

WOODLAND LITTLE LEAGUE

INTERMEDIATE (50/70)

DIVISION RULES

OBJECTIVE OF LEAGUE:

The objective of the Intermediate League is to provide a competitive atmosphere while 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 league can only be measured by how well each and **EVERY** player progresses throughout 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 (50/70) Division will follow the Little League Green Book except as modified below (coaches and managers are expected to know the Little League Green Book):

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.
- d. Two adult base coaches will be permitted.
- e. First half of season only; each team will get one warning per game for balks. No warning in second half.
- 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. Each game will be a maximum 7 innings (see exception for tie games).
- b. Must complete 5 innings for a complete game. Run Rules still apply.
 - i. 15 runs after 4 inn, 10 runs after 5 inn, 8 runs after 6 inn
- c. No new inning may begin after 2 hours, unless playing off a tie. Maximum game time limit of 2 hours, 30 minutes. A game reaching the allotted maximum time limit of 2 hours, 30 minutes will be terminated immediately. If an inning is not completed before the maximum allowed time, the score will revert to the last completed inning to determine the game result.
- d. In the event of a tie game, extra innings may be played up to a maximum of 8 innings. The extra inning due to a tie may begin after the 2-hour mark but may not be played after reaching the drop-dead time of 2 hours, 30 minutes. If while playing an extra inning, the drop-dead time is reached, the game will be terminated immediately, and the result will be a tie. If the game is still tied after 8 innings, the result of the game will end in a tie.
- e. Game clock will start at the conclusion of the plate meeting.

3. Base running

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

4. Players and Player Requirements

- a. Playing time is according to the **Little League Green Book** except for each player attending any game shall be in the batting order.

League Rules

- a) 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.
- b) If anyone is ejected from a game, it is a minimum one (1) game suspension (Extra game)
- c) Any request for disciplinary action against a player must be in writing to the Player Agent before it will be looked at by the Disciplinary Committee
- d) 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 staying after the game until the snack bar help leaves.
- e) 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.
- f) Both teams must get their pitching affidavits back after the game.

Safety Rules

- a) All players must wear helmet whenever they have a bat in their hands.
- b) No warming up with bats or baseballs outside the fence.
- c) No more than 3 adults in the dugout.

- d) All Catchers must wear a catcher's helmet with throat guard and male catchers must use a cup during catching duties.
- e) All male players must wear an athletic supporter or sliding pants.
- f) Coaches are allowed to warm up pitchers before or during a game.
- g) During pre-game warm-ups, only two players max. shall have a bat in their hands.

Coaching Tips

- a) Teach your players to play positions in accordance with the
- b) rule book.
- c) Teach them pitching mechanics; count the number of pitches.
- d) Teach them how to lead-off base and read pitchers motion.
- e) Teach them as pitchers to hold runners on and avoid balks.
- f) Teach them how to slide properly.
- g) Teach them how to bunt and how to defend against bunting.
- h) Teach them how to use cut offs for balls hit to the outfield.
- i) Teach them about the different relays for multiple cut offs, first base is the cut off for home, third is for home, etc.
- j) Teach them about the many different strategies of baseball. (e.g. playing the infield in, bunt defense, and double play depth).
- k) Enforce the safety rules above.

Player Movement

Fill-in Players During League play, or the City Tournament, players from other Intermediate division teams may be used to add up to 10 players. With the approval of the President, Vice President or Director of Operations, the Player Agent shall arrange for all fill-in players. If possible, the fill-in players should be from the opposite League. Fill-in players must bat last and cannot pitch during that game. Fill-in player's minimum playing time will adhere to the Green Book Alternative Method of Operation Guidelines (9 consecutive defensive outs and 1 at bat; pg. 176 Green Book). Fill-in players will be selected by the Player Agent. 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.

Standings

Regular season Champion will be determined by the aggregate total of wins and losses for the entire regular season. A playoff may be necessary in the event of an aggregate record tie. The following criteria will determine standings:

- 1) Overall record determined by win percentage
- 2) Head to head record
- 3) Divisional record
- 4) Runs allowed
- 5) Coin toss

All-Star Manager/Coach Selection:

- Player agents will reach out to Managers and Coaches in the division they oversee to gather a list of those interested in participating in All-Stars as a Manager and/or Coach. Once a list is compiled, the board will vote to select the manager and coach(s). The board will consider regular season performance, baseball and rules knowledge, representation of WLL, previous ejections (if any), code of conduct violations as well as any other pertinent information that will ensure the team has the best chance to advance and WLL will be represented at the highest level.
- The Player Agent will inform all managers and coaches who expressed interest in All-Stars of the board's decision. The player agent is not allowed to disclose what discussions took place, specific voting results or any rationale for the decision.

All-Star Player Selections:

- Players in each division will be provided a vote sheet where they are allowed to select up to 9 players whom they believe deserve to make the All-Star team. The top 6 players receiving votes will be selected to the All-Star team. In the event of a tie within the top 6, the managers in that division will be the tie breaker. This should be done by a vote.
- The managers in each division will be responsible for selecting 3 more players to fill out the top 9 All-Stars on the team. This should be done by a vote. If there is a tie amongst the managers voting, the player agent of that division becomes the tie breaker.
- The All-Star Manager can choose how many additional players they want to add to the roster at their discretion. The managers pick can be used to select a player from an upper division that didn't make that divisions All-Star team. For example, a 12 yo who didn't make the 50-70 team is eligible to be selected by the Majors manager with their manager selection. It is the expectation of WLL the manager will consider All-Star coaches' feedback when selecting these additional players, but the decision ultimately falls on the manager.