

**Intermediate Baseball**  
**MODIFIED RULES**  
**10u League | 12u League**  
**14u League**

Fort Collins Baseball Club uses the current **National Federation of State High School Association's** baseball rules. The following are the **League Modifications** to those rules for all age groups and divisions with references to NFHS rules where appropriate. All coaches are expected to familiarize themselves with the rules regarding conduct of coaches, spectators and players toward FCBC Umpires.

Whether it is during practice or during pre-game warm-up, do not hit any balls against fencing.

**Rule 1 - Players, Field and Equipment**

**1.2.1, 11** The following **field dimensions** shall be used for all Intermediate League games:

- 9u/10u Division: The diamond shall be sixty-five feet (65') between bases. The distance from the front edge of the pitcher's plate to the point of home plate shall be forty-six feet (46').
- 11u/12u Division: The diamond shall be seventy feet (70') between bases. The distance from the front edge of the pitcher's plate to the point of home plate shall be fifty feet (50').
- 13u/14u Division: The diamond shall be eighty feet (80') between bases. The distance from the front edge of the pitcher's plate to the point of home plate shall be fifty-four feet (54').

Note: In the event of blended-age leagues, the rules for the older age group will be used.

**1.3.1** The official game ball will be provided by FCBC.

**1.3.2** **Bat Restrictions:**

- 9u/10u Division: There shall be no weight or length restrictions on bats. *Note the "BPF 1.15" stamp requirement below.*
- 11u/12u Division: *Players are strongly encouraged to swing -8 bats.* There shall be no weight or length restrictions on bats. *Note the "BPF 1.15" stamp requirement below.*
- 13u/14u Division: Maximum allowed weight/length differential is -8. **Players are encouraged to swing -5 or -3 bats, but the max differential is -8.** *Note the "BPF 1.15" stamp requirement below.*
- **BPF 1.15:** Per National HS Federation Guidelines, FCBC Intermediate and Recreational leagues permit only the following bats to be used: All bats, including big barrel bats, must have the manufacturer's BPF 1.15 certification on the taper or be a wood bat.

**1.3.4** **Hitting Aids:** Only bats (including weighted warm-up bats) and items designed to remain part of the bat while warming up may be used for on-field, in-game warm-up.

In other words, hitting aids – other than bat-weights (donuts, sleeves) – are *not* allowed for warm-up anywhere *on the field* (inside the fence in fair or foul territory) during a game. This includes Hurricanes, hitting sticks, Ts, and nets.

**1.3.6** The size of gloves/mitts is not restricted.

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- 1.4.1 Metal Cleats are not allowed.
- 1.5 **It is strongly recommended that every player wears a protective cup.**
- 1.5.1 It is mandatory for on-deck batters, batters, runners, and retired runners to wear a batting helmet that meets the NOCSAE standard. A player base-coach is required to wear a batting helmet.
- 1.5.4 All catchers' helmets must have full ear protection (dual ear flaps). The mask must have an attached throat protector. **All male catchers must wear protective cups.**
- 1.5.11 Non-traditional playing equipment must be reviewed by the League commissioner(s) before it will be permitted.
- 1.5.12 ~~Jewelry shall not be worn (See 3.3.1d) except for religious or medical medals (taped and worn under the uniform).~~ Per NFHS rules, jewelry restrictions have been relaxed – FCBC strongly encourages players to not wear jewelry. Umpire judgment will dictate any questionable jewelry situations.

**Rule 2 - Playing Terms and Definitions**

- 2.4.3 An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball and strike count. The ball shall be declared dead before making the award.
- In this situation, the pitcher is not required to throw four called balls.
- 2.17.1a **Innings** (see also 4.2.2a, 4.2.2b) - **All Divisions:** Games will consist of six (6) innings.
- 2.19 **The Infield Fly Rule** is in effect.

**Rule 3 - Substituting, Coaching, Bench and Field Conduct, Charged Conferences**

- 3.1.1 **Substituting:** On defense, free substitution shall be allowed. All players will play – at minimum – every other inning. Each player should be allowed to play one full defensive inning in the infield within the first three innings.

Base-runners may only be substituted in the case of injury. In such case, the player who made the last batted out may be inserted for an injured base-runner.

**Late Players:** In the situation where a player is late arriving for a game, whether this is pre-announced to the coach or not, the player shall still be allowed to play. Offensively, the late player is placed at the last spot in the line-up (because we bat the entire roster, a late player may not be used merely as a substitute for another player). Defensively, the player may be freely substituted.

**Benching and Ejection:** If a *coach* elects to remove a player from the game due to misconduct, an automatic out will be charged in the batting order. If a player is ejected

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from the game by the *Umpire*, an automatic out will be charged in the batting order for each of the ejected player's subsequent at bats.

**3.1.2 Pitcher Re-Entry:** Only the starting pitcher will be allowed re-entry as a pitcher - and this only once per game. If the starting pitcher was removed due to use of all mound visits / defensive conferences, no re-entry is allowed. A starting pitcher who is re-entered is still bound by the League Pitching Restrictions as outlined below (Rule 6.1.6).

**3.1.4** On offense the batting order shall contain the entire roster of players present.

**3.1.5 Injury Removal:** If a player is forced to leave the game due to injury or illness, an automatic out will not be charged in the batting order.

**If a player is removed from the game due to injury while the team is on offense, the player who made the last batted out shall be inserted as a courtesy runner.**

With any injury that requires the removal of a player from a game, the player must have written or witnessed permission from a parent (or legal guardian) to resume play.

**3.2.1 Coach Uniform:** Coaches are not required to be in team uniform. However, coaches must wear athletic attire that corresponds to the team's uniform colors. Players and coaches will show respect for the game by wearing league issued or approved baseball hats bill-forward except while playing catcher.

**3.3.1c, m Throwing Bats**

Due to safety concerns, we reiterate the following NFHS rule as written:

A coach, player, substitute, attendant or other bench personnel shall not:

c. carelessly throw a bat

Penalty: ... the umpire shall issue a warning to the coach of the team involved and the next offender on that team shall be ejected ...

m. deliberately throw a bat, helmet, etc.

Penalty: The umpire shall eject the offender from the game.

We insert the following rules (3.3.1g, and j) not as modifications, but as clear reminders to coaches.

**3.3.1g Bench and Field Conduct**

**A Coach, player, substitute, attendant or other bench personnel shall not: commit any unsportsmanlike act to include, but not limited to,**

**6. any member of the coaching staff who was not the head coach (or designee) in 3.2.4 leaves the vicinity of the dugout or coaching box to dispute a judgment call by an umpire.**

The rules further state: For the head coach, the duties of controlling the dugout and team behavior includes being both accountable and responsible for the actions of assistant coaches and all other team personnel ... the head coach is the only coach responsible for communications with umpires, and it is not the role of the assistant coach to dispute or appeal play situations and rulings. (p.65, Points of Emphasis, paragraph 2)

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PENALTY: The umpire shall eject the offender from the game, unless the offense is judged to be of a minor nature. The umpire may warn the offender and later eject the offender if the offense is repeated.

- 3.3.1j** FCBC Reserves the right to suspend any assistant coach who violates this rule. A Coach, player, substitute, attendant or other bench personnel shall not:  
**be outside the designated dugout (bench) or bullpen area if not a batter, runner, on-deck batter, designated coach in the coach's box or one of the nine players on defense.**

When your team is on Offense you are allowed two base-coaches (3.3.1). When your team is on Defense the entire coaching staff should be in the dugout.

Every effort should be made to have pitchers warm-up outside of the field of play. In the event that this is not possible, Pitchers/Catchers that are warming up within the foul area of the ball field must have a protective-player (another player or coach with a glove) positioned between them and the field of play.

- 3.3.1p** Use of tobacco or tobacco-like products within 250 feet of the dugout is prohibited for all players, coaches, and team personnel (scorekeepers, attendants, etc.). Offenders shall be ejected immediately upon discovery, and the league may impose additional sanctions.

**Rule 4 - Starting and Ending a Game**

Note: Dugouts are first-come, first-claimed. *Don't let this become a pointless source of dispute.*

- 4.1.1** The umpire-in-chief shall decide if the grounds and conditions are suitable for play at game-time. Every effort will be made by umpires to start the game even if it necessitates a delay of up to thirty (30) minutes.
- 4.1.3** A team may start and end the game with **8 players** and an automatic out will not be charged for the missing ninth player. Free substitution shall be allowed on defense. In a 6 inning game, all players shall play a minimum of 3 complete defensive innings. The batting order shall contain the entire roster of players present.

**No On-Field Pre-Game Warm-Up:** No on-field pre-game warm-up. Teams are encouraged to practice ground balls in foul territory and/or fly balls in the outfield. Pitchers may warm-up (“bullpen”) pre-game in foul territory or outside of the field.

- 4.2.1** **Ending a Regulation Game**  
Games shall start and end on time. A game shall consist of six innings or **1 hour and 45 minutes**, unless the game is tied, in which case Rule 4.2.2a (Extra Innings) is applied.

The game clock starts immediately at the conclusion of the umpire/coach pre-game conference. A new inning begins the instant the third out is made in the bottom half of the previous inning. *No new inning shall start after the time limit has expired.*

The game ends when one team is ahead after the completion of regulation innings; or, time has expired (if time expires and the home team is ahead, the game is over); or, after

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the Mercy Rule is applied, or, if the game is 'Called' (4-2-3); or, if applicable, Tie-Breaking Provisions produce a winner.

**4.2.2 Mercy Rules:** The following rules will be in effect for all Divisions and all League games: The game will end if after two (2) complete innings either team is ahead by 20 runs (or 1½ if the home team is ahead); or if after three (3) complete innings either team is ahead by 15 runs (or 2½ innings if the home team is ahead); or if after five (5) complete innings either team is ahead by 10 runs (or 4½ innings if the home team is ahead).

**Extra Inning:** Tie-Breaker

- “Extra Inning” definition: An inning that is played in order to break a tie. This may include an inning played beyond the prescribed number of game innings (as specified under 2.17.1a) or an inning started after the one-hour and forty-five minute (1:45) time limit in order to break a tie. Once the first extra inning begins, the (1:45) time limit no longer applies.
- During the extra inning the last scheduled batter for that inning will be placed on second base. There will be zero (0) outs to start the inning.
- The maximum number of extra innings allowed is one (1). If a game’s outcome has not been decided at the end of the extra inning, the game will be scored as a tie, and treated as a complete game.

**4.2.3 Called Game**

If weather or darkness interferes with play so that the game is called (ended) by the umpire, it is a regulation game if *either 55 minutes or three (3) full innings / 2.5 innings if home team is ahead* have been played. Otherwise, the game is considered an incomplete game and will be rescheduled to “start over” on a new date.

If a regulation game is called when the teams have not had an equal number of complete turns at bat, the score shall be the same as it was at the end of the last completed inning; except that if the home team in its half of the incomplete inning, scores a run (or runs) which equals or exceeds the opponent’s score the final score shall be as recorded when the game is called. Considering the stipulations above, if a regulation game is called when the score is tied, the game will be recorded as a tie.

Additional conditions under which an umpire may “call” (end) a game:

- When a subsequent game on the same field is officially scheduled to begin.
- When any other valid condition exists which prohibits the game from continuing, (e.g., park rule stating no play is allowed after a certain time). Any such ground rules should be discussed in the pre-game conference, if known in advance.

**4.2.4 Suspended Game:** There are no Suspended Game provisions.

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- 4.4.1 Forfeited Games:** A game shall be forfeited to the offended team by the umpire (or the League) when a team:
- Is unable to provide at least eight (8) players to start a game.
  - Is unable or unwilling to participate in the resumption of any suspended game or in any game that has been rescheduled by the League Administration.
  - If all of a team’s approved league coaches are ejected.
  - If neither team shows up for a game. Teams must play all games on the published League Schedule. If both teams fail to show up for a scheduled game, each team will be credited a loss and no score will be entered.
- 4.4.2** Forfeited games will be scored as a 7-0 win for the offended team, and will count in the league standings.
- 4.5** **Protested Game:** No protests will be permitted.

**Rule 6 - Pitching**

- 6.1.1-3 Balks:** Balks will be called at all age levels in Intermediate play. (See also 6.2.4-5)

***Clarification***

**Regarding the “3<sup>rd</sup> to 1<sup>st</sup> Pick Move”** – the Intermediate League follows the current NFHS rule. Pitchers are allowed to “feint” a throw to 3<sup>rd</sup> Base (while in contact with the pitcher’s plate) and then make a move toward another base.

- 6.1.6 Pitching Inning Limits by age division:**

- 9u/10u Division: **A maximum daily total of 3 innings per pitcher per day is allowed; and 5 innings per week.**
- 11u/12u Division: **A maximum daily total of 3 innings per pitcher per day is allowed; and 5 innings per week.**
- 13u/14u Division: **A maximum daily total of 3 innings per pitcher per day is allowed; and 6 innings per week.**

One pitch equals one full inning (no “thirds” of innings).

All totals apply to league play only. *While totals apply to league play only, it is recommended that coaches attempt to follow league restrictions for all games (league and non-league) to ensure the health of all pitchers.*

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**Rule 8 – Baserunning**

- 8.1.1b** The “Dropped 3<sup>rd</sup> Strike” rule is in effect. A batter becomes a batter-runner as per dropped third strike rules outlined in the NFHS rule book.
- 8.4.2b1** Any runner is out when he/she ... does not legally slide and causes illegal contact ... As point 2 of the rule clearly states, “Runners are never required to slide, but if a runner elects to slide, the slide must be legal.” The rule does not say that in order to be a legal play the player must slide. There is no “must slide” rule. The rule is concerned about the intent (legality) of the slide, not the necessity of it. The rule refers *primarily* to trying to intentionally take-out a defensive player at second base. The rule is in place for the safety of the runner and the defensive player.

**Implemented in 10u as of 2018**

**No stealing 2<sup>nd</sup> Base!**

- **Dropped 3<sup>rd</sup> Strike rules are still in effect.**
- **Bases Loaded, 2 outs, 3-2 count:** All runners can run on the pitch (result *won't* be a stolen base).
- Aside from the situation immediately above, **runner at 1B may only run when ball is batted or move up when forced** (*e.g., walk, balk, hit by pitch, dropped 3<sup>rd</sup> Strike with 2 outs*). Runner at 1B may not advance on errant throws such as pitcher pickoff moves, catcher throws, fielder throws, etc.
- **Penalty for Attempting to Steal 2B: *delayed dead ball* – defense can choose their preferred outcome after the play.** Result of play OR “dead ball” and all runners return to bases / no pitch. First offense = warning issued to team; second offense by any 1B runner from that team during the remainder of the game is an Out (1B runner is out) if the defense chooses the “delayed dead ball” option.
- **Note:** A walk is a *1-base award* to the Batter. No advancing beyond 1<sup>st</sup> Base prior to the next batter’s at-bat. (Don’t get “gamey” with trying to take 2<sup>nd</sup> Base on walks.)
- *This modification applies to 10u Intermediate only. 10u baserunners may steal any other base, but may not steal 2<sup>nd</sup> Base. 10u baserunners, including runners at 1B, may leadoff and can be picked off by the defense. Runner at 1B will advance on a Balk by the pitcher.*

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**FCBC Additional Rules and Protocol**

**No Alcohol at Team Functions:** Any use of alcohol by team personnel – before games, at tournaments, team parties, or any other functions where the players are present – is prohibited.

**Entering of Game Scores on the FCBC Website:** The coach of the winning team is responsible for entering the game score and pitchers' innings. This is done on the FCBC website using the “Coach Access” login. If a game score for a completed game is not entered within 24 hours after the start of the game it will be scored as a 0-0 tie. That tie will become part of both teams' record for determining end-of-season playoff seeding.

**Suspension and Ejection Policy:** The following league ejection and suspension policies will be in effect for all League Games and Tournaments, including the End-of-Season Playoff:

**Definition of terms:**

- Ejection: A penalty for unsportsmanlike conduct or other violation penalized by ejection as outlined by NFHS baseball rules. An ejection is served during the game in which the ejection occurred.
- Suspension: A penalty for unsportsmanlike or other inappropriate conduct. The League Committee governs suspensions. A suspension is additional punishment to an ejection. A player, coach, or other person associated with a team may be suspended even if they haven't been previously ejected.

**Ejections:**

- Coach Ejections: All coach ejections are governed by the NFHS baseball rules.
- Player Ejections: All player ejections are governed by the NFHS baseball rules.

**Suspensions:**

- Coach Suspensions: **A coach, or other person associated with the team, who is ejected from any league game will be suspended for a minimum of one (1) additional game, and is not allowed on-site at the game or warm-up. A coach, or other person associated with the team, may be suspended for more than one game.** A coach, or other person associated with the team, may be suspended without having been previously ejected. If both league-approved team coaches are ejected from the same game then the head coach is suspended from the next league game and the manager is suspended from the subsequent league game.
- Player Suspensions: All player ejections will be reviewed by the League Committee to determine if a suspension is necessary.