



# Supplemental Rules

## Intermediate 50/70

Spring/Fall 2020

These supplemental rules are to be used in conjunction with the Little League Rule Book and are meant to supplement and/or clarify rules for the regular season and end of season tournament. The League Player Agent (LPA), or their board-assigned proxy, has final authority regarding any disputed rule.

### Length of Games

1. Games shall last 7 innings or 1 hour 40 minutes, whichever comes first. No inning shall start after 1 hour 40 minutes. Drop dead time will be enforced at 2 hours. Innings started prior to the 1 hour 40 minute mark, shall be completed unless the drop dead time is reached. An inning officially starts at the completion of the previous inning.
2. A game that hits the drop dead time shall be rolled back to the score at the completion of the previous inning.
3. No inning shall start after 10pm

### General Rule Enforcements

4. Infield Fly Rule is in effect.
5. Drop 3<sup>rd</sup> Strike is in effect. – **Rule 6.05(b)(2)**
6. Lead Offs and Balks are in effect.
7. Stealing is in effect.
8. One Foot in Box Rule is in effect. – **Rule 6.02(c)**
9. Only 1 timeout per inning is permitted for an offensive team. – **Rule 5.10(d)**
10. Only uniformed players wearing a mask and protective cup may warm up pitchers. – **Rule 3.09**
11. Courtesy runners for pitchers and/or catchers is **NOT** permitted.
12. On Deck batters are permitted.

### Run Rules and Limits

13. A 5-run limit shall be in place until the beginning of the 4<sup>th</sup> inning. No run limit shall exist after the beginning of the 4<sup>th</sup> inning.
14. The 15-run rule after the 4<sup>th</sup> inning and 10-run rule after the 5<sup>th</sup> inning shall be in effect. – **Rule 4.10(e)**



## Scoreboard & Scorebook

15. For Interleague Games, the hosting team will supply a volunteer for both the score book and the score board.
16. For Non-Interleague Games, the Home Team will supply a volunteer to keep the score book and the visiting team will supply a volunteer to maintain the score board.
17. If at all possible, both volunteers should sit in the field's press box during the game to ensure they are available to the umpires and coaches.

## Lineups and Rosters

18. Teams shall play 9 defensive players
19. A team may start a game with as few as 8 players. In the event a team plays with 8 players, they must take an automatic out each time the unoccupied 9<sup>th</sup> spot in the line-up is due up at bat.
20. Teams shall bat a continuous lineup rather than an active lineup.
21. Players that arrive late for a game may be added to the lineup in the next available spot in the batting order – **Rule 4.01 Note 2**
22. When a player is injured, becomes ill, or must leave the game site after the game has started may be skipped over without penalty assuming that the team still has 9 other players in the continuous lineup. – **Rule 4.04 Note 2**

## Suspended and Regulation Games

23. Any game suspended due to curfew, weather conditions, or field conditions, shall be rescheduled and resumed at the exact point at which it was suspended, unless the game has reached Regulation status.
24. To be considered Regulation, a game must complete any **one** of the following:
  - a. 5 innings, or 4-1/2 innings if the home team is ahead
  - b. Current inning once the 2-hour time limit is reached
  - c. Shortened by a run rule (see Run Rules and Limits)

## Metal Cleats

25. Metal spikes or cleats are permitted in this division. They are not mandatory for play. Note that if a team plays a game at another facility on an artificial mound, that facility may restrict the use of metal cleats for pitchers and their rule will supersede.

## Pitching Rules

26. Pitching limits and days of rest shall not be broken for any reason including any rule governing double-headers and suspended games. – **Regulation VI and Rule 8**

## Mandatory Play

27. Each player present at the start of the game shall have one (1) offensive at bat and play six (6) defensive outs. Failure of a player to meet their mandatory play will result in that player



starting the next scheduled game, playing any requirements not completed in the previous game as well as their full mandatory requirements for the next game before being removed from the next game. Disregard for this rule by a manager will result in a written warning for the first offense. A second offense will result in a suspension for the next scheduled game. A third offense will result in a suspension for the remainder of the season. – **Regulation IV(i)**

28. The penalty for the manager may be waived for a shortened game, but the next game requirement for the player that did not reach their mandatory will still be enforced. – **Regulation IV(i)**

### Pick-Up Players

29. A team may request the use of up to 2 players from another team in order to reach their minimum roster requirement for a game.
30. The player(s) must come from a registered player in the same division
31. The player(s) must be requested through the LPA. Requests should be made no later than 3pm on the day of the game in which the team will be short.
32. The player(s) must bat at the end of the batting lineup and play the outfield the entire game.
33. The use of pick-up players is suspended for any end of season tournament play.