

INTERMEDIATE LEAGUE BASEBALL

(Playing Age: 11 & 12 Years Old)

1. Play will conform to the requirements of the 2013 Little League rulebook and as modified by these supplemental park rules.
2. All bats used at MJLI in baseball from TBall thru 14U must be stamped BPF 1.15 OR BBCOR CERTIFIED .50.
3. The batter is out for illegal action when he/she enters the batter's box or is discovered having used an illegal bat. The infraction must be discovered before the next pitch following the turn at bat of the player who used an illegal bat.
4. At the beginning of the game, each team should contribute one new ball, which will be returned to the team for use as a practice ball after the game. Any ball placed into play must be given to the umpire and he has sole discretion to determine if it is an allowable ball. The balls given out on equipment day are official game balls and must be used in games. No marks or team logos are allowed to be placed on the game balls. If a ball is found to have a team logo, it will be returned to the coach and a new ball with no markings/logos will be requested from the offending team.
5. A game cannot begin with less than 8 players on the team. Game time will be determined by the umpire to be closest time possible to the scheduled game time. There will be a fifteen-minute grace period for the first game of the day for lack of enough players. If one team has less than eight players the game will be treated as a forfeit. If you have 8 players, you may pick up a player from the league below but it MUST be approved by your league director and/or the baseball director. Only 1 player may be picked up and only if he/she is the ninth player. The player that was picked up must bat last and can only play in the outfield.
6. The defensive team may play only 9 players: catcher, pitcher, first base, second base, shortstop, third base and three outfielders.
7. The home team is responsible for keeping the official scorebook. The visiting team is responsible for finding an adult to keep the scoreboard. No children under 12 are allowed to operate the scoreboard.
8. If it is the last game of the day, the two coaches should make sure that the lights are turned off, and that the scoreboard controller is properly stored away. A warning will be issued to both coaches on the first occurrence of this not being completed. Upon a second occurrence of the lights not being turned off and the scoreboard controller not being put up the coach is subject to be turned in to the Ethics Committee for further action.
9. If rain interrupts a game and the game is called, it will be considered a complete game IF three and half innings have been completed and the home team is ahead. (Four innings with the visiting team in the lead)
10. Only one extra inning (with International Rules, last out starts on 2nd base) will be allowed to break a time after the time limit has expired. All tie games should be reported to the director, who shall forward to the baseball director for rescheduling.
11. The time limit is 2:00, but an inning cannot be started after 1:45. An inning shall be completed if it began before the time expiration.
12. "Friendly" chanting is allowed, but coaches should immediately stop any mean or derogatory statements.
13. All players on the roster shall bat. The batting order shall be as turned in on the roster to the opposing coach. If a player arrives late he may be placed in his rostered place if has not come up. If said player arrived after his rostered place in the lineup he must be placed in the order as the last batter.
14. Pitching records must be completed by both head coaches and emailed to the League Director at the end of each game. The Field Umpire will report to both coaches the official pitch count at the end of each half-inning.

Coaches are required to have their pitch count books at the field during games. See the attached pitching rules for the pitching rules for the 2013 season.

15. Each team will be warned one time for accidentally slinging the bat. A subsequent offense by a team during the course of the game will result in the player being called out.
16. All players must play at least two innings per game, unless the player is injured or ejected. If a player does not get his two innings in a game, he must start the next game, and play enough innings consecutively to make up the deficiency from the previous game, and then the two minimum innings for the current game.
17. If a player refuses to take the field, except in the case of an injury, they are out of the game and must leave the dugout. An out will be called when that player's spot in the lineup is due at bat.
18. Before a coach comes on the field, he must request a time out from the head umpire. The Head Coach is the ONLY coach who is allowed to request a conference with the umpires.
19. The catcher must wear a protective cup during practices and games to reduce the chance of injury. Per Little League rules, a throat guard is required on all catchers' helmets including "hockey" style helmets.
20. In the Intermediate League, there is no maximum to the numbers of batters in the inning. A half-inning ends when the defensive team achieves three outs against the offensive team.
21. At the end of the season, the Intermediate League teams will participate in a season ending league tournament.
22. The Intermediate League will select at least one Tournament Team (i.e., the Grizzlies) to participate in USSSA and other local tournaments, as approved by the Baseball Committee and the Tournament Committee. Additionally, there will be a tournament team selected from each of the two divisions (National and American) to participate in the Little League Tournament. The baseball committee may authorize additional tournament teams.
23. An intentional walk counts as 4 pitches and must be thrown by the pitcher to the catcher.
24. Run rule is 15 runs ahead after 3 innings or 8 runs ahead after 4 innings the game will be over. There is no per inning maximum run rule. Play three outs. (See rule 20)
25. The pitcher must be removed upon the 2nd coach's visit to the mound in one inning or on the 3rd coach's visit to the same pitcher in a game. The coach is not allowed to be on, at or around the pitching mound between innings. If so, this will be considered one of the applicable coach's visits as determined by the head umpire.
26. Only 1 coach and 1 "on deck" batter should be outside the dugout in the foul territory playing area. The coach should remain in the area just outside the entrance to the dugout. Other Coaches should remain in the dugout except while they are coaching bases. The "on deck" batter should warm up the backside of the batter at the plate (for protection from foul ball contact and to make sure the game keeps moving by having the batter ready to bat). If the coach on the field is of age to participate in Little League baseball program then the said coach should be equipped with a proper protective/batting helmet.
27. Smoking (by coaches or spectators) is only allowed in the parking lots. Also, there will be no profane or derogatory language used on the playing field by the coaches, parents or players at any time for any reason. To do so will be subject cause for Head Coach's ejection from the game. Head Coaches are responsible for the conduct of assistant coaches, players, parents and family of players.
28. A player must slide on a "close play" at home plate. The umpire has sole discretion as to what constitutes a close play at the plate. Normally a "close play" has three elements at home plate at the same time: a runner, a fielder and the ball in the air. Deliberate contact with the fielder at home plate will result in an automatic out and the player being ejected from the game.

29. Once a pitcher has been removed from the mound he/she cannot return to the mound during the same game. A pitcher that takes the mound and throws one warm-up pitch must face at least one batter before he/she is removed unless said pitcher is deemed to be an ineligible player.
30. A courtesy runner can be used for both the pitcher and the catcher IF there are two outs in the inning so that the catcher can get suited up to keep the game moving. The player who made the last out will be the courtesy runner if one is requested. IF both pitcher and catcher are base runners, both may be allowed to have a courtesy runner. In such case, the courtesy runner shall be the last and then the second to last batted out.
31. The home team will occupy the third base dugout and the visiting team will occupy the first base dugout.
32. Bunting is allowed, but if a batter squares to bunt and then pulls back and takes a swing of any kind, the batter shall be called out and all runners must return to the base they occupied prior to the out call.
33. Stealing will be allowed for the full season. When stealing a base the runner must slide feet first. The runner is only allowed to slide face fist when returning to the base.
34. Leading off will be allowed for the full season.
35. Between innings shall not be greater than 2 minutes. When there are two outs on the field and the catcher is on base, the coach is encouraged to use Rule #30 to help keep the game moving. If an "alternate" catcher is used to warm-up a pitcher between innings, the said catcher must also be properly equipped per league rules for catchers.
36. Each pitcher will be allowed one balk warning per game, no matter which inning pitched. After one balk warning has been issued, a balk will be called where runners on base may advance one base.
37. The Board of Directors of MJLI recommends that all male players be equipped with a protective cup prior to each game and practice.
38. After a game or practice, coaches should not leave the area until all players have been picked up.
39. The base paths in Intermediate League shall be at 70 feet. The pitching rubber shall be placed at 50 feet.