

## **Sugar Land Little League Intermediate DIVISION GROUND RULES**

**The Little League Baseball Official Regulations and Playing Rules shall govern the  
“Playing Rules” for the Intermediate Division.**

**The Sugar Land Little League Intermediate Division Ground Rules listed below are  
additional, modified, or detailed explanations of the “Playing Rules” for the  
Intermediate Division, only.**

1. **SCHEDULED GAME START TIME:** All games shall begin promptly at the scheduled start time. If a team is unable to field at least 8 players by the game’s scheduled start time, then the game will be rescheduled by both managers' agreement. If the game cannot be rescheduled, the game will be canceled.
2. **CURFEW:** There is a 2-hour time limit. No new inning will begin after 1-hour 50 minutes. No new inning will begin after 10:00 pm and no game will be played after 10:30 pm. The official time will be kept by the umpire crew and they will determine when time has expired. **NO EXCEPTIONS.**
3. **LENGTH OF GAMES:** All games shall consist of seven (6) innings (5 ½ if the home team is ahead) unless the game is shortened by the umpire due to time, weather, etc.; or lengthened due to a tie. The ten-run rule applies after 5 innings (4-1/2 if the home team is ahead). All shortened games must consist of at least 5 innings (4 ½ if the home team is ahead) to be considered a complete game unless the time limit has expired, and the inning has been completed. Games tied after 7 innings will be considered complete and recorded as a tie.
4. **RUN RULE:** If at the end of four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

If at the end of five (5) innings, four and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

If at the end of six (6) innings, five and one-half innings if the home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

**NOTE:** If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more respectively, the home team must bat in its half of the inning. A game determined by the 15-run rule, 10-run rule, or 8-run rule shall be considered a regulation game.

5. **LENGTH BETWEEN INNINGS:** Teams shall change positions as rapidly as possible at the end of each inning. Play should resume within 2 minutes after the last out of the previous half-inning. The Pitcher may take up to 8 warm-up pitches in between each inning, if within the 2 minutes.
6. **RAIN-OUTS:** Rain-out games shall be rescheduled by the League Division VP. In the event a team cannot field enough players on the initial makeup date and notifies the Division VP and Opposing Manager 24 hours prior to the scheduled game time, a second date will be set. If said team cannot make the 2nd makeup date, that team shall forfeit – the game score will be recorded as 7-0.
7. **COACHES:** Each team is allowed, 1 manager and 2 coaches. Base coaches will consist of 2 adults or 1 adult and 1 player (the player must wear a helmet and may only coach 1<sup>st</sup> base). ***No defensive***

*coaches will be allowed on the field.*

8. METAL CLEATS: ***NO METAL CLEATS ARE ALLOWED.***
9. BATTING ORDER: Each team will use a continuous batting order with unrestricted substitutions. The mandatory play rule applies, see rule #11.
  - a. Note on Rule 6.02-c: SLLL has chosen to implement this option regarding the batter remaining in the box with at least one foot throughout the at-bat. There are exceptions to this rule...please see Rule 6.02-c in the 2020 LL Rule Book.

10. PLAYERS: The Intermediate division is for league age 13 players.

11. MANDATORY PLAY: Each player on the team's roster and present at the start of the game shall play a minimum of six (6) outs and may not sit more than (2) innings in a row. The penalty for violating the mandatory play rule will be assessed to the Manager as follows:

- 1<sup>st</sup> Offense – Manager suspended from the next scheduled game,
  - 2<sup>nd</sup> violation – Manager suspended from the following two games,
  - 3<sup>rd</sup> violation – Manager will be removed from the league as a manager.
- [EXCEPTION: for weather, shortened games, illness, injury]

12. DUGOUT ASSIGNMENTS: The Home team will occupy the 3<sup>rd</sup> base dugout while the Visiting team will occupy the 1<sup>st</sup> base dugout.

13. PITCHERS & CATCHERS: Pitchers removed from the game as a pitcher may return to the mound as a pitcher later in the game (as long as he moved to a different defensive position), once per game, as long as the pitcher has not reached the maximum daily pitch count. Pitchers that throw 41 pitches cannot play the position of catcher the remainder of the day. Catchers that catch 3 full innings plus 1 pitch cannot play the position of pitcher the remainder of the game; and catchers that catch less than 3 innings and then pitch, cannot return as a catcher the remainder of the game. If a pitcher reaches a threshold during an at-bat, the pitcher may finish the batter and the pitch count will revert to the threshold. The manager must notify the lead umpire prior to reaching the threshold that the pitcher is to be removed. The penalty for violating the pitchers & catchers' rules will be assessed to the Manager as follows:

- 1st offense – Manager suspended from the next scheduled game,
- 2nd offense – Manager suspended from the following two games,
- 3rd violation – Manager will be removed from the league as a manager.

**THERE ARE NO EXCEPTIONS TO THESE RULES.**

- a. Pitchers must not pitch more than the Little League rules allow...  
13-year league age – maximum 95 pitches
- b. Pitch count rest days will comply with the Rule Book as follows:
  - 66 or more pitches – (4) calendar days rest
  - 51-65 pitches – (3) calendar days rest
  - 36-50 pitches – (2) calendar days rest
  - 21-35 pitches – (1) calendar day rest
  - 1-20 pitches – (0) days rest

14. **BALKS:** Each new pitcher shall be provided one (1) warning (all action shall be ruled “dead” when the warning is given) by the umpire. After the initial warning, all subsequent balks for that same pitcher shall be called in occurrence to Little League rules.
15. **PROTESTS:** Only rule infraction protests will be allowed. All disputes must be settled within 5 minutes, by the Lead Umpire. The Manager may, with rule book in hand and permission from the Lead Umpire, question a call regarding a ruling. The Umpires' decision at the end of 5 minutes is final. **JUDGEMENT CALLS CAN NOT BE PROTESTED.**
16. **ON-DECK BATTER:** The next batter in the line-up is allowed to be outside the dugout in the designated “on-deck” area. The designated “on-deck” for both teams shall be on the 1<sup>st</sup> base side (visitors’ dugout) if a left-handed batter is batting, and the 3<sup>rd</sup> base side (home dugout) if a right-handed batter is batting. If no runners are on base, the on-deck batter shall retrieve passed or foul balls for the umpire and/or opposing team’s catcher.
17. **BUNTS:** Bunts are allowed.
18. **SCOREKEEPER, PITCH COUNTER, SCOREBOARD OPERATOR, & FIELD MAINTENANCE:**
  - a. The home team shall be responsible for making sure the field is prepared before each game (putting out bases, marking the field, lightly watering, etc.)
  - b. The home team shall provide the official scorekeeper and the visiting team shall provide the scoreboard operator and official pitch counter. After the game, the scorekeeper & pitch counter shall have both Managers and Umpires sign the scorebook & pitch count.
  - c. Both teams are responsible for picking up the trash in their respective dugouts.
  - d. The visiting team is responsible for raking and watering the field after the game.
19. All rules defined herein are derived from the Little League Green Book. Any rule not specifically defined in these local rules, the umpire will defer to Little League Green Book and all decisions will be final and will not be challenged.
20. **INJURY REPORT:** An injury report must be filled out for every injury, no matter how minor. Forms can be found in the concession area or ask the Board Member on Duty. The incident must be reported to the league Safety Officer within 24 hours of the injury.
21. **END OF SEASON PLAYOFFS:** Playoffs will be determined by the League VP.
22. **TOURNAMENT “ALL-STARS” TEAMS:** An All-Star team will be selected according to SLLL rules.