



Intermediate League Baseball

Effective September 2025

GENERAL:

1. The home team shall occupy the first base dugout; the visitor shall occupy the third base dugout.
2. If a team cannot field at least 7 players within 15 minutes of game time that team will forfeit the game.
3. Specific rules apply to those adults serving in coaching capacities at a game:
 - a. A team may designate no more than four adults to serve in coaching roles at any given time.
 - b. All of these adults must have passed background checks and have been approved by the league.
 - c. The team at bat may select up to two base coaches from the four adults, who should use the areas indicated for coaching on the field.
 - d. If an umpire approves a base coach under 18 years of age, that coach must wear a helmet while coaching a base.
 - e. Coaches are reminded that they must not physically assist runners in running the bases (Penalty: out is called).
 - f. Coaches are not to interfere with batted or thrown balls. If a coach accidentally is touched by a ball, the ball is alive in play.
 - g. All defensive coaches must be in the dugout or in areas otherwise out of play.
 - h. No one who is not a player or one of the adults serving in a coaching capacity may occupy any dugout or fenced-in area. This includes relatives of the players of any age. (Penalty: Umpire's discretion of warning, ejection, and/or team forfeit.)
 - i. Coaches are expected to exhibit positive sportsmanship at all times, and to insist upon the same from all their team's players and spectators.
4. Teams are required to leave the field in good condition, dispose of all trash, and otherwise respect the league's permits.
5. Games consist of 6 innings unless extended by a tie score. No inning may start after the game has been in progress for 100 minutes (1 hour and 40 minutes) if teams in our league are scheduled to play in the following time slot. If a game is delayed due to a shortage of players from either team the time of the game will be counted from the scheduled starting time.
6. No changes shall be made to the Little League Schedule. (Exception: In the event of permit changes or weather challenges, the league at its sole discretion will make necessary adjustments.)

PITCHING & POSITIONING:

7. Pitch count rules will be followed exactly, with the exception that players of league age 13 or over will follow the rules for league age 12 players. (85 pitches) Teams are responsible for designating a pitch counter, who will keep their official counts in both halves of each innings. Teams are responsible for conferring after each half inning to ensure no errors have been made. If a discrepancy exists, the home team's count prevails. Coaches must sign each other's pitch charts at the end of each game. For pitch count rules, refer to <https://www.littleleague.org/playing-rules/pitch-count/#baseball> ... For the pitch count tracker, refer to <https://www.littleleague.org/downloads/baseball-pitching-log/>
8. If, in the sole discretion of the umpire, a pitcher is excessively wild or otherwise unsafe, the umpire will disqualify that player from pitching any further in that game.
9. Once a player is removed as pitcher and a substitute pitches a single pitch or warm-up pitch, the removed player is no longer eligible to pitch in that game.

10. All players must wear their uniform shirt, white uniform baseball pants, and appropriate baseball footwear for the playing surface. Players who are not properly attired will not be permitted to play, and will not be placed in the lineup until they are properly dressed.
11. A team is permitted to field 1 pitcher, 1 catcher, 4 infielders and 3 outfielders for a total of 9 players in the field. Every player must play at least three full innings in the field.

GAME PLAY RULES:

12. Runners must avoid collisions with fielders. The umpire will enforce obstruction and interference rules, but notwithstanding who has the right of way on a play, runners who do not make every effort to avoid collision will be penalized. Batters must avoid interfering with a catcher making a play at the plate.
13. A play ends when the ball is back in the pitcher's possession on the mound and all runners have stopped their forward momentum. At this point until the next time the ball reaches the batter, any player who advances will be returned unless put out. An out made in such a case will stand.
14. For Intermediate: Runners must remain in contact with the base until the ball is hit by the batter. The violation by one runner affects all runners. There is no automatic out. For penalty see rule 7.13b excluding the last two sentences of 7.13b.
15. For Intermediate: Stealing is permitted once the ball reaches the batter.
16. A player who is catching in the next half-inning can be replaced for a pinch runner once there are two outs. The pinch runner shall be the player who made the second out. Under no other circumstances are pinch runners permitted unless a player is being removed from the game permanently due to injury.
17. All batters and runners must wear helmets.
18. No more than six runs can be scored by one team in an inning. (Exception: In the 6th inning or the final inning of the game, the inning shall have no run limit. A team losing by 10 or more runs may elect to reinstate the run limit in the last inning, which will then apply to both teams.)
19. Mercy Rule: If a team is winning by 15 runs after its opponent has completed 3 innings at bat or 10 runs after its opponent has completed 4 or more innings at bat, the game ends.
20. No balks are permitted. Illegal pitches shall be called balls.
21. The dropped third strike rule will be followed as written in the rule book.
22. Any game that has not been official due to darkness shall be official provided it has been underway for at least 75 minutes.