

## 2024 Intermediate Division Ground Rules

### PLAYER DRESS CODE:

- Player must be in uniform provided by the league, a shirt and hat with the team logo.
- All players must wear an athletic supporter and catchers must wear a protective cup.
- Uniform shirts are to be tucked in at all times.
- Only Little League approved equipment may be used.

### GAME DURATION:

- All games must be regulation games.
- All games will be seven (7) innings, except:
  - Curfew is 10:30 pm, at which time play will immediately halt.
  - If curfew is reached during a players at bat, that player may finish the at bat; a substitute batter is not allowed.
  - No new inning will begin after an elapsed time of 2 hours and 15 minutes.
  - For an extra inning game, the 2 hour 15-minute time limit may be exceeded to complete the game if no other team is scheduled or waiting to play, but the 10:30 cutoff time will remain in effect
  - Regulation games that are not completed to 7 innings (6 ½ if the home team is ahead) shall be adjudged according to the Little League Rule Book (Rule 4).
  - Intentional delay of game by a team may result in the forfeiture of the game by the umpire in charge per Rule 4.15(6).

**10-RUN RULE:** 10-run rule will apply after five (5) complete innings of play.

### PITCHING:

- Pitchers will be limited to six (6) warm-up pitches.
- Days rest and pitching availability will follow Little League Pitch count rules. Players age 13 may pitch a maximum of 95 pitches per day. \*If a pitcher reaches the limit imposed while facing a batter, he may continue to pitch until the batter either gets on base or is put out.
  - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
  - If a player pitches 51-65 pitches in a day, three (3) calendar days or rest must be observed.
  - If a player pitches 36-50 pitches in a day, two (2) calendar days or rest must be observed.
  - If a player pitches 21-35 pitches in a day, one (1) calendar day or rest must be observed.
  - If a player pitches 1-20 pitches in a day, no (0) calendar days or rest must be observed.
- **Regulation VI (d):** If a pitcher reaches a day(s) threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. The batter reaches base; 2. That batter is retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.
- **A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.**
- **Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. Catching 1 pitch in their fourth (4<sup>th</sup>) inning constitutes catching a fourth (4<sup>th</sup>) inning.**

### SUBSTITUTION RULES:

- Substitutions must enter the game no later than the top of the fifth inning.
- All players must play at least six (6) consecutive defensive outs and have one (1) at bat per game.
- Regulation IV (i): Please see rulebook for entire rule. Summary: If a player does not get their minimum play time due to a shortened game, that player must start the next game to attain the remaining play time for the previous game, plus the minimum for the current game. See rulebook for penalties for non-compliance.
- Any starter removed may be re-entered for another starter after his substitute has played six (6) defensive outs and batted one (1) time.

**COACHES:** Base coaches shall be eligible players in the uniform of their team, an adult manager and/or coach. Both base coaches may be adult managers or coaches. At least one adult manager or coach must be in the dugout.

## FORMS:

- All coaches and managers must have a league-approved application on file.
- Player medical release forms must be with the manager/coach at every game or practice.

## FIELD PREPERATION:

- The Home Team will be responsible for preparing the field including:
  - Drag and water the infield
  - Rake and dress the field
  - Prep the mound and & home plate
  - \* Check and prep the bullpen area
  - \* Chalk the box and lines
- Post game field work includes repairing the mound (game and bullpen) and plate areas first then water and drag the infield.
- **Coaches from the completed game should help prep field for next game.**

## SCORE KEEPING:

- Home team will provide an official scorekeeper. The Visiting Team, when playing another Auburn Little League team, is responsible for the Pitch Count and the Scoreboard. If an ALL team is hosting another league's team, then the Home team will be responsible for providing two people from their team to keep score, maintain the scoreboard and keep pitch count.
- All scorekeeping must be done in the bleachers behind home plate.

## PRE-GAME INFIELD:

- Home team: 20 minutes before game time.
- Visiting team: 10 minutes before game time.
- No batting practice before games-no home plate batting.

**DUGOUTS:** No food allowed in the dugout.

## COVID POLICIES:

- Managers & Coaches must wear masks at all times during the game. Players must wear masks while in the dugout and when social distancing is not possible to the extent of CA youth sports guidelines.

## PENALTIES:

- **Rule 4.07** – When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in the game. They may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended for the next physically played game and may not be in attendance at the game from which they are suspended.
- Note: If a batter unintentionally throws his/her bat after hitting the ball, the Umpire shall give a warning to the batter and his/her Manager. If the batter repeats the offense, the Umpire shall ask the Manager to replace the player **for the remainder of the game** for disciplinary reasons. An out shall not be charged to the batter for unintentionally throwing the bat. A substitute player shall replace the batter at the base he/she reached. If the Manager refuses to replace the player, the player will be ejected from the game and Rule 4.07 will be enforced.
- **Intentionally** throwing the bat, or helmet, out of anger or frustration, will result in an ejection and Rule 4.07 will be enforced.

**END OF GAME RESPONSIBILITIES:** Both managers are responsible for the trash in their dugout and in the stands after each game or practice. When time permits between games and after the last game of the day, please rake the field and groom the batters box and pitchers mound. Managers will ensure the equipment shed is locked and all lights are off before leaving the park.

**Interleague Play:** Local ground rules for the league in which the game is being played shall apply during interleague game. However, interleague rules shall supersede local ground rules.