



Peninsula Little League 2026 Intermediate Division Amended Rules

1. All Official Little League Regulations and Intermediate Division Playing Rules apply except as modified below.
2. Rules for managers:
 - a. During the game only the manager and two coaches are allowed in the dugout.
 - b. A coach or manager must be in the dugout at all times during a game.
 - c. Only the manager shall be allowed to discuss the game with the umpire and only when time has been called and when permission to approach has been granted.
 - d. **Arguing judgment calls sets a bad example and will not be tolerated by the umpire or Peninsula Little League.**
3. Food and snacks are not allowed in the dugout.
4. Metal cleats or “spikes” will not be allowed for use in the Intermediate Division.
5. No inning shall start after 2 hours and 15 minutes of play has elapsed. An inning is deemed to have started immediately on the final out of the previous inning.
6. During exhibition games, a 5-run rule will apply to all innings.
7. During the regular season, games will not result in a forfeit in the event a team arrives with less than 9 players each. Pursuant to Little League Baseball Rules Rules 4.16 and 4.17, the Board of Directors has determined that when any team during the regular season cannot field a team with at least 9 players, the game may be started or continued. During the regular season, any team that cannot field at least 9 players will, when on defense, borrow the player(s) from the team at bat in the order that they were last out from the previous inning in order to fill all 9 positions. Such player(s) will be placed first in the outfield, starting in left or right field, then in center field, and then in the infield—all at the discretion of the manager for the team on defense.
8. During the tournament, no game may start or continue if any team cannot field at least 8 players. During the tournament, no players will be borrowed and any team which can only field 8 players will play with the number of players in attendance. In the event that a team during the tournament cannot field a team with at least 8 players, the Board of Director's decision pursuant to Little League Baseball Rules 4.16 and 4.17 of whether—and, if so, how—to proceed is hereby delegated to the Peninsula Little League's Umpire-in-Chief; if s/he is unavailable, to the Peninsula Little League President or Vice-President, in that order, provided that neither are Managers, Assistant Coaches, or relatives/guardians of players of the teams at play; and, if neither is available/eligible, to the umpire-in-chief on the field. The decision may include: 1) declaring a forfeiture of the team with insufficient players; or 2) postponing the game for a reasonable period of time,



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not to exceed 20 minutes to afford the team with insufficient players an opportunity to field a team with at least 8 eligible players.

9. The Intermediate Division uses the Little League 10, and 15-run rules in Rule 4.11(e) during the end of season tournament and during all games used to seed the tournament. The run rules are not used during exhibition games.
10. The end of season tournament will be governed by our regular season amended rules, except the 2 hour and 15 minutes time limit will not apply.
 - a. Teams will be placed in the tournament bracket based on their records from the last $2 \times (n-1)$ games of the season where n is equal to the number of teams in the division.
 - b. For all games in the “winner’s bracket,” the team with the higher seed will have their choice of home/away.
 - c. For all games in the loser’s bracket, home/away will be determined by a coin flip.
 - d. The winner’s bracket team will have their choice of home/away for the championship game.
 - e. If a second championship game is needed, the winner of the first championship game will have their choice of home/away.

Batting Order, Substitutions and Playing Time:

11. A continuous batting order is used for the Intermediate division.
12. Free substitution has been adopted for use in the Intermediate Division. As a result, the manager may elect to alternate players every other inning defensively.
13. Regulation IV(i) for playing time has been modified for the Intermediate Division:
 - a. Players are required to play a minimum of three defensive innings per game if the game goes the regulation seven innings and two defensive innings if the game goes to less than seven innings with the following exceptions:
 - i. Injury to a player.
 - ii. Absence or late arrival of a player.
 - iii. Violation of the Peninsula Little League Code of Conduct rules.

Pitching and Catching:

14. Calendar rest days rest requirements and pitching/catching rules must also be followed per the Little League Rule Book.
15. During exhibition games, a balk can be called and the pitcher will be trained on what they did to cause a balk, however it will not be enforced (i.e. runners will not advance).