

2025 SSIBA 15U INTERLOCK RULES

Players born in 2010- 2011 + 2009 with Restrictions (rule 16 and rule 18)

1. Games will be **7 innings** or **1 hour** and **50 minutes** from the scheduled start time. No new inning will start after the **1 hr 50 min time limit** and will curfew by the last out of the last half of that inning.
2. **3 outs or 6 runs constitute a half-inning.** When the 6th run has scored, that play will be finished out, with only the 6th run counting. The last inning will not be open.
3. **No mercy after 5 innings unless at the trailing coach's discretion.**
4. A complete game will consist of at least 3 innings.
5. Bases will be set at 90' and pitchers mound set at 60'6".
6. All players will bat.
7. There will be 9 players on the field as follows: 1st base, 2nd base, 3rd base, short stop, pitcher, catcher, and 3 outfielders. **Free substitution.**
8. A minimum of 7 players will constitute a legal game. **A player may be brought up from **13U only (no Rep players)** to maintain numbers for that game and to field 11 players. **No borrowing players from the same level.**
9. **Base runners must avoid contact whenever possible.** Sliding into a defensive player is not considered contact. **Sliding is encouraged at all close plays.** Failure to do so can result in an out and offending player being ejected from the game if the umpire deems there to be intent to injure.
10. Every player must wear his team jersey (tucked in) with a number and a hat.
11. **Absolutely no shorts allowed.** Any player showing up with shorts will not be allowed to play until long pants have been obtained. **No metal cleats allowed.**
12. Every player must be registered with his/her home association. Coaches must always carry a copy of an approved roster with them with the players' name and date of birth. Conveners from each centre must sign the rosters.
13. **Athletic cups are mandatory for all players.**

14. All batters, base runners, on-deck batters, and bat boys must wear helmets. Chinstraps are recommended but not required. All coaches 18 years and under must wear helmets when coaching first or third base.
15. All other OBA rules apply.
16. **Pitchers are allowed to pitch a maximum of 3 innings per game.** One pitch in an inning will count as one complete inning. A pitcher can be removed from the mound and put back into a game if the player has innings left over. If 3 batters are hit by the same pitcher within the 3 innings, he will be removed from the mound, but not the game. **Players are allowed to pitch and catch in the same game. Players born in 2009 cannot pitch. For the FINAL WRAPUP - Once a player pitches one pitch in a game, they are not eligible to pitch in the next game, regardless of the rest in between.**
17. Bunting and stealing are permitted.
18. **Metal and wood bats may be used. Bamboo and composite wood bats are to be considered wood bats. Drop 10 is allowed. 2008 may only use a wood bat.**
19. Both teams must keep and verify scores at the beginning of the fourth inning and at the end of the game.
20. There will be a 15-minute grace after the scheduled start time before there is a forfeit.
21. Any unsportsmanlike conduct by any player or coach may result in the expulsion of that player or coach from that game.
22. **No Protests. The Umpire's Decision Will Be Final.** Umpires are to be respected during all games. Players, coaches or parents found to be harassing or abusing umpires on a constant basis will be ejected from the park and the team's continued participation will be in jeopardy.

TOURNAMENT PLAY (OBA):

1. **Home field will be determined prior to the start of all games during round-robin play by flipping a coin 15 minutes before the scheduled start time. The team travelling the farthest will make the call in all games.** The home team in the elimination rounds will be the highest-ranked team from the round-robin play. In an instance where teams are equally seeded, a coin flip will be used, with the farthest team calling the flip.

2. Tie games will be allowed to stand in all division pool play except in playoffs.
Standings will be determined by the number of points earned: 2 pts win, 1 pts tie & 0 pts loss.
3. In tournaments where tie-breaking rules are required, **the following tie-breaking rules will be used for each placement:**
 - i) Teams with a forfeit loss are ineligible for tiebreakers
 - ii) Head to head record among tied teams;
 - iii) **Team with the smallest runs against ratio (runs allowed / number of defensive innings played)** in games among tied teams;
 - iv) Team with the smallest runs against ratio (runs allowed / number of defensive innings played) in all games;
 - v) Team with the highest runs for ratio (runs scored / number of offensive innings played) in games among tied teams;
 - vi) team with the highest runs for ratio (runs scored / number of offensive innings played) in all games;
 - vii) coin toss
4. **When three or more teams are tied, the tiebreakers will exclude (3ii).** After the winner of that tiebreaker is determined, the tiebreakers will continue, if necessary, excluding 3ii as long as there are three or more teams tied. When only two teams remain, the tiebreaker will start at 3i.
5. In the event of a tie at the conclusion of regulation play in the Championship Game, and where applicable in Semi-final & Quarter-final games, the game will continue until such time as a winner is determined using below rules.

Extra-Inning Rules

The following extra-inning procedure will be followed when the game is tied at the end of regulation play. **Each team will begin the extra inning (and any subsequent necessary extra innings) with a player on first and second, with one out.** The placement of the runners in the extra inning will be determined by how the previous inning ended. The hitter with the last plate appearance in the previous inning will be placed at first base. The hitter with the second-to-last plate appearance in the previous inning will be placed on second base.