

# INTERMEDIATE BASEBALL LEAGUE RULES

## Playing Rules

- Games are 7 innings and/or 105 minutes in length, no new inning will start after the time limit is reached.
- Official start time begins with the first warmup pitch.
- Any game tied after the time limit is reached will start with the batted out of the previous inning on second base with one out. The game will continue until there is a winner.
- 8 warm up pitches to start the game, 5 pitches between the remaining innings.
- Five innings constitutes a completed game stopped by darkness or bad weather. If the home team is ahead after 4 ½ innings and the game is stopped because of darkness or bad weather the game is also complete. If the home team is behind after 4 ½ innings the game must be completed at another time from the point it was stopped at.
- No designated hitters in any division.
- You may bat straight 9, with substitutes or 10 players with the Extra Hitter if you choose. You may also bat the entire lineup with free substitutions.
- If any player gets ejected that player's spot will be an automatic out when their turn in the batting order comes up. If a player gets injured and cannot continue their spot in the batting order will not be an out, but they cannot re-enter the game. Coaches must communicate all game ending injuries to the umpire and opposing coach so there is no confusion.
- The mercy run rule will be in effect if any team is ahead by 15 runs after 4 innings (3 ½ home) or 10 runs after 5 innings (4 ½ home).
- Maximum runs scored per inning is six (6). The last inning will be unlimited runs.

- Metal spikes allowed at Southview field. No metal spikes are allowed at SMC field, must be turf or molded cleats.
- All baserunners, hitters and catchers must wear helmets whenever they are on the field. No skull caps allowed. All catchers must wear a one-piece hockey style mask.
- All baserunners must make a reasonable attempt to slide on plays at a base. Umpire's judgement on whether or not a failure to slide negatively impacted the defenses ability to complete the play.
- All tinted glasses worn by pitchers must be prescription.
- Courtesy runners can be used for the catcher and pitcher. The courtesy runner should be a player not already in the game or if all subs have played the last batted player out.
- Infield fly and dropped third strike is in effect.
  - a. Infield fly - must be a force at all 3 bases, less than 2 outs and a reasonably caught fly ball in the infield area. The principle of this rule is to prevent an infielder from intentionally dropping an infield fly ball to force a double play on the bases.
  - b. Dropped third strike - if 1st base is occupied at the time of pitch the batter is automatically out. If a batter leaves the circle and heads back to the dugout they will be considered to have given themselves up and are out.
- Balk rules -
  - a. First  $\frac{1}{3}$  of the season - all warning and help instruct what was done wrong, even on multiple infractions.
  - b. Last  $\frac{2}{3}$ 's of the season - each pitcher gets 1 warning per game/outing and then the balk rule is enforced on 2nd infraction and beyond.
  - c. The principle of the balk is to prevent the pitcher from deceiving a base runner. This is a developmental league, our goal is to teach and develop and not win at all costs.
- The pitch count is based on the number of pitches thrown to batters during the batter's time at bat. Warm-up pitches allowed before the game, in between innings or allowed by the umpire in case of injury or game delay do not count.
- When the pitcher reaches maximum pitches allowed, he may not pitch to another batter. He may only finish pitching to the current batter. A pitcher may start a new batter at pitch 84 or less.
- The pitching rule applies even though a game is called (ended) by the umpire because of darkness, rain, or some other factor before it has become an official game. For doubleheaders, the pitch count is for the whole day. So, a pitcher could pitch 50 pitches in game 1 and 35 pitches in game 2 to get his 85 limit.

- **Pitch count - days of rest**
  - **Maximum allowed - 85**
  - **66 plus - 4 days of rest**
  - **51-65 - 3 days of rest**
  - **36-50 - 2 days of rest**
  - **21-35 - 1 day of rest**
  - **20 or less - 0 days of rest**
  
- **All bats, all sizes are allowed. No restrictions.**
  
- **Field dimensions are 54' pitching mound 80' base paths at Southview. 60' pitching mound 90' bases at SMC.**
  
- **Players must play two innings on defense and have one at bat.**
  
- **Orange safety base at 1st is not required.**
  
- **Call up players can only come from another intermediate team or SRLL team.**
  
- **The fake bunt and swing away play is not allowed, and the batter will be called out immediately, and all runners advancing on the play must return to their previous bases.**