



### **Intermediate Rules (updated 4/12/2021)**

Unless noted below, the game will follow the rules outlined in the official Little League Baseball rulebook. In addition to local rules that differ from the official rulebook. Some of the information below is a restatement of the rule in the rule book.

#### **The Game**

- A. 7 innings.
- B. 8 player requirement (for the entire game) to play.
- C. Time Limit: No new inning will start after 2 hours 15 minutes (7:30 PM games vs. Colts Neck at MJT – no new inning after 2 hours).
- D. No inning will be started after 10 PM
- E. Four and one-half innings completed with home team winning constitutes an official game (complete).
- F. Five innings completed with home team losing constitutes an official game (complete).
- G. Incomplete games to be completed at a later date if possible, and shall be resumed from the exact point of play at which they were suspended.
  - Note - Incomplete games are "Games called due to weather, darkness, or curfew after one complete inning, but before the game is considered complete.
- H. In a game that will not go 7 innings due to darkness or curfew, umpires will notify both teams of the last inning before the start of the last inning.

#### **Mercy Rule**

- 10 run mercy rule after 5 innings (or 4 1/2 innings if the Home Team is winning).

#### **Speed up Rule**

- Teams must run for the catcher with 2 outs. Please have the last batted out available to run. This player is the catcher for the next inning regardless of if they caught the previous inning and must catch the next inning.

#### **Minimum Participation**

- A. Offense: Rotational Batting - All players present at the game must bat. Players showing up after the start of the game will be added to the bottom of the order.
- B. Defense: All players must play a minimum of 3 full innings in the field.
  - a. There is unlimited substitution (except for positions of Pitcher and Catcher)
  - b. A player cannot sit consecutive innings unless given permission by opposing team manager.

#### **The Pitcher & Catcher**

- A. Pitchers cannot re-enter the game in the position of Pitcher.
- B. The rules for Pitching and Catching that is outlined in the rulebook, follows the pitcher and catcher from one division to the next.
- C. Pitchers cannot wear white or grey exposed sleeves under their uniform.

D. There are no rules that govern the number of hit batters by a pitcher.

### **Pitch Counts**

We will follow Little League Rules:

League Age:

13 – 95 pitches per day

11-12 – 85 pitches per day

Rest Requirements \*:

66 or More Pitches:	4 Days
51-65 Pitches:	3 Days
36-50 Pitches:	2 Days
21-35 Pitches:	1 Day
0-20 Pitches:	0 Days **

Note:

\* pitcher can complete batter when rest pitch count is reached

\*\* pitcher cannot pitch on three consecutive days regardless of rest requirements

Catching and Pitching Limits:

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Pitcher can complete batter when catching pitch count is reached. Any player that catches for 4 or more innings may not pitch on the same day.

### **Base Running**

A. "Slide, Avoid or Give Up" rule applies.

B. Leading and Stealing Allowed.

### **Equipment**

A. Offense: Players must always wear a batting helmet while on the field until they return to the dugout, exception is a pitcher warming up in an approved area, however the catcher must be wearing an approved catchers helmet and spotter must also wear a helmet. Players coaching bases must also wear helmets.

B. Cleats with metal spikes are permitted, unless on a portable pitchers mound (sneakers only).

C. Catchers must use dangling throat guard regardless of mask type.

D. Warming Up Pitchers:

D1. Team Players must catch. (Coaches are not allowed). This applies on the mound and in foul territory.

D2. Catcher must be wearing proper gear.

D3. When in foul territory, a spotter wearing a helmet and glove must be present to protect the pitcher.

D4. The spotter must be a team player. (Coaches are not allowed).

D5. Pitcher warm-ups must take place on the field (mound or foul territory).

### **Dugout Issues**

A. Only 3 adults (1 manager & 2 coaches) and team players are allowed in the dugout.

B. Managers/Coaches/Adults must have proper credentials displayed at all times.

C. All players unless actively participating on offense or defense are to remain in the dugout.

D. On deck batters are aloud.

## **Bats**

- A. Not more than 34" in length
- B. 2 1/4" or 2 5/8" barrel USA certified or solid wood
- C. If wood and:
  - C1. 30" or longer, the bat cannot be smaller than 15/16" in diameter at it's smallest part.
  - C2. under 30", the bat cannot be smaller than 7/8" in diameter at it's smallest part.
- D. If wood is taped or has a sleeve, the tape or sleeve cannot exceed 18" from the small end.
- E. **-3** BBCOR certified bats are allowed

## **The Balk**

- A. One warning will be issued per pitcher per game (throughout season and playoffs)  
Note - After the warning, balks will be called.