**WOODLAND LITTLE LEAGUE**

**INTERMEDIATE (50/70) DIVISION**

**LOCAL RULES FOR FALL BALL**

**OBJECTIVE OF LEAGUE:**

The objective of the Intermediate (50/70) division is to provide a competitive atmosphere without keeping score. The managers and coaches can spend time fine tuning the fundamentals of baseball that their players learned in the younger leagues, and teach them some fundamentals that they need for this level. There is winning and losing at this level, although that is not what is important.

Success in this division can only be measured by how well each and EVERY player progresses through-out the season. The most important aspect of your season will be to get your players ready for the next level of play the following season.

Also as important, is the matter of GOOD SPORTSMANSHIP. Players should be taught the meaning of good sportsmanship. Set an example by the way you behave and conduct yourself on and off the field (Your players will react the same way they see you and your coaches react). In this league there is no reason for managers and coaches to argue with umpires or amongst themselves, but if something should arise take it off to the side and discuss it like adults in a private manner. Sportsmanship does not just take place inside the foul lines, the behavior of your parents is a key ingredient on how your player will respond to you and your staff. By keeping everyone informed and up to speed with your style of coaching and your expectations for your players, your season should go smoothly.

The rules for the Intermediate division will follow the Little League Green book except as modified below (coaches and managers are expected to know the Little League rule book):

1. **Intermediate (50/70)**
   1. **Pitching and Batting** 
      1. Pitching – Pitchers are restricted to a maximum of 2 innings per game.

If there is a combination of 3 walks or hit by pitches in an inning, a coach of the hitting team will finish pitching for the remainder of that inning. Batters get only 4 pitches from the coach. Stealing is not allowed with the coach pitching.

* + 1. An inning is 5 runs or 3 outs. The seventh inning is considered an open inning where teams can score an unlimited number of runs prior to reaching 3 outs.
    2. Only one on deck batter is allowed – helmet must be worn.
    3. Two adult base coaches will be permitted.
    4. There are no balks but coaches are encouraged to educate pitchers if they balk in Fall Ball.
  1. **Duration of Game**
  2. No new inning will begin after 1 hour and 45 minutes.
  3. No game will last more than 2 hours. Any game reaching this allotted time shall be terminated at once.
  4. **Base running**
     1. Players are allowed to slide into any base or home plate. Players may dive head first going to a new base or back into the base they originated from.
  5. **Players and Player Requirements**

1. Each team is allowed 9 defensive players on the field.
2. Each player attending any game shall be in the batting order (continuous batting order).
3. Players may not sit more than 1 inning per game until all players from their team have sat out 1 inning during that game.
4. Each player attending a game shall play at least 3 innings (6 or 7 inning games). Games that are 5 innings or less, players need to play at least 2 innings. Any player that does not receive their minimum playing time will start and play the entire next game.
   1. **League Rules**
5. 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.
6. If anyone is ejected from a game it is a minimum one (1) game suspension (Extra game)
7. Any request for disciplinary action against a player must be in writing to the Player Agentbefore it will be looked at by the Disciplinary Committee
8. The Home Team is responsible for picking up the game balls, putting the bases away and securing the equipment box after the game, unlocking/locking the gate on their side, and staying after the game until the snack bar help leaves.
9. 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.
   1. **Safety Rules**

a. Must wear helmet whenever a player has a bat and in the on-deck area.

b. No more than 3 adults in the dugout.

c. Catchers must wear helmet and cup during catching duties.

**7. Umpiring:** No umpires are provided for Fall Ball. It is up to the game Managers to determine whether they will call balls/strikes while their team is pitching or hitting.