



# **SPECIAL INTERLOCK RULES FOR 2026 LITTLE LEAGUE ALBERTA DISTRICT 3 INTERMEDIATE, JUNIOR & SENIOR**

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**VERSION CONTROL**

<b>Status</b>	<b>Version</b>	<b>Author(s)</b>	<b>Date</b>	<b>Changes / Comments</b>
Draft	2026.1	Adam Smith - District Administrator	March 22, 2026	2026 Document Creation



# 1. TEAM RESPONSIBILITIES

## HOME TEAM

- Must supply a minimum of 3 game balls (2 new Rawlings RS (or equivalent) and 1 good used ball).
- Will supply a home plate and base umpire.
  - NOTE - When a Team is hosting either a Double Header or a Three Team Event on their diamonds - the HOSTING Team shall supply a Home Plate and Base Umpire (not necessarily the HOME Team)
- Will determine which dugout they will use.
  - NOTE - When a team is hosting a Three Team Event on their diamonds they may assign dugouts for each game in advance - minimizing teams moving dugouts between games.
- Must provide an official pitch count supervisor for each home game, to act as the official pitch count recorder.

**Note 1:** Prior to each game (a minimum of 5 minutes prior to start time), the umpires shall hold a pre-game plate meeting at which time teams shall exchange lineup cards. In addition, the teams shall have available for exchange their Baseball Pitcher Eligibility Form for review by the Managers and Umpires. Line-up cards MUST have both first name and last names and jersey numbers of all players (No initials). Also at the bottom of the lineup card the names of the Managers & Coaches must be indicated (Maximum of 3). Only the Managers/Coaches listed on the lineup card can be in the dugout or on the field. Players from the team can serve as base coaches, but MUST wear batting helmets when doing so. There MUST always be 1 adult coach on the bench at all times. Any [affiliate players](#) must be clearly marked with an “A” on the lineup card and must wear their original team uniform.

**Note 2:** If time allows, and at the discretion of the host, a pre-game infield warmup may be taken by the HOME team 25 minutes prior to the scheduled start time of the game, and the AWAY team 15 minutes prior to the scheduled start time of the game.

**Note 3:** Players arriving late to a game may be inserted into the lineup as per Rule 4.01 Note 2 in the Little League Rule Book. They shall be added to the bottom of the batting order on their arrival, and added to the Lineup Cards as well.

## AWAY TEAMS

- Must provide an official Scorekeeper for the game.
- In the instances where two (2) non-adult Umpires are involved in the game the away team MUST provide a Game Coordinator<sup>1</sup> for the Game.

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<sup>1</sup> See [below for Game Coordinator Role](#) details.



- The Game Coordinator's full name shall be included on the Visiting Team Line Up Card AND the Official Score Book.

## WINNING TEAMS

Will submit the following via the TeamLinkt App:

### 1.1. Game Score (HOME team in the event of a tie)

#### 1.1.1. [Instructions for submitting via TeamLinkt can be found here.](#)

- Please attach an image of the scoresheets to the TeamLinkt Submission for both teams (in a single image).

### 1.2. Pitch Counts (Stats) (HOME team in the event of a tie)

#### 1.2.1. [Instructions for submitting via TeamLinkt can be found here.](#)

#### 1.2.2. You will be submitting Games Played (GP), Pitches Thrown (PT) and Actual Pitches Thrown (APT).

- Games Played (GP) - enter if player is rostered for that game and played.
- Pitches Thrown (PT) - This will be either the total number of pitches thrown OR the Threshold limit if a days rest threshold is crossed but applies.

**NOTE** - In order for any situation where a pitcher reaches a limit and is allowed to finish the batter allowing a "roll back" for Pitch Count purposes - the Pitch count sheet **MUST** be correctly noted marking each batter for the entire game or the roll back shall not be applied to the batter. There will be **NO EXCEPTIONS** to this.

- Actual Pitches Thrown - This will be the actual number of pitches thrown. This may be the same as PT.
  - Example 1 - Your pitcher starts the last batter at 18 (28 for 15/16 year olds) but finishes at 22 (32 for 15/16 year olds) -You would enter the PT as 20 (30 for 15/16 year olds) and your pitcher would require 1 day rest. You would enter 22 Pitches in the APT.
  - Example 2 - Your pitcher throws 47 pitches. No threshold comes into consideration therefore you will enter 47 in PT & APT.

**NOTE** - The Pitch Count submission via the TeamLinkt system is a convenient tool **ONLY**, the official pitch count shall be the [Baseball Pitcher Eligibility Form](#).



- 1.3. The winning team (or the HOME team in the instance of a tie game) shall send an email to [submissions@albertadistrict3.com](mailto:submissions@albertadistrict3.com) with the following:
- 1.3.1. The email subject must include the DATE, DIVISION & GAME (Team vs. Team)
- 1.3.2. In the email you must include:
- Division,
  - Team Names & Score (ex. Team Name 10 - Team Name 4),
  - Photographic images or scans of both teams Pitch Count Sheets - must clearly indicate Pitcher Full Name, Uniform Number, Pitch Count entered, Clearly demarcated batters (for Thresholds).
- 1.4. A suspended game shall be defined as a game which has not been completed during the time limit AND has not completed a sufficient number of innings to be determined a complete game (Intermediate/Juniors/Seniors 5 innings). In the instance of a Suspended Game the HOME team shall do the following:
- 1.4.1. **DO NOT** update the score in the TeamLinkt App as that will adjust standings, etc. in the system.
- 1.4.2. Only send an email to [submissions@albertadistrict3.com](mailto:submissions@albertadistrict3.com) with the following:
- The email subject must include the DATE, DIVISION & GAME (Team vs. Team) & the words "SUSPENDED GAME",
  - In the Email you must include:
    - Division,
    - Team Names & Score at time of Game Suspension,
    - Inning Situation at time of Game Suspension,
    - Time of Game Suspension & Elapsed Time Limit Used (please ensure this is written in the Scorebook),
    - Photographic images or scans of both team pitch count sheets AND the scorebook at the moment of suspension.

The Coordinators can be reached by the following means:

District 3 Administrator	Adam Smith	403.519.6291	<a href="mailto:DA@albertadistrict3.com">DA@albertadistrict3.com</a>
District 3 ADA	Corey Hein	403.992.4750	<a href="mailto:ADA@albertadistrict3.com">ADA@albertadistrict3.com</a>

The above information can be sent in by using the District 3 Spring Interlock Web Page located at: <https://www.albertadistrict3.com/albertadistrict3/SpringInterlockSeason>. You can find all the details for the Spring Interlock & the Coaches Log In to the TeamLinkt System for web access at the link above.

**NOTE - CONCUSSION & INJURY REPORTING** - Any concussion or injury related reporting should be handled through your home association. You may however choose to also submit it via the [District 3 Concussion and Injury Reporting Form/Tool](#). This form



includes a digital version of the [CRT6 form](#) for assisting in determining a concussion & next steps.

The Umpire-In Chief of each League will attempt to schedule Umpires for each home game for all of their teams, but if they are unable to do this, then the Manager/Coach is responsible to find their own Umpires.

## 2. GAME COORDINATORS

The Little League Alberta District #3 Game Coordinator policy is in place to ensure the following:

- Protect our non-adult umpires (children) from inappropriate or unprofessional conversations with Managers, Coaches, Volunteers, Parents, etc.
- Ensure that we provide a structure for our non-adult Umpires to work through situations of disagreement and/or conflict in an empowering & responsible manner.
- Provide support for our “Rule of Two” framework for all Managers/Coaches - ensuring that 2 appropriate adults are participating in the conversations.

A Game Coordinator MUST be provided by the AWAY team for all games where there are two (2) non-adult umpires working the game. It is the responsibility of the HOME team’s Manager/Coach to confirm & communicate to the AWAY team prior to the Plate Meeting if BOTH Umpires are non-adults to ensure that the AWAY team confirms they have a volunteer parent available for the role. In the situation where there are two (2) non-adult Umpires the game MAY NOT proceed without a Game Coordinator involved. There are no exceptions to this. The Game Coordinator CAN NOT be a member of your Coaching Staff for that game. Should there NOT be a Game Coordinator appointed as required above, all game results will be nullified & the game will not count towards the standings & Managers/Coaches from BOTH teams may be brought forward for a disciplinary hearing.

When choosing a Game Coordinator, we strongly encourage that you should do your best to ensure it is your most level headed & responsible parent.

The Game Coordinator is to be present at conversations between the non-adult Umpires & the Managers/Coaches to ensure proper decorum & behaviour is followed. The Game Coordinator does not need to have intimate knowledge of the Little League Rule Book. The Game Coordinator’s role is to be the voice of reason to ensure any & all conversations proceed appropriately & responsibly - allowing the non-adult Umpires the chance to work through the situation (individually or together) without any undue pressure or conflict. Should a Manager/Coach wish to have a conversation with the



non-adult Umpire(s), after they have ASKED for “Time”, and it has been granted, they must ask for the Game Coordinator to be a part of the conversation with them & the non-adult Umpires. The non-adult Umpires also have the ability to ask the Manager/Coach to wait until the Game Coordinator is present for the conversation.

The role of the Game Coordinator is covered in the Little League Rule Book in Rule 9.03 (d) and shall be summarized as follows:

- To be included in the Pre-Game Meeting as noted in Rule 4.01;
- District Policy Requirement: The Game Coordinator’s full name shall be included on the Visiting Team Line Up Card AND the Official Score Book;
- To remain at the game at all times, including between half-innings in a position to see all the actions on the field & in close proximity to the field;
- To oversee the conduct of all Parents, Players, Managers, Coaches & Umpires in the game;
- Has the authority to disqualify any Player, Coach, Manager, or Substitute for objecting the decisions of an Umpire or for unsportsmanlike conduct or language;
- Have the ability to judge as to whether and when play shall be suspended during a game because of inclement weather as per the Little League Rule Book & District 3 Weather Policies;
- The Game Coordinator shall not interrupt or stop a game until all play ends.

Any instances which leads to an ejection of a Manager/Coach where they DID NOT utilize and engage the Game Coordinator as required (in Games where it is required as above) will result in an additional 2 Game Suspension for the ejected Manager/Coach above the penalties already required by both the Little League Rule Book & District 3 policies.

When a Game Coordinator is involved in a game as required above, it is requested that they also submit an Incident Report through the Little League Alberta District 3 Website for all incidents as needed to support the Umpire Incident Reports.

### 3. BASEBALL PITCHER ELIGIBILITY FORM

All Interlock teams require a [Baseball Pitcher Eligibility Form](#) (also available on the District 3 website) which must be used & kept up to date. The Baseball Pitcher Eligibility Form MAY be presented to the opposing Manager/Coach & Umpires (upon request) at the pregame plate meeting. **AFTER EACH GAME, EACH MANGER/COACH WILL VERIFY & SIGN THE OPPOSING TEAM'S BASEBALL PITCHER ELIGIBILITY FORM.**

### 4. PITCHING RULES



## SEE RULE 8 AND REGULATION VI OF THE LITTLE LEAGUE RULE BOOK

- 4.1. The official pitch count recorder must provide the current pitch count for any pitcher when requested by either Manager/Coach or any Umpire. However the Manager/Coach is responsible for knowing when their pitcher must be removed.
- 4.2. The official pitch count recorder should inform the home plate Umpire when a pitcher has delivered their maximum limit of pitches for the game as noted in the Little League Rule Book. The Umpire will inform the pitcher's Manager/Coach 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/Coach does not relieve the Manager/Coach of their responsibility to remove a pitcher when that pitcher is no longer eligible.

The Manager/Coach **MUST** remove the pitcher when said pitcher reaches the limit for their age group as noted below, but the pitcher may remain in the game at another position:

- League Age - 13 to 16 - 95 pitches per day
- League Age - 11 to 12 - 85 pitches per day (if playing up in Intermediate)

**EXCEPTION:** If a pitcher reaches a limit noted above while facing a batter, the pitcher may continue to pitch until that batter reaches base, that batter is put out, the third out is made to complete the half inning or game, or the pitcher is removed from the mound prior to the batter completing his/her at bat.

- 4.3. Any player on a team may pitch except as noted below about [affiliate players](#).

**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.

**Note 1:** A player who has played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more (31 for 15/16 year olds) in the same calendar day, may not return to the catcher position on that calendar day.

**Note 2:** A pitcher who delivers 41 or more pitches in a game, cannot play the catcher position for the remainder of that calendar day.

- 4.4. Pitching in more than one game in a day:

INTERMEDIATE, JUNIOR and SENIOR: A player may pitch in more than one game (see Regulation VI (k) in the Rule Book & see EXCEPTION and NOTE and A.R. for details and restrictions).

- Any league age 12 year old playing Intermediate, Juniors or Seniors shall not pitch in more than one (1) game per day.
- Pitchers must have pitched 30 pitches or less in Game 1 to be eligible for Game 2. The Pitcher shall finish the batter and roll back to 30 in Game 1.



- The Pitchers total combined pitches shall not exceed the daily maximum of 95 pitches for both games. In Game 2 the Pitchers pitch count shall begin at the next pitch after the Actual Pitches Thrown in Game 1. Example if the Pitcher threw 34 pitches in Game 1 (started the last batter at 29) - their first pitch in Game 2 will be their 35th (not their 31st after rolling back).

#### 4.5. Required Days of Rest:

##### 4.5.1. 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 to 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 to 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 to 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 to 20 pitches in a day, no calendar days of rest must be observed.

##### 4.5.2. Pitchers league age 15 to 16 must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61 to 75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 46 to 60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 31 to 45 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 to 30 pitches in a day, no (0) calendar day of rest must be observed.

##### 4.5.3. **EXCEPTION** - If a pitcher reaches a limit noted above while facing a batter, the pitcher may continue to pitch until that batter reaches base, that batter is put out, or the third out is made to complete the half inning or game, or the pitcher is removed from the mound prior to the batter completing his/her at bat.

4.6. 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 up to the next two (2) scheduled games. The Coordinator(s) 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.

4.7. Under NO circumstances shall a player pitch in three (3) consecutive calendar days.



## **TOURNAMENTS AND EXHIBITION GAMES (ALL DIVISIONS)**

Normal pitching Regulations, as described above, will be enforced for special tournaments. All tournament (or exhibition) games must be recorded on a team's Pitcher Eligibility Form.

### **5. CONTINUOUS BATTING ORDER**

All Divisions shall use the Continuous Batting Order, in effect for Regular Season and Playoffs - This means all players on your roster who are present will be in the batting order. Free flowing defensive substitutions are strongly encouraged for equal play and development time for all divisions.

If a player leaves the game for any reason the team shall skip over them when their time at bat comes up without penalty and may return at any point in the same order. A Manager/Coach **MUST** inform the Umpire in both cases.

### **6. TIME LIMIT**

Any inning that starts on or after the 1 hour & 45 minute mark of the game and before the 2 hour time limit, will be declared the final inning (from the first pitch time as determined by the Home Plate Umpire).

- 6.1. Games can be called on the account of darkness (Umpire decision **ONLY**).
- 6.2. When more than one game is scheduled at a diamond, no new inning can start ½ hour before the start of the next scheduled game unless the inning **MUST** be played to make the game official.
  - 6.2.1. Intermediate, Juniors or Seniors (5 innings or 4½ innings if the **HOME** team is ahead).

**NOTE** - Exception for Playoffs - The Time Limit is removed if the game is tied and/or if the required innings have not been played for an official game.



## 7. MERCY RULE

Rule 4.10 (e) in the Little League Rule Book.

### 7.1. INTERMEDIATE/JUNIORS/SENIORS

**15 Run Rule** - if after four (4) innings, 3 and one-half (3 ½) if the HOME team is ahead, and one team has a lead of fifteen (15) runs or more the Manager/Coach of the team with the least runs MUST concede victory to the opponent.

**10 Run Rule** - if after five (5) innings, 4 and one-half (4 ½) if the HOME team is ahead, and one team has a lead of ten (10) runs or more the Manager/Coach of the team with the least runs MUST concede victory to the opponent.

**8 Run Rule** - if after six (6) innings, 5 and one-half (5 ½) if the HOME team is ahead, and one team has a lead of eight (8) runs or more the Manager/Coach of the team with the least runs MUST concede victory to the opponent.

**NOTE 1 (ALL DIVISIONS)** - if the AWAY team has a lead of fifteen (15), ten (10), eight (8) runs or more respectively the HOME team MUST bat in its half of the inning.

## 8. RUN RULE AND MAXIMUM INNINGS

8.1. **INTERMEDIATE, JUNIORS, SENIORS:** 7 runs or three outs per inning, whichever comes first. No open innings are allowed. If the last inning is not the seventh (7) inning, the final inning begins prior to 2 hours of play (see 6 - Time Limit). Intermediate, Juniors and Seniors Division are limited to a MAXIMUM of seven (7) innings.

## 9. MINIMUM NUMBER OF PLAYERS / AFFILIATE PLAYERS

A team CAN play a game with 8 players and there is no automatic out. If the 9<sup>th</sup> player arrives, they are put in the #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 loses by default. If you start the game with 9 players and a player has to leave for any reason, as long as you have 8 players the game can continue.

**NOTE 1:** Forfeited games of less than one inning do not count as a game.

If the forfeit occurs after the first inning, then the pitch count for each pitcher on both teams & innings played must be sent it.

**NOTE 2:** Teams are authorized to call Affiliate players up from a lower Division if needed.

- **INTERMEDIATE:** can call up players from the Majors Division or from another Intermediate Team in their association.



- JUNIOR: can call up players from their Intermediate or Majors Divisions or from another Junior Team in their Association.
- SENIOR: can call up players from your Intermediate, Junior or another Senior Team in your Association.
- The Affiliate players CANNOT pitch for you.
- Players you want to call up must be approved by their respective team Manager in advance of the game.
- Affiliate Players MUST wear their original Team Uniform and be noted on the Lineup Card as an Affiliate Player.

## 10. WEATHER AFFECTED CANCELLATIONS

- 10.1. It is the responsibility of each team to reschedule any games affected by Weather Events (See [Little League Alberta District #3 Weather Policies](#)). Each League should appoint a Coordinator to look after rescheduling of games. It is not the responsibility of the Interlock Coordinator(s) to reschedule games.
- 10.2. When games have been cancelled due to weather, try and play them during the week they were scheduled.
- 10.3. When games have been cancelled due to weather, play your make up games in the order that they occurred on the schedule (first cancellation to last), if possible.
- 10.4. Every effort must be made to play all games cancelled due to weather - if in the opinion of the Interlock Coordinator(s), one team is refusing to make up a game, the Coordinator(s) can award a win by default to the team trying to make up the game.
- 10.5. It is the responsibility of the HOME team Manager/Coach to inform their Umpire Coordinator/Scheduler 90 minutes before a scheduled game start time if the game has been cancelled.

## 11. TIE GAMES

If the score is tied after completion of the final inning, the score will remain tied & both teams awarded one point.

[NOTE - Please note the exception above in Rule 6 for Playoff Games.](#)

**NOTE - INTERMEDIATE, JUNIORS & SENIORS Playoffs Only - Tie Games - Extra Innings.** In alignment with Tournament Playing Rule 14 after the completion of seven (7) innings & the score is tied, each half inning shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base (ex. if the #5 batter is the lead-off batter in the batting order, the #4 batter shall be placed on second base).



## 12. COURTESY RUNNERS

**NOTE - ALL DIVISIONS: See Rule(s) 3.04 & 7.14 (b) of the Little League Rule Book:** Courtesy runner allowed for the catcher and/or pitcher of record when there are two outs. If the courtesy runner is used they must be the last player put out.

## 13. BATTER

A player must keep both feet in the batter's box at all times.

## 14. STANDINGS TIE BREAKER

### **\*Per the Little League Rule Book\***

NOTE - while best efforts have been enacted to schedule all teams for the same number of games, due to potential weather challenges not enabling all games to be completed, the Standings will be determined by Points Percentage as opposed to points. For any weather affected games both teams must use best efforts to ensure their affected game gets completed. Should a game not be able to be completed, and at the sole discretion of the Division Coordinator(s), it was deemed a team did not use their best efforts to reschedule, then the game may be forfeited.

Tie-breaking procedures as outlined in the International Tournament Pool Play Format: Section III - Tiebreaker Procedures in the Rule Book with the noted modifications below.

### 14.1. Head to Head Records

- 14.1.1. In a Head to Head Record situation involving more than 2 teams, there must be a CLEAR winner across all tied teams for this to be the determining factor.

**EXAMPLE** - in a 3 Team situation - Team 1 must have won the head to head matchups against both Team 2 & 3 to be declared the higher seeded team.

- 14.2. Runs Against Ratio (see International Tournament Pool Play Format: Section IV - Runs Allowed Ratio of the Little League Rule Book) – Total runs against in all games divided 7 (Intermediate, Junior & Senior).

- 14.3. MODIFICATION - If teams are still tied, Modified Runs Against Ratio will be used – Runs against Ratio with only the tied teams games being used divided by 7 (Intermediate, Junior & Senior).

- 14.4. Coin Flip or Blind Draw



## 15. MISCELLANEOUS

UNLESS OTHERWISE STATED HEREIN, THE RULES SET OUT IN THE “OFFICIAL REGULATIONS AND PLAYING RULES 2026 EDITION” BOOKLET DISTRIBUTED BY LITTLE LEAGUE SHALL APPLY. The rules can also be found in the [Little League Rulebook App](#) in your app store. The Little League Rule Book App is approved for use in the dugouts.

Please note the following significant updates to the 2026 Little League Rules:

- Rule 1.10 - A.R. 2 - Alterations or modifications made to the bat: Products such as, but not limited to, choke knobs & choke up assists are considered alterations to the bat and are NOT permitted. **Provided equipment, such as the 9-Strap, does not alter the bat or result in the bat performing differently by enhancing the performance of the bat, it is permitted for regular season and tournament play in Little League.**
- Rule 1.11 (a)(3) - Sleeves - are permitted without being covered by an undershirt, provided the sleeve is one solid color and not white or gray.
- Rule 1.11 (j) - Jewelry is allowed to be worn provided it does not pose harm to injury & will be subject to removal.
- Rule 3.01 - pregame equipment inspection is not required for the Umpires - the Manager is responsible for ensuring that all equipment is legal & proper for play.
- Rule 6.06 (d) - Reworded to align with Tournament Rule 3 (b) - Use of an illegal bat, the batter is out (runners return if after a hit - Manager of defense can decline the penalty & accept the play), Manager & batter are ejected from the game, and the offensive team lose one eligible base coach for the duration of the game.

## 16. RULE INTERPRETATIONS

Any rule interpretations must go through the HOME teams' Umpire-In-Chief for clarification. If your League does not have an Umpire-In-Chief or the problem is still not solved, then YOU MUST go through District 3's **UMPIRE IN CHIEF** for clarification. District 3's **UMPIRE IN CHIEF'S** decision is final and binding.

## 17. SPORTSMANSHIP

Coaches, Managers, Players & Spectators should be mindful that there are many decisions in a baseball game which are judgment based calls (fair/foul, strike/ball, out/safe) - any discussion over such judgment calls should remain respectful & professional and are solely at the Umpire's discretion.

**No abuse of Umpire's, the other team or officials will be tolerated.**



One warning, from the Umpire at their discretion, 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.**

## 18. ZERO TOLERANCE

**THE DISTRICT 3 ZERO TOLERANCE POLICY WILL BE IN FORCE FOR ALL MANAGERS, COACHES, PLAYERS AND FANS. MANDATORY SUSPENSIONS WILL BE HANDED OUT AS REQUIRED. DETAILS WILL BE PROVIDED TO EACH TEAM.**

## 19. PLAY-OFFS

Playoff Pools will be tiered as noted in the Little League Alberta District 3 Playoff Tiering Policy, created by the Regular Season Standings.

Each Tier will be run as a POOL PLAY with a Championship Game. Seedings for the tiers will be determined by the regular season standings.

## 20. ASSOCIATION HOUSE RULES

In addition to the Rules above the following House rules shall be in place for all games held at the below named Associations Diamonds:

### **Airdrie Little League**

- Field Access: After players have entered or left the playing field, all gates should be closed and secured.
- No throwing balls against dugouts or backstops. Additionally, no rock throwing is allowed.
- No Food or Snacks in Dugouts or on the Field: Spitz are allowed in the dugouts and on the field.

### **Bow Valley Little League**

- No gum, Spitz, sunflower seed or food allowed in the dugouts or on the diamonds
- Anyone warming up a pitcher on or off the diamond MUST wear a face mask.

### **Bow Ridge Little League**

- No gum, Spitz, sunflower seed or food allowed in the dugouts or on the diamonds
- Anyone warming up a pitcher on or off the diamond MUST wear a face mask.

### **Calgary East**

- No gum, Spitz, sunflower seed or food allowed in the dugouts or on the diamonds
- Anyone warming up a pitcher on or off the diamond MUST wear a face mask.

### **Centennial Little League**

- Pitchers are not allowed to wear METAL CLEATS on any Moveable Pitching Mound.  
(Intermediate - Sandarac Diamonds)



**Langdon Little League**

- No gum, Spitz, sunflower seed or food allowed in the dugouts or on the diamonds
- Anyone warming up a pitcher on or off the diamond MUST wear a face mask.

**North West Little League**

- No gum, Spitz, sunflower seed or food allowed in the dugouts or on the diamonds
- Anyone warming up a pitcher on or off the diamond MUST wear a face mask.



# SUMMARY TABLE OF INTERLOCK RULES FOR UMPIRES

<b>RULE NOTES - ALL AGES</b>			
<b>Late Players</b>	Players arriving late to a game may be inserted into the lineup as per rule 4.01 Note 2 in the LL Rule Book		
<b>Tie Games</b>	Tie Games are allowed (Regular Season Only)		
<b>Continuous Batting Order</b>	Continuous Batting Order will be used for all divisions - Free flow Defensive Substitutions		
<b>Courtesy Runners</b>	Allowed for Pitcher / Catcher of Record with 2 outs - Last Out(s)		
<b>Player Minimum</b>	8 Players Minimum, No Automatic Out - Share players if necessary		
<b>Time Limit</b>	Last inning shall begin prior to two (2) hours of play. See 6 - Time Limit		
<b>Infield Fly Rule</b>	In Effect		
<b>New for 2026! Read the complete rule for details of each change.</b>	No alterations to bats allowed (ie. Choke up knobs, etc. (Rule 1.10 A.R.2))		
	Solid Color Sleeves Permitted - White and Grey not allowed (Rule 1.11 (a)(3))		
	Jewelry is permitted to be worn provided it does not pose harm to injury (Rule 1.11 (j))		
	Illegal Bat Used - Is considered an out. Runners return to their prior position. Defense may decline the penalty. Manager & Player Ejected + offence loses 1 eligible base coach for duration of game. (Rule 6.06 (d))		
<b>RULE NOTES BY DIVISION</b>	<b>INTERMEDIATE</b>	<b>JUNIOR</b>	<b>SENIOR</b>
<b>Run Limit Maximum (except Open Inning)</b>	7 Runs		
<b>Maximum # of Innings</b>	7		
<b>Open Inning</b>	No Open Innings		
<b>Mercy Rule</b>	15 after 4 10 after 5 8 after 6		
<b>Stealing Rules</b>	Leadoffs Allowed		



<b>Dropped Third Strike Rule</b>	In Effect	
<b>Bat Rules</b>	USA Certified, BBCOR, Solid Wood Bats	BBCOR (-3), Solid Wood Bats
<b>OTHER</b>	Balk Rule in Effect	
	On Deck Circle Allowed	
<b>Pitching Rules</b>	Once a pitcher is removed from the mound they MAY return to the mound as long as they stay in the game defensively & only once per game..	
	Not allowed to pitch in more than one game per calendar day	Allowed to pitch in more than one game per calendar day as per restrictions in LL Rulebook

