



TBA



2025 Interlock Playing Rules

**York Simcoe Baseball Association
Toronto Baseball Association
Eastern Ontario Baseball
Association**

INTERLOCK PLAYING RULES

1. All OBA rules, except for the following, shall apply to all Tier 1, Tier 2 and Tier 3 games played at EOBA, TBA and YSBA parks.

2. Umpires

The Home association will be responsible for providing two (2) Baseball Ontario carded umpires for all games.

3. Designated Runner

Each team has the option to substitute a designated runner for the catcher, who is on base with 2 out. This option must be determined at ground rules. If using this option, the designated runner must be the last recorded out.

4. Mercy Rule

A game will be considered complete if either team is ahead:

- 18 runs after 3 innings,
- 15 runs after 4 innings, or
- 10 runs after 5 innings or
- 9 runs after 6 innings (10u/11u only)

5. Call Ups

(a) Teams may call up players from their Local's House League for any regular season game. Any player called up to play on a Rep team **MUST** be insured through their Local Association. **ONLY** a registered House League player who is eligible to be carded can be called up for regular season play.

(b) Affiliate player eligibility rules, import rules, etc. apply.

(c) Players may only be called up as per OBA P1-5.

6. Lineups

All players and coaches must be listed on the Line up cards.

(a) **8U/9U** is full batting order.

(b) **10U/11U** is full batting order and unlimited substitutions allowed however pitching and catching rules remain in effect.

(c) **For 12U and 13U** a coach has the option of:

- (i) Full batting order and unlimited substitutions allowed, however pitching and catching rules remain in effect.

- (ii) Use of an EP.
- (d) **For 14U and 15U** a coach has the option of:
 - (i) Full batting order and unlimited substitutions.
 - (ii) Nine (9) player line-up.
 - (iii) Use of an EP.
- (e) **For 16U and 18U** a coach has the option of:
 - (i) Line-up of nine (9) and the option to use a DH.
 - (ii) Full batting order and unlimited substitutions.

The choice will be provided to the umpires at ground rules and cannot be changed during the course of the game.

7. Pitching

- (a) The Pitching Rules as defined in section P2.10 of the OBA Constitution shall be adhered to during regular season play. Any player moving up a series may only pitch the requisite number of pitches based on that player's regular series of play. Rookie players moving up to play Minor Mosquito may not pitch.
 - (b) The home team shall appoint an official pitch counter for the game. This shall be the official count and coaches should check with the pitch counter.
 - (c) All Pitching records are kept track in the OBA Pitching App.
 - (d) Once a player has been removed from the pitcher's position, that player may not return to the pitching position later in the game.
8. Teams may start a game with minimum of eight (8) players and the ninth spot in the batting order shall **NOT** be an automatic out. If at any time during this game the team starting with eight (8) players is reduced to seven (7) players, the game will immediately end and is recorded as a forfeit with a score of 7-0. Interlock Only Rule as OBA is 9 players

NOTE: If a team starts a game with nine (9) or more players present and is reduced to eight (8) players (by ejection), the game will immediately end and is recorded as a forfeit with a score of 7-0.

9. Games

- (a) For 8U to 13U games will be
 - (i) **All games with be scheduled for 7 innings:**

An official game will be 4 innings, 3 ½ if the home team is ahead, if any game is suspended by umpires due to weather (i.e., rain, lightning) it will be replayed in its entirety unless declared an official game **OR** if there has been more than 75 minutes of actual game time.

- (b) For 14U to 18U teams will be:

(i) **All Games will be scheduled for 7 Innings.**

An official game will be five (4) innings, 3 ½ if the home team is ahead, if any game is suspended by umpires due to weather (i.e., rain, lightening) it will be replayed in its entirety unless declared an official game OR if there has been more than ninety (90) minutes of actual game time. In these situations, the game will be considered complete.

NOTE: The total game time is accumulated, meaning the game time does not have to be continuous but it does not include time lost while a game is suspended.

(c) The umpires shall announce the time of the first pitch as informed and recorded by the official scorekeeper.

(d) Game Scheduled with No New Inning start times:

- **8U/9U**; no new inning to start after **1:45** hours from the time of the first pitch.
- **10U/13U**; no new inning to start after **2:00** hours from the time of the first pitch.
- **14U/18U**; no new inning to start after **2:30** hours from the time of the first pitch.
- No Drop-Dead Game (Coaches are to agree NNI with a fifteen (15) minute reduction of their posted NNI if there are restraints for the game/park). This is to be agreed to at ground rules.

NOTE: Any game times that will differ from the above due to Local Associations time-slots (only can be decreased not increased), shall be so designated and clearly defined in the schedules.

(e) All game start and NNI times shall be determined by the home team based on their park availability.

(f) When a game is tied at the end of regulation and curfew has not come into effect, the game shall go into extra innings until either a winner has been declared or curfew has been met. A started inning must be completed. If curfew has been met, the full inning completed, and the game is still tied, it will be recorded as such.

NOTE: Extra innings shall be played by International Tiebreaker rules: Last batter from the previous inning will be placed 2nd, no out. (Revised for 2024)

(g) If a game is called due to Local diamond time restrictions prior to becoming an official game as per 9(a) and 9(b) above, it will be considered suspended and resumed from the point of delay (*official scorekeeper to record positions of players at time of suspension*). It will be completed prior to the next scheduled game between the teams or at a date set at the convenor discretion.

(h) Any YSBA/TBA/EOBA team that refuses to travel to a host centre to play a regular scheduled game would forfeit that game. Two (2) points would be awarded to the non-forfeiting team and the score shall be recorded as 7-0. This forfeited game will count as a game played towards TBA/EOBA 80% and YSBA 80% games played requirement.

(i) Rainout Standard

(j) Each hosting team shall communicate with the opposing and visiting team in a reasonable time frame if the possibility of a rainout exists and/or they have been denied use of their diamond permit based on the condition of a playing field.

- Reasonable shall be defined as “within 2.5 hours of the game starting time”.
- The host centre must use good judgment in forecasting weather when teams are travelling more than one (1) hour to play.
- Coaches shall use weather radar and local weather networks in their judgment.

10. Regular Season Schedule Completion (Qualifying for Playoffs)

- TBA Teams must complete eighty percent (80%) of their schedule to qualify for TBA Playoffs.
- EOBA Teams must complete eighty percent (90%) of their schedule.
- YSBA Teams must complete eighty percent (80%) of their schedule to qualify for the YSBA Playoffs