WOODLAND LITTLE LEAGUE

INTERMEDIATE 50/70

CITY TOURNAMENT RULES & REMINDERS

The rules for the Triple A baseball league will follow the Little League Green Book except as modified below (coaches and managers are expected to know the Little League Green Book): Rule Changes/Additions/Clarifications:

A. Intermediate (50/70) Division

1. Pitching and Batting

- a. Pitching WLL will follow the Little League International Green Book.
- b. The "dropped third strike" rule will be in effect and will follow the Little League International Green Book.
- c. On-deck batters will be permitted. The only player with a bat in their hand will be the batter on deck. On deck batter should remain safely behind the dugout fence.
- d. Two adult base coaches will be permitted.
- e. There are no warnings for balks. Runners advance on a called balk.
- f. Teams will utilize a continuous batting order
- g. Intentional Walks:
 - A. Can be requested prior to or during an at bat. Defensive manager must call time and inform umpire of request. The ball is dead. Appropriate # of balls needed to walk the batter is added to pitch count.
 - B. A player may only be intentionally walked once per game. This would not restrict a team from throwing 4 balls outside of the strike zone at another time during the game.

2. Duration of Game

- a. No new inning may begin after 2 hours, unless playing off a tie.
- **b.** No game will last more than 2 hours 30 minutes. Any game reaching this allotted time limit shall be terminated immediately. In the event of a tie, the game may proceed past the 2 hr 30 min mark until there is a winner.
- **c.** 7 innings is considered a complete game.
- d. Game clock will start at the conclusion of the plate meeting.
- **e.** A game must complete 5 innings to be considered a regulation game. If the home team is ahead after 4 ½ innings and time has expired, or the mercy rule is in effect then that game shall be considered a regulation game.
- f. Mercy Rule:
 - i. 15 runs after 4 inn, 10 runs after 5 inn, 8 runs after 6 inn

3. Base running

- a. Players are allowed to slide into any base or home plate head-first or feet-first.
- **b.** Players are allowed to lead off.

4. Players and Player Requirements

Each team is allowed 9 defensive players on the field.

- a. Each player attending any game shall be in the batting order.
- b. Teams are allowed to make free substitutions, at the top or bottom of each inning. Players that sit the previous inning shall play in the field the next inning.
- c. Each player attending a game shall play at least 3 defensive innings per complete game. (Complete games are considered 7 innings). Games that are 5 innings or less due to mercy rule, players need to play 2 innings in the field. Any player that does not receive their minimum playing time will start and play the entire next game.

B. League Rules

1. You may not start the game with less than 8 players, nor continue the game with less than 8 players (See Green Book Sections 4.16 and 4.17). The Player agent will make every effort to find a replacement player prior to the game.

2. Replacement Players

- a. During the City Tournament, players from other 50/70 division teams may be used to add up to 10 players. Before the tournament begins, each manager will submit to the Player Agent of the division a 1-12 ranking of their players based on his/her personal manager opinion of that player's ability. When a team needs a substitution, they will notify the Player Agent of the player who is absent and their corresponding ranking. The Player Agent will then recruit a player with a similar ranking from another team to fill in. That substitute will bat last and is not allowed to pitch. Fill-in player's minimum playing time shall adhere to the local rule requirements in Section 1. D., Players and Player Requirements. A fill-in player may not fill-in for the same team in consecutive games. The Manager shall be notified in a timely manner by the Player Agent when a replacement player has been selected.
- 3. If anyone is ejected from a game, it is a minimum one (1) game suspension (Extra game)
- 4. Any request for disciplinary action against a player must be in via the online complaint form.
- 5. The Home Team is responsible for picking up the game balls, turning on/off the lights, putting the bases away and securing the equipment box after the game, unlocking/locking the gate on their side, and <u>staying after the game</u> until the snack bar help leaves.
- 6. The Visiting Team is responsible for moving the bases from 60' to 70' before the game, moving the portable mound from 46' to 50' before the game and unlocking/locking the gate on their side.
- 7. Both teams must get their pitching affidavits back after the game.

C. Safety Rules

- 1. All players must wear helmet whenever they have a bat in their hands.
- 2. No warming up with bats or baseballs outside the fence.
- 3. No more than 3 adults in the dugout.
- 4. All Catchers must wear a catcher's helmet with throat guard and male catchers must use a cup during catching
- 5. All male players must wear an athletic supporter or sliding pants.
- 6. Coaches are allowed to warm up pitchers before or during a game.
- 7. During pre-game warm-ups, only two players maximum shall have a bat in their hands.

D. Tournament Seeding

- 1. Regular season Champion and subsequent seeding for the City Tournament will be determined by the aggregate total of wins and losses for the entire regular season. A tie breaker may be necessary in the event of an aggregate record tie. The following criteria will determine standings:
 - a. Overall record determined by win percentage
 - b. Head-to-head record
 - c. Divisional record
 - d. Runs allowed
 - e. Coin toss
- 2. Teams will be seeded according to the end of season standings.
- 3. The higher seeded team in each tournament game will have their choice of Home or Away.
- 4. CHAMPIONSHIP GAME ONLY: Home vs. Away team will be determined by a coin flip.

Managers are responsible for the conduct of their team's parents. Please explain or share the rules with them so they are aware. If a parent's behavior cannot be controlled, the team manager may be ejected.

PLEASE CONDUCT YOURSELVES IN A MANNER THAT WILL REFLECT GOOD SPORTSMANSHIP.