



**OSSINING JCYS BASEBALL & SOFTBALL
INTERMEDIATE DIVISION RULES
AS WRITTEN MAY 1ST, 2017**

RULES OF THE GAME:

The general rules of baseball as documented in the Little League International 'Official Regulations and Playing Rules' book shall apply, with the following modifications and additions

1. **Roster batting.** Every player on the team shall bat in the team's batting order for the entire game (Roster batting). It is recommended that the team set a batting order at the first game of the season and stick with that. The last batted out of one game, will be at the bottom of the batting order the next game.
2. **Late arriving players.** Players who arrive after the game has started will be added to the end of the batting order.
3. **Player leaving the game before the conclusion of the game.** If a player leaves the game for any reason, his turn will be skipped in the batting order with no penalty. The batter after the player who left will bat next.
4. **Minimum Innings/ Consecutive Innings Requirement.** Every player must play innings in the field and bat. No player should sit out two innings in the field in a row.
5. **Number of Players:** The team in the field can put 10 fielders on the field (four outfielders). As a league, we try to limit each roster to 12 players. If a team has twelve players, there can be four players in the outfield. This player is not a short fielder, but either a left center, or right center fielder. If a player is positioned at catcher, that player must wear a catcher's helmet and gear and a protective cup. If a team has more than 10 players, the players should take turns sitting out an inning. If a team has less than 10 fielders, the game will still be played. Coaches should make certain when there are not enough players that players are assigned to the infield positions first, than the outfield.
6. **Playing games when a team is short players.** A game may be started if a team does not have enough players. The goal is to avoid a forfeit if at all possible. If a team has seven or eight players, they can ask one of the other team's players to play outfield, but they do not need to. **If a team only has 6 or less players, the team may** use players from the other team or may find substitute players from another team to play for them or as a last resort, and hopefully not as a game time decision, the game may be rescheduled to another time.
7. **Coaches are to exchange batting orders prior to the start of the game.** One suggestion is that teams maintain the same batting order from game to game and start their batting lineup where it left off at the end of the previous game. Again, the focus should be on development, and a set line up with the strongest players batting first should be discouraged.



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8. **Strike Zone:** The strike zone is from the knees to the chin, extending 2" inside and outside from home plate. Since the pitchers are new to the pitching, the strike zone is enlarged. Umpires should aim to encourage batters to swing while trying not to call a hitter out on a pitch that is excessively out of the strike zone.

9. **Base Running:**
 - a. Each team is permitted a maximum of 2 steal attempts per inning.
 - b. Only one runner may attempt to steal at a time per pitch.
 - c. Runners are not permitted to steal home.
 - d. The runner may not leave the base until the pitched ball crosses home plate.
 - e. Sliding is mandatory for any play at 2nd base, 3rd base, and home. When a runner is coming home and there is no play, the catcher must leave the runner's path.
 - f. Any player sliding head first advancing to a base will be warned that he will be called out for sliding headfirst if he does it a second time. A player may dive back to the base which they have already occupied.
 - g. After advancing to a second base due to an overthrow, a runner may not advance again if the fielders commit a second overthrow while trying to stop that runner from reaching his/her second base. For example, if a batter hits a ground ball to the infield, advances to first when the infielder throws the ball past the first baseman, and advances to second while the defense retrieves the overthrow, he may not advance to third when the ball is thrown past second base in the effort to throw him out. Coaches should teach the importance of retrieving overthrows quickly, returning the ball to the pitcher on the mound, and asking the umpire for time out.
 - h. If the catcher overthrows third base on an attempted steal of third base, the runner shall not advance to home. If the defense overthrows third base while trying to make a putout on a batted ball AND the overthrow is the first overthrow on the play, the runner may advance to home.

10. **Bunting:**
 - a. Players may bunt. Each team will be permitted a maximum of 3 bunts per inning.
 - b. Once a player squares around to bunt, he must either bunt the ball, or pull the bat back.
 - c. Players cannot square around to bunt and then swing away.

11. **Other Adjustments:**
 - a. The team that is batting will bat until three outs are made OR four runs have been scored.

GAME MANAGEMENT, ROSTERS, TIME LIMITS, AND RESCHEDULING:

1. No innings shall start less than twenty minutes before the scheduled start time of the next game.
2. All games shall be called when darkness becomes a factor. Remember that we use teenagers as umpires for this league and that the coaches are the adults and should guide the umpire to call the game due to darkness.
3. Goal of the game is to get each team the same number of at bats
4. Games should start on time regardless of how many players are available.
5. All players should play both the infield and outfield in each game.
6. No player shall sit out two innings in a row.



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7. Players may be freely substituted in and out of positions at any time. The rule does not apply to pitchers.
8. Coaches are not allowed on the field of play while the game is underway. Coaches are restricted to the 1st and 3rd base coaching boxes and to their dugout. After calling for time from the umpire, coaches can make visits to a pitcher or hitter as necessary to assist the pitcher or hitter. The number of these visits should be kept within reason.

PITCHING RULES:

1. Any player may pitch. There is no limit to the number of pitchers a team may use in a game.
2. A pitcher once removed from the mound cannot return as a pitcher.
3. **Pitching Limits:**
 - a. Weekly: A pitcher may pitch up to (6) innings in one calendar week. The week begins on Sunday and ends at midnight Saturday.
 - b. Pitch Counts and Rest Requirements:
 - i. A pitcher may not pitch more than 50 pitches in one day.
 - ii. The manager must remove the pitcher when the pitcher reaches the pitch count of 50 pitches or has completed 3 innings.
 - iii. Exception: If a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: Batter reaches base or the batter is put out or the third out is made to complete the ½ inning (Little League Rules)
 - iv. Required Days of Rest:

# of Pitches Thrown	Days Rest Required	Example
40 or more	3 Days	Throw 40 pitches Saturday, can pitch the following Wednesday
21-39	2 Days	Throw 35 pitches Saturday, can pitch the following Tuesday
1-20	1 Day	Throw 20 pitches Saturday, can pitch the following Monday

4. **Other Pitching Rules:**
 - a. A player may not pitch and catch in the same game.
 - b. A pitcher who cannot reach the plate from the official pitching plate will be allowed to move up one foot in front of the pitching plate. Both managers must agree to this modification for that individual player. This should not be done to gain an advantage if the pitcher is capable of reaching the plate from the rubber.
 - c. Pitchers shall not be freely substituted. If a pitcher is removed from the game (as a pitcher only) before pitching one (1) innings, that pitcher will not be permitted to pitch again in that game, even though they did not pitch the maximum innings.
 - d. There is no balk rule. Pitchers may pitch from wind up or stretch
 - e. Violations of any section of this regulation shall be brought to the attention of the league coordinator.



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5. Pitching Log:

- a. Each team will designate a coach/adult to keep the pitch count.
- b. Each teams pitch count coach/adult will compare counts between full innings to update the official count.
- c. If the pitch counts do not agree the coach with the higher total pitch count for that inning will be used.
- d. Every coach must keep a pitching log for their team.
- e. The log must include the Date pitched, Pitcher's Name, Opponent and the number of pitches thrown. Will be maintained in the Coach's log.
- f. This log is to be available for review upon request by the opposing coach or league coordinator and the league leadership. Failure to maintain or produce your log may result in a player being declared ineligible to pitch if the player has not pitched yet, or may result in a game that has been played being declared a forfeit.

PRACTICES:

When the fields available to our league for practice are determined, the league coordinator and coaches will meet to determine a fair distribution of fields. A team cannot reserve a field for practice unless given specific permission from the league coordinator. If a team is waiting to use the field, practices must be limited to one hour. One practice a week is standard.

SPORTSMANSHIP:

Standard practice of good sportsmanship shall prevail at all times. This rule applies to everyone attending the game. Common sense should prevail especially at the end of the game. A team line up to shake hands should take place after all games.

UMPIRES:

Umpires for the Intermediate division are former league players, many of whom are working their first job. Coaches must establish the standard that the umpires be treated with respect at all times by coaches, players, family members, and spectators. Coaches should model respectful treatment of umpires. Intermediate division umpires are usually just a few years older than the players. They are learning, and will make mistakes. Coaches should use this as an opportunity to teach their players to be respectful and demonstrate sportsmanship.

Anyone in violation of the aforementioned rule may be asked to leave the field and or the park. The league coordinator is to be notified immediately of any such infraction and or ejection. The umpire can stop the game to control a situation with the assistance of the coaches. A coach may also call for time to speak with the umpire, and if necessary, the opposing team's coach.

SAFETY:

1. All players shall wear helmets when batting and running the bases.



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2. Catchers shall wear protective gear; Helmet/mask, shin guards, chest protector and a protective cup. Protective gear shall be worn during practice sessions and during a game.
3. Infielders may wear any protective gear approved for that position
4. Players must be in full uniform at all times. This includes baseball cap, team jersey, pants (long), and rubber cleats or sneakers. No metal spikes.
5. No one shall swing a bat in the dugout. There is no on deck area.
6. No Jewelry is to be worn (rings, watches, chains, earrings etc.).
7. No one shall be allowed behind the backstop while the game is in progress.
8. No player shall jump a fence at any time for any reason. No player or spectator shall be allowed to climb onto a backstop or fence surrounding the field of play. Players should be instructed to keep hands out of the fences and backstops.
9. No games shall be played if the parks are closed due to weather or other conditions.
10. Coaches should move quickly to clear the field in the event of thunder and lightning. Coaches should also discontinue games due to darkness.
11. Only coaches should open and access the equipment boxes. Coaches should close the boxes after taking equipment out and remind players to stay away from the boxes.
12. Coaches should communicate with parents if the behavior of a player requires the presence of that player's parent at the field during practices and games.