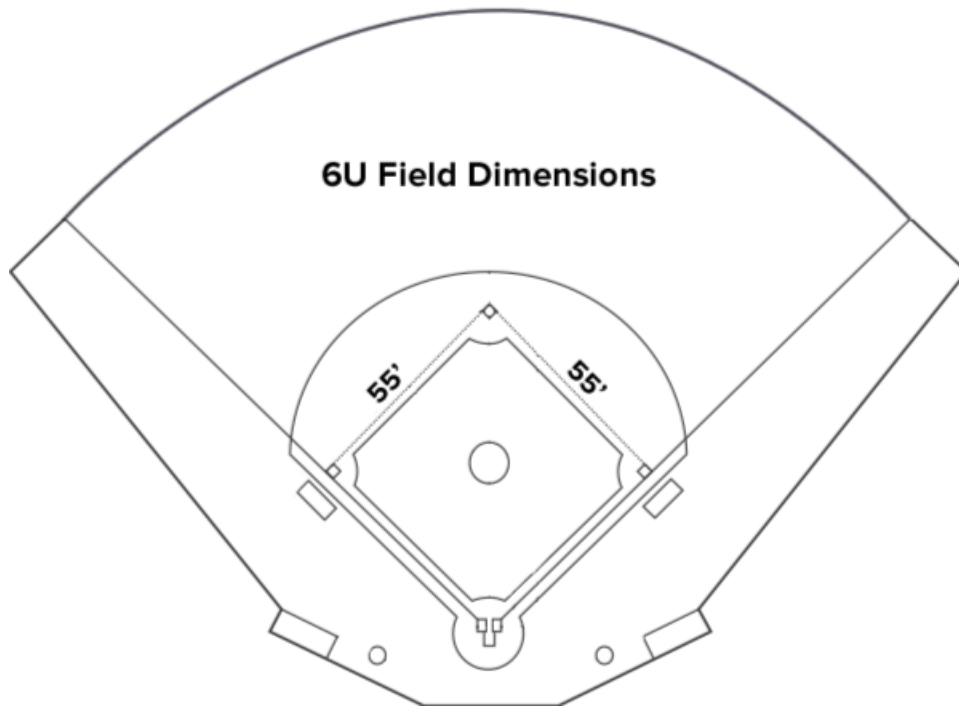
#### 21.11. GameChanger

21.11.1. All teams 9U and above are asked to utilize GameChanger (<https://gc.com/home/baseball>) and include full rosters for efficient tracking during their games.

#### 21.12. Umpires

21.12.1. There should be two official umpires present at each ball game (except 6U-8U where one can be deemed sufficient). However, the game will be played if only one official umpire is present at game time. In the event no official umpire is available at the scheduled game time, and the league representative is unable to appoint temporary umpires who are acceptable to both teams involved, the game will be rescheduled at a later date.

## 22. 6U RULES



### 22.1. Ages

- 22.1.1. 6U division players who turn 7 prior to May 1 of the current season are not eligible unless they are in Kindergarten. Also, any player turning 8 prior to May 1 will not be eligible. Players who are 6U are eligible for this division regardless of their grade.

### 22.2. Equipment

- 22.2.1. Catchers are required to wear protective gear. The catcher must be behind the cut-off grass behind the plate during the at bat, but may advance to the plate upon play. Catchers may wear a regular fielder's glove.
- 22.2.2. Ball type: Rawlings R200USSSA baseball or other manufacturer's equivalent. No "soft" balls used in DFW Interlock play.
- 22.2.3. Bats allowed: All bats must be labeled with either the USSSA 1.15 BPF stamp or the USA Baseball stamp. Per NCS rules, either is acceptable for game use. Please see examples of the stamps below:



### 22.3. Field of Play

22.3.1. The bases shall be placed 55 feet apart.

22.3.2. A ten foot arc is to be inscribed in front of home plate. Any ball hit off the tee must pass over the arc to be in play or it is a foul ball. (If the game is played on a grass field, the cut of the grass can be used instead of a chalk line).

22.3.3. Pitching: 40 feet from rubber to back of home plate

### 22.4. Length of Game

22.4.1. 1 hour 15 min or 6 innings, whichever comes first. No inning will be started after the time limit of 1 hour 15 minutes is reached. At the time limit, if the visiting team cannot at least tie the game or once the home team take the lead, the game is completed.

### 22.5. Game Overview

22.5.1. Infield Fly Rule: No infield fly rule in effect

22.5.2. Max Runs: 5 runs per inning

22.5.3. Mercy Rule: Yes; If the home team is leading by the mercy rule amount going into the bottom half of the inning, the game is over.

- 15 runs after 3 innings
- 11 runs after 4 innings
- 6 runs after 5 innings

22.5.4. Ties are allowed in 6U league play.

22.5.5. Base Running:

22.5.5.1. No leadoffs

22.5.5.2. No stealing

22.5.5.3. The bat must strike the ball before any base runner can leave the base.

22.5.6. No bunting, slash bunting, or slashing allowed.

22.5.7. Any play at the plate requires a feet-first slide. A head first slide or no-slide will result in an automatic out.

### 22.6. Team Formation

22.6.1. Coach Look & draft (if more than 1 team) from organization's Rec or Advanced-Rec divisions.

22.6.2. Players who played in their home organization's Premier division during the season are allowed to sub for their home organization's AA/D3 team for one (1) weekend *OR* if organization's DFW Interlock

team (Rec or Advanced-Rec) played in no more than one (1) sanctioned tournament (Travel Sports, NCS, Triple Crown, KC&BO USSSA, Perfect Game, PAC Sports, 24 Sports, Rocker B, The Ranch, etc) during that season they are still eligible to play in DFW Interlock and End of Season Tournament.

- 22.6.3. Guest players on a DFW Interlock team must be from Rec or Advanced-Rec (Premier) teams only and should be from your home association. No Select players are allowed in the DFW Interlock. If a player played in Select in a previous season but has returned to your Rec program for the current season, they are eligible as a guest player.
- 22.6.4. Max of two (2) guest players are allowed per game. They must bat last or 2nd-to-last and play OF or C positions.
- 22.6.5. Guest players must be declared by the Head Coach at the plate meeting.
- 22.6.6. All-Star participation will be determined at-will by host city tournament directors and DFW Interlock player participation rules could potentially be in conflict with All-Star tournament rules.

## 22.7. Scoring the Game

- 22.7.1. A half inning consists of three (3) outs or five runs score. There is a limit of five (5) runs per half inning. If the score is tied when the last full inning is completed after time expires, the game shall end in a tie (except for End of Season Tournament games which will result in California tiebreaker).
- 22.7.2. Games called for any reason shall be considered complete games if three innings have been completed. If games are called in less than three innings are to be continued, they shall be continued from point of curtailment.
- 22.7.3. A line-up card must be presented to the opposing coach and scorekeeper with the batting order and must include the player's name and jersey number. It should also include a script of the intended defensive positions (inning by inning) as well.
- 22.7.4. All games may start with 8 fielders without penalty, but no more than 10 fielders (4 outfielders).

All players who attend the game will bat in a continuous batting order (all players will bat) and play under the free substitution rule. If a player leaves due to injury or illness or any other reason, no out shall be recorded (skip their turn in the batting order).

If a player is ejected, his turn in the batting order will be declared out. If a player is ejected and a team has less than 8 active players, a forfeit will be declared.

Should a player arrive after the game has started, that player shall bat in his submitted lineup spot, or at the end of the lineup, should his turn already passed.

## 22.8. Pitching Rules

- 22.8.1. All players will receive up to five (5) pitches from the coach pitcher. If the player does not hit or make contact with the fifth pitch, the player will hit from a tee and have two (2) attempts. If the player is not successful after the second attempt from the tee, the player will be called out.
- 22.8.2. Players who hit the ball foul after the 5th pitch will continue to receive pitches until they either hit a fair ball or swing and miss. Players who hit a foul ball after the 2nd attempt from the tee will be called out.
- 22.8.3. The defensive player in the pitcher position will take his position to the left or the right of the coach pitcher and must keep one foot in the dirt portion of the mound until the ball is hit. The defensive player may not be positioned in front of or behind the coach pitcher.
- 22.8.4. The defensive player in the pitcher position is requested to wear protective equipment: a chest protector and/or face protection as determined by their home association.

## 22.9. Coach Pitcher Responsibilities

- 22.9.1. Must pitch from the pitching rubber and keep one foot in contact with the rubber until the ball is thrown. (if agreeable to both coaches/ teams, coach pitcher may pitch from no closer than front edge of pitching circle. Use discretion for player/coach safety.)
- 22.9.2. Must pitch from a standing position, throw overhand.
- 22.9.3. May not coach the players at any time while performing his coach pitcher responsibilities, including coaching of the player at bat and coaching while play is in progress.
- 22.9.4. Must leave the field of play immediately after the ball is batted. The coach pitcher must remain in foul territory on either the first base or third base side until the play is over. The coach pitcher may not be behind the plate in foul territory.

22.9.5. Anyone who interferes with the fielding or throwing of a ball in fair or foul territory, shall be called for interference and the batter will be called out.

#### 22.10. Batted Ball

22.10.1. Any ball that strikes a coach pitcher is a dead ball and treated as a foul ball (strike) and counted as a pitch for the batter.

22.10.2. Any batted ball from a coach pitcher that settles in fair territory is considered a fair ball. The ball does not have to reach the grass to be considered fair.

22.10.3. Any ball hit from a tee must pass the grass cutout or deemed by the umpire to be in play (in the event there is no grass infield) to be considered a fair ball.

22.10.4. Any ball hit from a tee may result in at most, a 2-base hit. Base runners may advance a maximum of two (2) bases.

#### 22.11. Game Play Rules

22.11.1. On overthrows, base runners may advance one (1) base at their own risk. Limit of one overthrow per play (play stops after runner/s advance 1 base at their own risk).

22.11.2. Play stops when ball crosses base path from throw-ins from the outfield and in control of the defense. At this point, the umpire shall call TIME. Trailing runners may not advance when the lead runner has broken full stride.

22.11.3. Play stoppage is at umpire's discretion and is not subject to appeal.

22.11.4. 1st base: Runners running past 1st base in foul territory shall not be tagged out. However, once they are past 1st base, if they turn towards 2nd in an aggressive manner, they may be tagged out, unless they are on the base.

22.11.5. Obstruction: Fielders, when not in motion to field the ball, shall not block the base paths or base. Any runner interfered with while running shall be awarded the next base, if determined by the umpire, that he would have made safely had the obstruction not occurred.

- 22.11.6. Base runners shall not leave the base before the ball is hit in play. Coach can appeal to the home plate umpire after a pitch, who upon seeing a base runner not on the base, can call him out.
- 22.11.7. Outfielders must be no closer than the edge of the grass. In the event there is no dirt infield or separation between infield/outfield, umpires shall make the determination on how close an outfielder may be allowed to the infield.
- 22.11.8. Coaches must be around the dugout area by the entrances. A single coach is permitted to be behind the catcher to help throw the ball back to the coach pitcher and move the bat out of the way.
- 22.11.9. Any offensive player must wear a helmet. This includes: batters, those on on-deck circle, base runners, and bat boys.

#### 22.12. Equal Play Rules

- 22.12.1. No player can sit out defensively more than two innings.
- 22.12.2. No player shall sit out defensively twice before all players sit out defensively once.
- 22.12.3. Each player must play 1 inning in the infield and outfield within the first 3 innings.
- 22.12.4. Catcher is considered an infield position.
- 22.12.5. No player shall play the same infield position more than 3 innings total in a game.
- 22.12.6. Defensive lineup deviations due to injury or illness may be agreed upon by both coaches.
- 22.12.7. Coaches shall exchange lineup cards with batting order and defensive lineup covering the first 3 innings with infield positions highlighted.
- 22.12.8. Coaches are allowed one challenge of a violation of the Equal Play Rules, and must present evidence to the umpire. At the umpire's discretion, he will call for the opposing team to correct it. Coaches will retain the right to challenge if it is upheld. If the challenge is overruled, (an erroneous challenge) then that coach would lose the right to challenge for the remainder of the game. Upon a 2nd violation of Equal Play Rules, the coach shall be ejected.
- 22.12.9. If a challenge is upheld, the challenging coach shall file the violation with his home association Interlock contact, who will notify the other associations. For the next DFW Interlock game, this team must now

provide a lineup card featuring defensive alignments for all 6 innings, and will not be allowed to deviate except for injury or illness reasons.

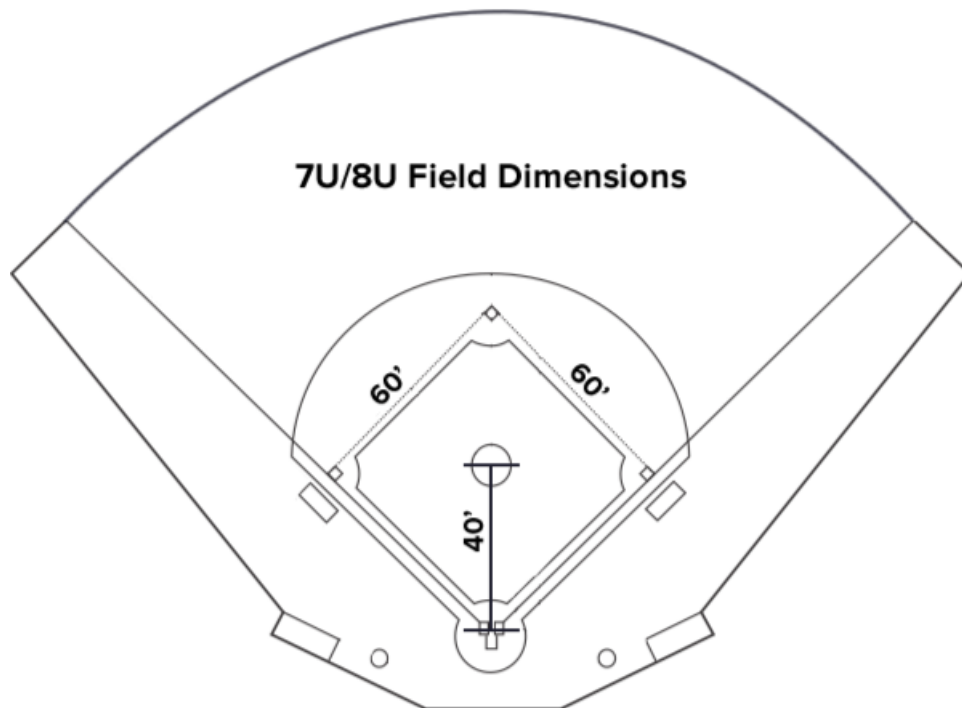
22.12.10. During EOS Tournament, the only Equal Play Rules required are:  
Teams must bat entire roster and no player will sit twice before all other players have sat at least once.

#### 22.13. Additional Resources

22.13.1. Unless specified here, all other rules shall follow NCS National Rules:  
<https://playncs.com/baseball/Rules/Details/1/national-baseball-rules>



## 23. 7U & 8U RULES



### 23.1. Ages

23.1.1. 7U division players who turn 8 prior to May 1 of the current season are not eligible unless they are in the 1st grade. Also, any player turning 9 prior to May 1 will not be eligible. Players who are 7u are eligible for this division regardless of their grade.

23.1.2. 8U division players who turn 9 prior to May 1 of the current season are not eligible unless they are in the 2nd grade.

### 23.2. Equipment

23.2.1. Catchers are required to wear protective gear.

23.2.2. Ball type: Rawlings R200USSSA baseball or other manufacturer's equivalent

23.2.3. Bats allowed: All bats must be labeled with either the USSSA 1.15 BPF stamp or the USA Baseball stamp. Per NCS rules, either is acceptable for game use. Please see examples of the stamps below:



### 23.3. Field of Play

23.3.1. The bases shall be placed 60 feet apart.

23.3.2. Pitching: 40 feet from rubber to back of home plate

### 23.4. Length of Game

23.4.1. 1 hour 15 min or 6 innings, whichever comes first. No inning will be started after the time limit of 1 hour 15 minutes is reached. At the time limit, if the visiting team cannot at least tie the game or once the home team take the lead, the game is completed.

### 23.5. Game Overview

23.5.1. Infield Fly Rule: No infield fly rule in effect

23.5.2. Max Runs: 5 runs per inning

23.5.3. Mercy Rule: Yes; If the home team is leading by the mercy rule amount going into the bottom half of the inning, the game is over.

- 15 runs after 3 innings
- 11 runs after 4 innings
- 6 runs after 5 innings

23.5.4. Ties are allowed in 7U and 8U league play.

23.5.5. Base Running:

23.5.5.1. No leadoffs

23.5.5.2. No stealing

23.5.5.3. The bat must strike the ball before any base runner can leave the base.

23.5.6. No bunting, slash bunting, or slashing allowed.

23.5.7. Any play at the plate requires a feet-first slide. A head first slide or no-slide will result in an automatic out.

### 23.6. Team Formation & Guest Players

23.6.1. Coach Look & draft (if more than 1 team) from organization's Rec or Advanced-Rec divisions.

23.6.2. Players who played in their home organization's Premier division during the season are allowed to sub for their home organization's AA/D3 team for one (1) weekend *OR* if organization's DFW Interlock team (Rec or Advanced-Rec) played in no more than one (1) sanctioned tournament (Travel Sports, NCS, Triple Crown, KC&BO USSSA, Perfect Game, PAC Sports, 24 Sports, Rocker B, The Ranch,

etc) during that season they are still eligible to play in DFW Interlock and End of Season Tournament.

- 23.6.3. Guest players on a DFW Interlock team must be from Rec or Advanced-Rec (Premier) teams only and should be from your home association. No Select players are allowed in the DFW Interlock. If a player played in Select in a previous season but has returned to your Rec program for the current season, they are eligible as a guest player.
- 23.6.4. Max of two (2) guest players are allowed per game. They must bat last or 2nd-to-last and play OF or C positions.
- 23.6.5. Guest players must be declared by the Head Coach at the plate meeting.
- 23.6.6. All-Star participation will be determined at-will by host city tournament directors and DFW Interlock player participation rules could potentially be in conflict with All-Star tournament rules.

#### 23.7. Scoring the Game

- 23.7.1. A half inning consists of three (3) outs or five runs score. There is a limit of five (5) runs per half inning. If the score is tied when the last full inning is completed after time expires, the game shall end in a tie (except for End of Season Tournament games which will then trigger a California Tiebreaker).
- 23.7.2. Games called for any reason shall be considered complete games if three innings have been completed. If games are called in less than three innings are to be continued, they shall be continued from point of curtailment.
- 23.7.3. A line-up card must be presented to the opposing coach and scorekeeper with the batting order and must include the player's name and jersey number. It should also include a script of the intended defensive positions (inning by inning) as well.
- 23.7.4. All games must start with at least 8 fielders, taking an out in the 9th spot of the batting order. If there are at least 9 fielders, no out for the missing 10th spot will be taken.
- 23.7.5. All players who attend the game will bat in a continuous batting order (all players will bat) and play under the free substitution rule. If a player leaves due to injury or illness or any other reason, no out shall be recorded (skip their turn in the batting order) unless there are less than 9 active players.

- 23.7.6. If a player is ejected, his turn in the batting order will be declared out. If a player is ejected and a team has less than 8 active players, a forfeit will be declared.
- 23.7.7. Should a player arrive after the game has started, that player shall bat in his submitted lineup spot, or at the end of the lineup, should his turn already passed.

#### 23.8. Pitching Rules

- 23.8.1. A batter shall be declared out after 3 strikes (swing/miss, or foul-tip ball caught on 3rd strike) or 6 pitches, whichever comes first. If the batter fouls off the 6th pitch, the batter will continue to receive pitches until there is a swing and a miss or the ball is put into fair territory or a fouled off ball is caught.
- 23.8.2. The defensive player in the pitcher position will take his position to the left or the right of the coach pitcher and must keep one foot in the dirt portion of the mound until the ball is hit. The defensive player may not be positioned in front of or behind the coach pitcher.
- 23.8.3. The defensive player in the pitcher position is requested to wear protective equipment: a chest protector and/or face protection as determined by their home association.

#### 23.9. Coach Pitcher

- 23.9.1. Must pitch from the pitching rubber and keep one foot in contact with the rubber until the ball is thrown.
- 23.9.2. Must pitch from a standing position, throw overhand.
- 23.9.3. May not coach the players at any time while performing his coach pitcher responsibilities, including coaching of the player at bat and coaching while play is in progress.
- 23.9.4. Must leave the field of play immediately after the ball is batted. The coach pitcher must remain in foul territory on either the first base or third base side until the play is over. The coach pitcher may not be behind the plate in foul territory.
- 23.9.5. Anyone who interferes with the fielding or throwing of a ball in fair or foul territory, shall be called for interference and the batter will be called out.

#### 23.10. Batted Ball

- 23.10.1. Any ball that strikes a coach pitcher is a dead ball and treated as a foul ball (strike) and counted as a pitch for the batter.

- 23.10.2. A ball that strikes the coach pitcher and is the final allowed pitch to the batter: If the umpire determines that the coach pitcher could have gotten out of the way, the batter is out. If the umpire determines that the coach pitcher could not have gotten out of the way, it is a dead ball, and the batter shall receive another pitch.
- 23.10.3. A ball that settles in fair territory is considered a fair ball. No need for ball to reach grass.

#### 23.11. Game Play Rules

- 23.11.1. On overthrows, base runners may advance at their own risk.
- 23.11.2. Play stops when ball crosses base path from throw-ins from the outfield and in control of the defense. Defense must control the lead runner. At this point, the umpire shall call TIME. Trailing runners may not advance when the lead runner has broken full stride.
- 23.11.3. Play stoppage is at umpire's discretion and is not subject to appeal.
- 23.11.4. 1st base: Runners running past 1st base in foul territory shall not be tagged out. However, once they are past 1st base, if they turn towards 2nd in an aggressive manner, they may be tagged out, unless they are on the base.
- 23.11.5. Obstruction: Fielders, when not in motion to field the ball, shall not block the base paths or base. Any runner interfered with while running shall be awarded the next base, if determined by the umpire, that he would have made safely had the obstruction not occurred.
- 23.11.6. Base runners shall not leave the base before the ball is hit in play. Coach can appeal to the home plate umpire after a pitch, who upon seeing a base runner not on the base, can call him out.
- 23.11.7. Outfielders must be no closer than the edge of the grass. In the event there is no dirt infield or separation between infield/outfield, umpires shall make the determination on how close an outfielder may be allowed to the infield.
- 23.11.8. Coaches must be around the dugout area by the entrances. A single coach is permitted to be behind the catcher to help throw the ball back to the coach pitcher and move the bat out of the way.
- 23.11.9. Any offensive player must wear a helmet. This includes: batters, those on on-deck circle, base runners, and bat boys.

#### 23.12. Equal Play Rules

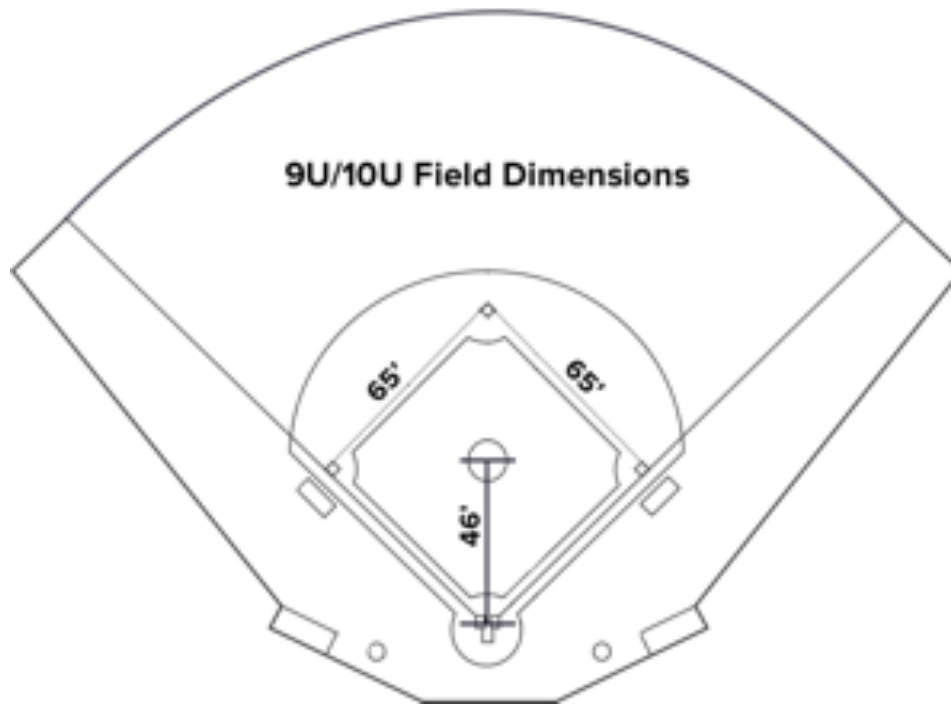
- 23.12.1. No player can sit out defensively more than two innings.

- 23.12.2. No player shall sit out defensively twice before all players sit out defensively once.
- 23.12.3. Each player must play 1 inning in the infield and outfield within the first 3 innings.
- 23.12.4. Catcher is considered an infield position.
- 23.12.5. No player shall play the same infield position more than 3 innings total in a game.
- 23.12.6. Defensive lineup deviations due to injury or illness may be agreed upon by both coaches.
- 23.12.7. Coaches shall exchange lineup cards with batting order and defensive lineup covering the first 3 innings with infield positions highlighted.
- 23.12.8. Coaches must position themselves around the dugout area by the entrances while the ball is in play. Only the team's head coach may approach the umpires to discuss a call or rules interpretation. Assistant coaches may not leave the dugout or coaches' box to discuss a call on the field. Note: for the game, the head coach will be designated as the coach who attends the plate meeting with the umpires.
- 23.12.9. Coaches are allowed one challenge of a violation of the Equal Play Rules, and must present evidence to the umpire. At the umpire's discretion, he will call for the opposing team to correct it. Coaches will retain the right to challenge if it is upheld. If the challenge is overruled, (an erroneous challenge) then that coach would lose the right to challenge for the remainder of the game. Upon a 2nd violation of Equal Play Rules within the game, the coach shall be ejected.
- 23.12.10. If a challenge is upheld, the challenging coach shall file the violation with his home association Interlock contact, who will notify the other associations. For the next DFW Interlock game, this team must now provide a lineup card featuring defensive alignments for all 6 innings, and will not be allowed to deviate except for injury or illness reasons.
- 23.12.11. During EOS Tournament, the only Equal Play Rules required are: Teams must bat entire roster and no player will sit twice before all other players have sat at least once.

### 23.13. Additional Resources

23.13.1. Unless specified here, all other rules shall follow NCS National Rules:  
<https://playncs.com/baseball/Rules/Details/1/national-baseball-rules>

## 24. 9U & 10U RULES



### 24.1. Ages

- 24.1.1. 9U division players who turn 10 prior to May 1 of the current season are not eligible unless they are in the 3rd grade. Also, any player turning 11 prior to May 1 will not be eligible. Players who are 9U are eligible for this division regardless of their grade.
- 24.1.2. 10U division players who turn 11 prior to May 1 of the current season are not eligible unless they are in the 4th grade. Also, any player turning 12 prior to May 1 will not be eligible. Players who are 10U are eligible for this division regardless of their grade.

### 24.2. Equipment

- 24.2.1. Catchers are required to wear protective gear.
- 24.2.2. Ball type: Rawlings R200USSSA baseball or other manufacturer's equivalent
- 24.2.3. Bats allowed: All bats must be labeled with either the USSSA 1.15 BPF stamp or the USA Baseball stamp. Per NCS rules, either is acceptable for game use. Please see examples of the stamps below:





### 24.3. Field of Play

24.3.1. The bases shall be placed 65 feet apart.

24.3.2. Pitching: 46 feet from rubber to back of home plate

### 24.4. Length of Game

24.4.1. 1 hour 30 min or 6 innings, whichever comes first. No inning will be started after the time limit of 1 hour 30 minutes is reached. At the time limit, if the visiting team cannot at least tie the game or once the home team take the lead, the game is completed.

### 24.5. Game Overview

24.5.1. Infield Fly Rule: Yes, Infield Fly rule is in effect

24.5.2. Max Runs: 5 runs per inning

24.5.3. Mercy Rule: Yes; If the home team is leading by the mercy rule amount going into the bottom half of the inning, the game is over.

- 15 runs after 3 innings
- 11 runs after 4 innings
- 6 runs after 5 innings

24.5.4. Ties are allowed in 9U and 10U league play.

24.5.5. Base Running:

24.5.5.1. Loose bases

24.5.5.2. Stealing allowed

24.5.6. A dropped 3rd strike is a live baseball

24.5.7. A single balk warning per pitcher can be issued by the umpire (umpire discretion at the plate meeting)

24.5.8. No slash bunting or slashing allowed.

- 24.5.9. Any play at the plate requires a feet-first slide. A head first slide or no-slide will result in an automatic out.

#### 24.6. Team Formation & Guest Players

- 24.6.1. Coach Look & draft (if more than 1 team) from organization's Rec or Advanced-Rec divisions.
- 24.6.2. Players who played in their home organization's Premier division during the season are allowed to sub for their home organization's AA/D3 team for one (1) weekend *OR* if organization's DFW Interlock team (Rec or Advanced-Rec) played in no more than one (1) sanctioned tournament (Travel Sports, NCS, Triple Crown, KC&BO USSSA, Perfect Game, PAC Sports, 24 Sports, Rocker B, The Ranch, etc) during that season they are still eligible to play in DFW Interlock and End of Season Tournament.
- 24.6.3. Guest players on a DFW Interlock team must be from Rec or Advanced-Rec (Premier) teams only and should be from your home association. No Select players are allowed in the DFW Interlock. If a player played in Select in a previous season but has returned to your Rec program for the current season, they are eligible as a guest player.
- 24.6.4. Max of two (2) guest players are allowed per game. They must bat last or 2nd-to-last and play OF or C positions.
- 24.6.5. Guest players must be declared by the Head Coach at the plate meeting.
- 24.6.6. All-Star participation will be determined at-will by host city tournament directors and DFW Interlock player participation rules could potentially be in conflict with All-Star tournament rules.

#### 24.7. Scoring the Game

- 24.7.1. A half inning consists of three (3) outs or five runs score. There is a limit of five (5) runs per half inning. If the score is tied when the last full inning is completed after time expires, the game shall end in a tie (except for End of Season Tournament games which will then trigger a California Tiebreaker).
- 24.7.2. Games called for any reason shall be considered complete games if three innings have been completed. If games are called in less than three innings are to be continued, they shall be continued from point of curtailment.

- 24.7.3. A line-up card must be presented to the opposing coach and scorekeeper with the batting order and must include the player's name and jersey number. It should also include a script of the intended defensive positions (inning by inning) as well.
- 24.7.4. All games must start with at least 8 fielders, taking an out in the 9th spot of the batting order. If there are at least 9 fielders, no out for the missing 10th spot will be taken.
- 24.7.5. All players who attend the game will bat in a continuous batting order (all players will bat) and play under the free substitution rule. If a player leaves due to injury or illness or any other reason, no out shall be recorded (skip their turn in the batting order) unless there are less than 9 active players.
- 24.7.6. If a player is ejected, his turn in the batting order will be declared out. If a player is ejected and a team has less than 8 active players, a forfeit will be declared.
- 24.7.7. Should a player arrive after the game has started, that player shall bat in his submitted lineup spot, or at the end of the lineup, should his turn already passed.

#### 24.8. Pitching Limits

Age	Daily Max (pitches)	Required Rest (days based on number of pitches thrown)					
		0 days	1 day	2 days	3 days	4 days	5 days
9U / 10U	75	1-20	21-35	36-50	51-65	66+	N/A

#### 24.9. Pitching Details

- 24.9.1. Pitcher may finish current batter when limit reached.
- 24.9.2. Any batted ball: fair, foul, or tip count towards limit.
- 24.9.3. Neither warm-ups nor pick-off attempts are counted towards limit.

#### 24.10. Game Play Rules

- 24.10.1. Coaches must position themselves around the dugout area by the entrances while the ball is in play. Only the team's head coach may approach the umpires to discuss a call or rules interpretation. Assistant coaches may not leave the dugout or coaches' box to discuss a call on the field. Note: for the game, the head coach will be

designated as the coach who attends the plate meeting with the umpires.

24.10.2. Any offensive player must wear a helmet. This includes: batters, those on on-deck circle, base runners, and bat boys.

#### 24.11. Equal Play Rules

24.11.1. No player can sit out defensively more than two innings.

24.11.2. No player shall sit out defensively twice before all players sit out defensively once.

24.11.3. Each player must play 1 inning in the infield and outfield within the first 3 innings.

24.11.4. Catcher is considered an infield position.

24.11.5. No player shall play the same infield position more than 3 innings total in a game.

24.11.6. Defensive lineup deviations due to injury or illness may be agreed upon by both coaches.

24.11.7. Coaches shall exchange lineup cards with batting order and defensive lineup covering the first 3 innings with infield positions highlighted.

24.11.8. Coaches are allowed one challenge of a violation of the Equal Play Rules, and must present evidence to the umpire. At the umpire's discretion, he will call for the opposing team to correct it. Coaches will retain the right to challenge if it is upheld. If the challenge is overruled, (an erroneous challenge) then that coach would lose the right to challenge for the remainder of the game. Upon a 2nd violation of Equal Play Rules within the game, the coach shall be ejected.

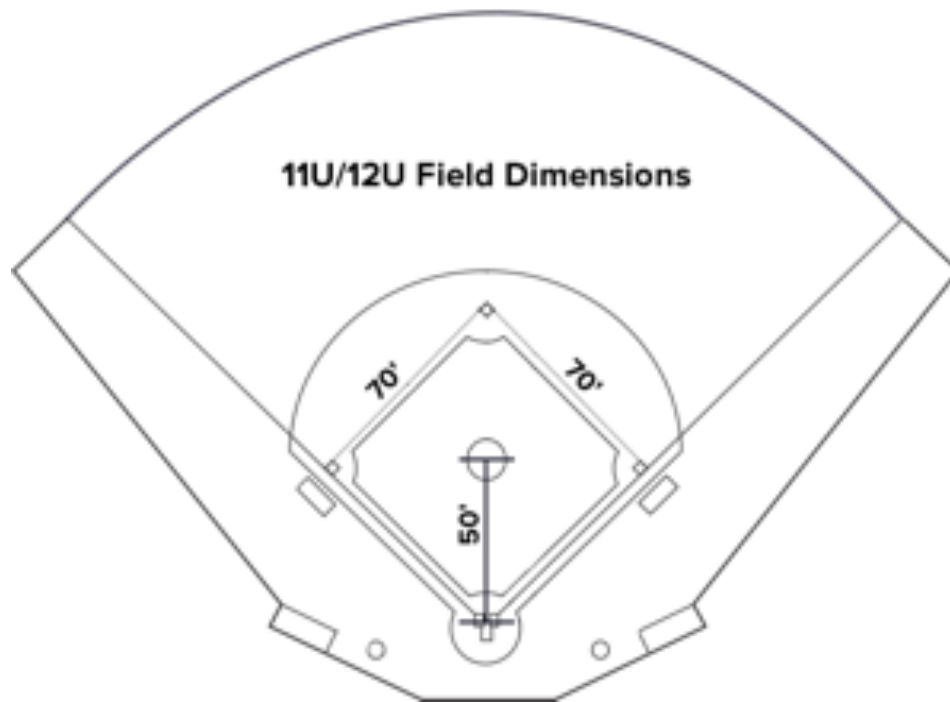
24.11.9. If a challenge is upheld, the challenging coach shall file the violation with his home association Interlock contact, who will notify the other associations. For the next DFW Interlock game, this team must now provide a lineup card featuring defensive alignments for all 6 innings, and will not be allowed to deviate except for injury or illness reasons.

24.11.10. During EOS Tournament, the only Equal Play Rules required are: Teams must bat entire roster and no player will sit twice before all other players have sat at least once.

#### 24.12. Additional Resources

24.12.1. Unless specified here, all other rules shall follow NCS National Rules:  
<https://playncs.com/baseball/Rules/Details/1/national-baseball-rules>

## 25. 11U & 12U RULES



### 25.1. Ages

- 25.1.1. 12U division players who turn 13 prior to May 1 of the current season are not eligible unless they are in the 6th grade. Also, any player turning 14 prior to May 1 will not be eligible. Players who are 12U are eligible for this division regardless of their grade.

### 25.2. Equipment

- 25.2.1. Catchers are required to wear protective gear.
- 25.2.2. Ball type: Rawlings R200USSSA baseball or other manufacturer's equivalent
- 25.2.3. Bats allowed: All bats must be labeled with either the USSSA 1.15 BPF stamp or the USA Baseball stamp. Per NCS rules, either is acceptable for game use. Please see examples of the stamps below:



### 25.3. Field of Play

25.3.1. The bases shall be placed 70 feet apart.

25.3.2. Pitching: 50 feet from rubber to back of home plate

### 25.4. Length of Game

25.4.1. 1 hour 30 min or 6 innings, whichever comes first. No inning will be started after the time limit of 1 hour 30 minutes is reached. At the time limit, if the visiting team cannot at least tie the game or once the home team take the lead, the game is completed.

### 25.5. Game Overview

25.5.1. Infield Fly Rule: Yes, Infield Fly rule is in effect

25.5.2. Max Runs: 5 runs per inning

25.5.3. Mercy Rule: Yes; If the home team is leading by the mercy rule amount going into the bottom half of the inning, the game is over.

- 15 runs after 3 innings
- 11 runs after 4 innings
- 6 runs after 5 innings

25.5.4. Ties are allowed in 9U and 10U league play.

25.5.5. Base Running:

25.5.5.1. Loose bases

25.5.5.2. Stealing allowed

25.5.6. A dropped 3rd strike is a live baseball

25.5.7. A single balk warning per pitcher is not guaranteed but is at the discretion of the umpire and should be noted at the plate meeting.

25.5.8. No slash bunting or slashing allowed.

25.5.9. Any play at the plate requires a feet-first slide. A head first slide or no-slide will result in an automatic out.

### 25.6. Team Formation & Guest Players

25.6.1. Coach Look & draft (if more than 1 team) from organization's Rec division.

- 25.6.2. Players who played in their home organization's DFW Interlock division during the season are allowed to sub for their home organization's AA/D3 team for one (1) weekend *OR* if the team played in no more than one (1) sanctioned tournament (Travel Sports, NCS, Triple Crown, KC&BO USSSA, Perfect Game, PAC Sports, 24 Sports, Rocker B, The Ranch, etc) during that season they are still eligible to play in DFW Interlock and the End of Season Tournament.
- 25.6.3. Guest players on a DFW Interlock team must be from Rec or Advanced-Rec (Premier) teams only and should be from your home association. No Select players are allowed in the DFW Interlock. If a player played in Select in a previous season but has returned to your Rec program for the current season, they are eligible as a guest player.
- 25.6.4. Max of two (2) guest players are allowed per game. They must bat last or 2nd-to-last and play OF or C positions.
- 25.6.5. Guest players must be declared by the Head Coach at the plate meeting.
- 25.6.6. All-Star participation will be determined at-will by host city tournament directors and DFW Interlock player participation rules could potentially be in conflict with All-Star tournament rules.

## 25.7. Scoring the Game

- 25.7.1. A half inning consists of three (3) outs or five runs score. There is a limit of five (5) runs per half inning. If the score is tied when the last full inning is completed after time expires, the game shall end in a tie (except for End of Season Tournament games which will then trigger a California Tiebreaker).
- 25.7.2. Games called for any reason shall be considered complete games if three innings have been completed. If games are called in less than three innings are to be continued, they shall be continued from point of curtailment.
- 25.7.3. A line-up card must be presented to the opposing coach and scorekeeper with the batting order and must include the player's name and jersey number. It should also include a script of the intended defensive positions (inning by inning) as well.
- 25.7.4. All games must start with at least 8 fielders, taking an out in the 9th spot of the batting order.
- 25.7.5. All players who attend the game will bat in a continuous batting order (all players will bat) and play under the free substitution rule. If



a player leaves due to injury or illness or any other reason, no out shall be recorded (skip their turn in the batting order) unless there are less than 9 active players.

25.7.6. If a player is ejected, his turn in the batting order will be declared out. If a player is ejected and a team has less than 8 active players, a forfeit will be declared.

25.7.7. Should a player arrive after the game has started, that player shall bat in his submitted lineup spot, or at the end of the lineup without penalty, should his turn already passed.

25.8.Pitching Limits

Age	Daily Max (pitches)	Required Rest (days based on number of pitches thrown)					
		0 days	1 day	2 days	3 days	4 days	5 days
11U / 12U	85	1-20	21-35	36-50	51-65	66+	N/A

25.9.Pitching Details

25.9.1. Pitcher may finish current batter when limit reached.

25.9.2. Any batted ball: fair, foul, or tip count towards limit.

25.9.3. Neither warm-ups nor pick-off attempts are counted towards limit.

25.10.Game Play Rules

25.10.1. Coaches must position themselves around the dugout area by the entrances while the ball is in play. Only the team’s Head Coach may approach the umpires to discuss a call or rules interpretation. Assistant coaches may not leave the dugout or coaches’ box to discuss a call on the field. For the game, the Head Coach will be designated as the coach who attends the plate meeting with umpires.

25.10.2. Any offensive player must wear a helmet. This includes: batters, those on on-deck circle, base runners, and bat boys.

25.11. Equal Play Rules

25.11.1. No player shall sit out defensively twice before all players sit out defensively once.

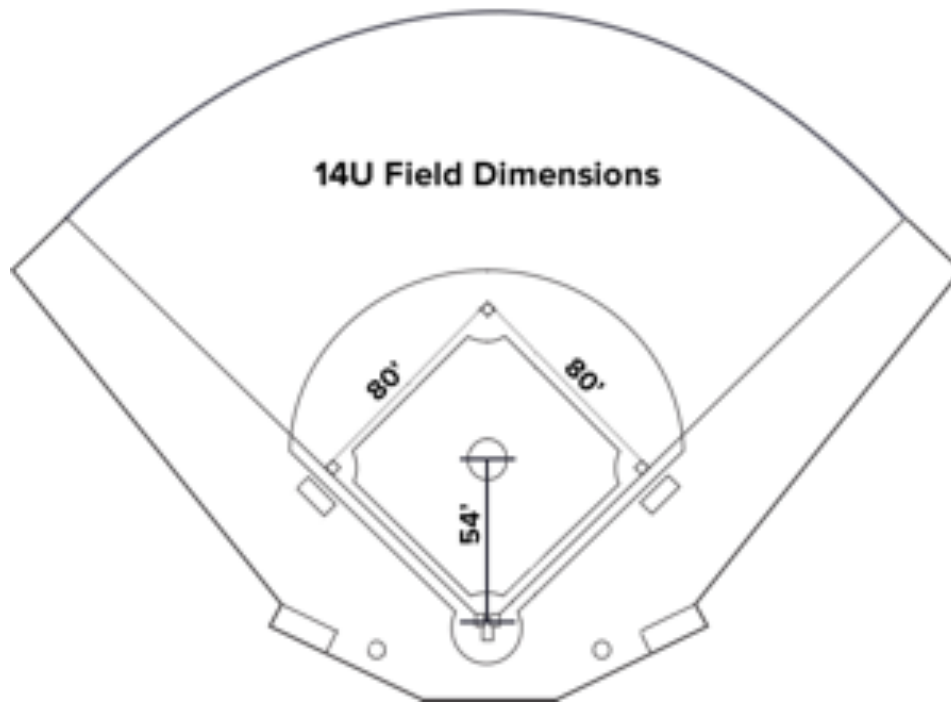
25.11.2. Each player must play 1 inning in the infield and outfield within the first 4 innings.

- 25.11.3. Pitcher and Catcher can count as an infield or outfield position.
- 25.11.4. No player shall play the same infield position more than 3 innings total in a game.
- 25.11.5. Defensive lineup deviations due to injury or illness may be agreed upon by both coaches.
- 25.11.6. Coaches shall exchange lineup cards with batting order and defensive lineup covering the first 3 innings with infield positions highlighted.
- 25.11.7. Coaches are allowed one challenge of a violation of the Equal Play Rules, and must present evidence to the umpire. At the umpire's discretion, he will call for the opposing team to correct it. Coaches will retain the right to challenge if it is upheld. If the challenge is overruled, (an erroneous challenge) then that coach would lose the right to challenge for the remainder of the game. Upon a 2nd violation of Equal Play Rules within the game, the coach shall be ejected.
- 25.11.8. If a challenge is upheld, the challenging coach shall file the violation with his home association Interlock contact, who will notify the other associations. For the next DFW Interlock game, this team must now provide a lineup card featuring defensive alignments for all 6 innings, and will not be allowed to deviate except for injury or illness reasons.
- 25.11.9. During EOS Tournament, the only Equal Play Rules required are: Teams must bat entire roster and no player will sit twice before all other players have sat at least once.

## 25.12. Additional Resources

- 25.12.1. Unless specified here, all other rules shall follow NCS National Rules: <https://playncs.com/baseball/Rules/Details/1/national-baseball-rules>

## 26. 13U & 14U RULES



### 26.1. Ages

- 26.1.1. 14U division players who turn 15 prior to May 1 of the current season are not eligible unless they are in the 8th grade. Also, any player turning 16 prior to May 1 will not be eligible. Players who are 14U eligible are eligible for this division regardless of grade.

### 26.2. Equipment

- 26.2.1. Catchers are required to wear protective gear.
- 26.2.2. Ball type: Rawlings R200USSSA baseball or other manufacturer's equivalent
- 26.2.3. Bats allowed: All bats must be labeled with either the USSSA 1.15 BPF stamp or the new USA Baseball stamp. Per NCS rules, either is acceptable for game use. BBCOR (-3) and wood bats are allowed. The maximum length / weight differential for all 14U players is -5.



### 26.3. Field of Play

26.3.1. The bases shall be placed 80 feet apart.

26.3.2. Pitching: 54 feet from rubber to back of home plate

### 26.4. Length of Game

26.4.1. 1 hour 45 min or 6 innings, whichever comes first. No inning will be started after the time limit of 1 hour 45 minutes is reached. At the time limit, if the visiting team cannot at least tie the game or once the home team take the lead, the game is completed.

### 26.5. Game Overview

26.5.1. Infield Fly Rule: Yes, Infield Fly rule is in effect

26.5.2. Max Runs: 5 runs per inning

26.5.3. Mercy Rule: Yes; If the home team is leading by the mercy rule amount going into the bottom half of the inning, the game is over.

- 15 runs after 3 innings
- 11 runs after 4 innings
- 8 runs after 5 innings

26.5.4. Ties are allowed in 14U league play.

26.5.5. Base Running:

26.5.5.1. Loose bases

26.5.5.2. Stealing allowed

26.5.6. A dropped 3rd strike is a live baseball

26.5.7. No balk warnings will be issued.

26.5.8. No slash bunting or slashing allowed.

26.5.9. Any play at the plate requires a feet-first slide. A head first slide or no-slide will result in an automatic out.

### 26.6. Team Formation & Guest Players

26.6.1. Coach Look & draft (if more than 1 team) from organization's Rec division.

- 26.6.2. Players who played in their home organization's DFW Interlock division during the season are allowed to sub for their home organization's AA/D3 team for one (1) weekend *OR* if team played in no more than one (1) sanctioned tournament (Travel Sports, NCS, Triple Crown, KC&BO USSSA, Perfect Game, PAC Sports, 24 Sports, Rocker B, The Ranch, etc) during that season they are still eligible to play in DFW Interlock and End of Season Tournament.
- 26.6.3. Guest players on a DFW Interlock team must be from Rec or Advanced-Rec (Premier) teams only and should be from your home association. No Select players are allowed in the DFW Interlock. If a player played in Select in a previous season but has returned to your Rec program for the current season, they are eligible as a guest player.
- 26.6.4. Max of two (2) guest players are allowed per game. They must bat last or 2nd-to-last and play OF or C positions.
- 26.6.5. Guest players must be declared by the Head Coach at the plate meeting.
- 26.6.6. All-Star participation will be determined at-will by host city tournament directors and DFW Interlock player participation rules could potentially be in conflict with All-Star tournament rules.

## 26.7. Scoring the Game

- 26.7.1. A half inning consists of three (3) outs or five runs score. There is a limit of five (5) runs per half inning. If the score is tied when the last full inning is completed after time expires, the game shall end in a tie (except for End of Season Tournament games which will then trigger a California Tiebreaker).
- 26.7.2. Games called for any reason shall be considered complete games if three innings have been completed. If games are called in less than three innings are to be continued, they shall be continued from point of curtailment.
- 26.7.3. A line-up card must be presented to the opposing coach and scorekeeper with the batting order and must include the player's name and jersey number.
- 26.7.4. All games must start with at least 8 fielders, taking an out in the 9th spot of the batting order.
- 26.7.5. All players who attend the game will bat in a continuous batting order (all players will bat) and play under the free substitution rule. If a player leaves due to injury or illness or any other reason, no out

shall be recorded (skip their turn in the batting order) unless there are less than 9 active players.

- 26.7.6. If a player is ejected, his turn in the batting order will be declared out. If a player is ejected and a team has less than 8 active players, a forfeit will be declared.
- 26.7.7. Should a player arrive after the game has started, that player shall bat in his submitted lineup spot, or at the end of the lineup without penalty, should his turn already passed.

26.8.Pitching Limits

Age	Daily Max (pitches)	Required Rest (days based on number of pitches thrown)					
		0 days	1 day	2 days	3 days	4 days	5 days
13U / 14U	95	1-20	21-35	36-50	51-65	66+	N/A

26.9.Pitching Details

- 26.9.1. Pitcher may finish current batter when limit reached.
- 26.9.2. Any batted ball: fair, foul, or tip count towards limit.
- 26.9.3. Neither warm-ups nor pick-off attempts are counted towards limit.

26.10.Game Play Rules

- 26.10.1. Coaches must position themselves around the dugout area by the entrances while the ball is in play. Only the team’s Head Coach may approach the umpires to discuss a call or rules interpretation. Assistant coaches may not leave the dugout or coaches’ box to discuss a call on the field. For the game, the Head Coach will be designated as the coach who attends the plate meeting with umpires.
- 26.10.2. Any offensive player must wear a helmet. This includes: batters, those on on-deck circle, base runners, and bat boys.

26.11. Equal Play Rules

- 26.11.1. No player shall sit out defensively twice before all players sit out defensively once.
- 26.11.2. Defensive lineup deviations due to injury or illness may be agreed upon by both coaches.

- 26.11.3. Coaches shall exchange lineup cards with batting order at the plate meeting.
- 26.11.4. Coaches are allowed one challenge of a violation of the Equal Play Rules, and must present evidence to the umpire. At the umpire's discretion, he will call for the opposing team to correct it. Coaches will retain the right to challenge if it is upheld. If the challenge is overruled, (an erroneous challenge) then that coach would lose the right to challenge for the remainder of the game. Upon a 2nd violation of Equal Play Rules within the game, the coach shall be ejected.
- 26.11.5. If a challenge is upheld, the challenging coach shall file the violation with his home association Interlock contact, who will notify the other associations. For the next DFW Interlock game, this team must now provide a lineup card featuring defensive alignments for all 6 innings, and will not be allowed to deviate except for injury or illness reasons.
- 26.11.6. During EOS Tournament, the only Equal Play Rules required are: Teams must bat entire roster and no player will sit twice before all other players have sat at least once.

## 26.12. Additional Resources

- 26.12.1. Unless specified here, all other rules shall follow NCS National Rules: <https://playncs.com/baseball/Rules/Details/1/national-baseball-rules>

# END OF SEASON TOURNAMENT

## 27. End of Season Tournament

- 27.1. All attempts will be made to complete an End of Season Tournament for every age group during the **Spring season** (no EOS Tournament in the fall) of DFW Interlock baseball. No guarantees are made that a single division will have or fully complete and End of Season tournament during the year.
  - 27.1.1. End of Season Tournament disruptions could be from: rainouts, lack of field availability, lack of team interest, other natural occurrences or acts of God.
  - 27.1.2. No refunds will be given for cancelation of any age group/division for the End of Season Tournament
- 27.2. End of Season Cost per Team
  - 27.2.1. There is no cost assigned to any team to participate in the End of Season Tournament for any team involved in DFW Interlock play for the Spring season.
- 27.3. End of Season Cost per League
  - 27.3.1. Each League participating in the DFW Interlock is asked to participate in the hosting of the End of Season Tournament.
  - 27.3.2. A league is typically asked to host an entire division or a sub-section of that division when the division itself is too large to host at one location.
  - 27.3.3. The option to host individual divisions will be offered up first come, first serve to all leagues before the start of the Spring season at the January meeting of the league representatives.
  - 27.3.4. Umpire scheduling and costs are to be covered by the League hosting each EOS Tournament division.
  - 27.3.5. Tournament award ordering, cost, and distribution to league representatives are to be covered by the League hosting each EOS Tournament division.
  - 27.3.6. Tournament awards will be given out to Championship and Finalist teams of each division and will be awarded whenever possible on the field after the championship game by a representative of the hosting division.



27.3.7. The goal is to get each league to cover one division cost and hosting which allows their teams in other divisions to participate at other locations for no cost.

27.3.8. For leagues that are unable to host (due to lack of field availability, etc), you will be asked to help cover some costs for umpires.

#### 27.4. Tournament Awards

27.4.1. Awards should be ordered and distributed by the host city. Awards could be rings, medals, trophies, or other similar products based on availability and cost.

# PITCHING CHART

The DFW Interlock follows the MLB Pitch Smart Guidelines on safety and arm care for all players. The following chart should be followed by every league, coach, parent, and player in regards to pitching availability for each player.

Source: <https://www.mlb.com/pitch-smart/pitching-guidelines>

## PITCH COUNT LIMITS AND REQUIRED REST RECOMMENDATIONS

It is important for each league to set workload limits for their pitchers to limit the likelihood of pitching with fatigue. Research has shown that pitch counts are the most accurate and effective means of doing so.

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)					
		0 Days	1 Days	2 Days	3 Days	4 Days	5 Days
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+