



Playing Rules

Division: INTERMEDIATE

FALL 2024 / SPRING 2025

Intermediate Division Season Play

The Intermediate Division is intended to offer players an advanced level of competitive baseball, using the same rules as the Juniors Division on a smaller, transitional field with a 50-foot pitching distance, and 70-foot base distance. Players continue developing baseball fundamentals, all aspects of teamwork, and learn more advanced defense and offense strategy and skills in this competitive division more closely following “real baseball” rules. Although competitive, the focus remains on player development with the emphasis always placed on having fun, player safety, and sportsmanship!

1. At 2:15 (two hours and fifteen minutes) from the start of the game, the existing inning shall be finished and the next inning shall be the final inning played. Note: For Fall Ball there is a 2:15 (two hours and fifteen minutes) drop dead time for each game.
2. If 7 innings are completed before the specified time limit and there is a tie score, additional innings shall be played. ***
3. The 10 run mercy rule after 5 or more innings WILL be in effect per Rule 4.10(e). The 4-inning, 15-run and 6-inning, 8-run mercy rule per Rule 4.10(e) will **NOT** be enforced. ***
4. There will be a continuous batting order which includes all rostered players present.
5. Games may be started and played with a minimum of 8 players. If only 8 players are available, the team may skip over the 9th position in the batting line-up without penalty.
6. No players present can sit out 2 consecutive innings. Exceptions can be made for physical injuries.
7. Courtesy runners may be used with continuous batting order per Rule 7.14(b). The last batter who made an out may be substituted as a pinch runner for the catcher or pitcher of record when there are two outs.
8. All other rules should follow the Little League Rulebook.
9. The home team is responsible for keeping score via Gamechanger and the visiting team is responsible for scoreboard operation. Note: If score is unable to be kept via GameChanger for any reason, the home team is responsible for keeping score via a manual scorebook and the visiting team is responsible for recording pitch counts (using a manual pitch count sheet) and scoreboard operation. ***
10. The team’s scoresheet/pitch count sheet (within GameChanger or manual scorebook/pitch count sheet) shall indicate the names of all pitchers and innings pitched. Violations or discrepancies must be reported to the Division Commissioner and President within 24 hours. Note: For Fall Ball, teams shall keep their own pitch counts using any format (scorebook, GameChanger, scratch paper,

clicker) to ensure players remain under their allowed pitch counts. Score is not kept, although scorekeeping as practice for the volunteers is encouraged.

LEAGUE AGE / PITCH LIMIT (per day):

- League age 6-8 / 50 pitches
- League age 9-10 / 75 pitches
- League age 11-12 / 85 pitches
- League age 13-16 / 95 pitches

11. All games will count towards standings, including interleague games. ***

12. Field Maintenance:

- a. The home team shall be responsible for field preparation. The field must be dragged, watered (if necessary) and lines painted/chalked.
- b. The visiting team shall be responsible for field take down and locking all equipment in the bin.
- c. During an interleague game at Heroes Park, the LFL team is responsible for BOTH field preparation and take down.
- d. All trash shall be cleared from the dugouts by both teams.

13. Fall Ball Only: Home team is responsible for providing plate umpire, and visiting team is responsible for providing base umpire.

*** Note: Rules #2, 3, 9, & 11 are for Spring Only and do not apply in Fall Ball, as score is not kept.