



**Bridgewater Little League
50/70 League Rules**

2026

Revisions approved by BLL BOD on 2/10/2025

Below are Bridgewater Intermediate (50/70) League local rules which supersede the official Little League rules. Should there be any discrepancy between the "50/70 Rules" and the "Local Rules" the Bridgewater Little League Local Rules will take precedence.

1) General Information

- a) The Bridgewater Little League Board of Directors i.e. President, Vice President and Officers will be responsible for the Intermediate League's financial status, record keeping, and approval of scheduling, rules enforcement and all other related matters concerning the operation of the Intermediate League.
- b) All Little League/ Intermediate League rules will apply unless amended and approved as local league rules.
- c) Any rule not specifically outlined or covered in this, Local Rules, or the Little League Rule book will be determined by the Intermediate VP and his decision is final. Any protests will be directed to the Bridgewater Little League Board of Directors for resolution.

2) Zero Tolerance Policy:

- a) The Intermediate League was founded on the general principle of good sportsmanship and a chance for kids ages 11-13 to play on a bigger field with rules closer to those of the Senior Leagues.
- b) This guiding principle means that the league will not tolerate unsportsmanlike conduct of any kind on the part of fans, coaches, or players.
- c) Verbal harassment, racial, religious, or ethnic slurs will not be tolerated before, during, or are any Intermediate League game. The Umpire-in-Chief will use their discretion to enforce the rules of baseball and good conduct. Any violation of this rule will be reported to the league Board of Directors.
- d) Coaches, volunteers, players and spectators will be subject to suspension during any internal and authority based investigation and subject to further suspension and / or removal from the league based on findings.
- e) Any coach or player ejected from an Intermediate League game will be suspended for the next played game as well. It is the responsibility of the manager of the team of the player or coach who received an ejection from a game to notify the Intermediate League Vice President within 24 hours of the incident. If it is found that an infraction was not reported to the Intermediate League VP within the specified time frame then both the manager and player/coach WILL be punished by serving a one game suspension.
- f) All ejections will be reviewed by the Bridgewater Board of Directors for further disciplinary action up to and including permanent removal of coach/player from the team.

3) Manager and Coaches

- a) Managers, coaches, and volunteers are allowed on the field only when a Little League CORI form is approved. There are absolutely no exceptions to this rule as individuals not CORI approved by Little League will not be covered by league insurance. It is the responsibility of each team manager to enforce this rule.
- b) Assignment of all managers and coaches will require the Board of Directors approval. Requirements to be nominated for a manager or coach's position include the following;
 - i) Filing and successfully passing of CORI review
 - ii) In good standing with the league, Board of Directors, Parents, and Players



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- iii) Experience coaching at a high level of baseball competition
- iv) Know and understand general baseball rules and regulations.
- v) A Manager **may not** be a manager from the existing Senior Leagues or Major Leagues; however, they may be a coach.

4) Player Equipment

- a) Intermediate League will provide each team the appropriate equipment to be used in league games with the exception of bats, helmets and gloves.
- b) The home team is to provide a minimum of four (4) game balls per game.
 - i) Baseball's to be used: Diamond DBR (or equivalent ball approved by Little League and Intermediate League VP.)
- c) **Metal Cleats**
 - i) Metal cleats are allowed in the Intermediate League division for all ages. (The Senior Leagues do allow 13 year olds to wear metal cleats but the Major Leagues and the Hockomock 13 All Star League do not. Please plan accordingly)
- d) **Bat Size**
 - i) The Intermediate League will follow the Little League approved bats per section 1.10 for ALL approved bats allowed in the Intermediate League.
 - ii) Each manager is responsible to know the rule and to check his/her team's bats to ensure this rule is complied with.
 - iii) Any violation of this rule will subject the player and/or manager to possible punishment as deemed by the Intermediate League VP with the BOD approval.
 - iv) Little League Intermediate (50/70) - USA Baseball Marking or BBCOR .50 2-5/8" Barrel
 - v) Wood barrel bats conforming to the specifications of Official Baseball Rule 1.10 are allowed

5) Player Eligibility

- a) League Age 11,12 and 13-year-olds- All players league age 11,12 and 13 are eligible to play in the league. League age is determined by the Little League Guidelines.
- b) The open spots will be determined by the Intermediate League VP
- c) **Sibling Rule**
 - i) Bridgewater Little League does recognize the Sibling Rule in the Intermediate Division. However, any league age 11 or 12 follows the player eligibility requirements in order to be rostered on the same team. Sibling rule will NOT apply if only 2 teams are established.
- d) **All Stars and Hockomock Summer League Eligibility**
 - i) Only players registered for the Spring Senior League division season and/or Intermediate League are eligible. All players eligible must have played in a minimum of 8 games of the players teams scheduled league games prior to the start of Summer League play will be eligible for a District/ Hockomock Summer League team. Any exceptions must be approved by the Senior League VP and/or Intermediate League VP and/or league President.



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6) Player Rosters

- a) No player roster should exceed fifteen (15) players in the Intermediate League division without Intermediate League VP and/or league President Approval.
- b) No team will have less than 11 rostered players.
- c) **Double Rostering**
 - i) Double rostering is allowed. Players are allowed to be rostered on other teams (ex: Senior League, Major League, High School, Jr. High School, Club Teams etc.) Please be considerate when using players double rostered so as to take into account the other teams the players play for.
- d) **Call Ups (Temporary)**
 - i) A Major League player(s) may be called up to fill in spots if needed **to get to** the minimum number of 9 players on a team.
 - ii) All call ups require Intermediate League VP and associated league VP (Majors) approval.
 - iii) **Any call up will bat last in the batting order.**

7) Schedules

- a) All schedules will be determined and prepared by the Intermediate League VP and approved by the BOD which will include length of season, number of games to be played and all other aspects relative to regular season.

8) Standings- Team/League standings will be determined by the following:

- a) Wins will be awarded two (2) points
- b) Ties will be awarded one (1) point (except during playoffs)
- c) Losses and Forfeits will be awarded zero (0) points.

9) Game Time Limits

- a) There is no time limit for games that do not have another game scheduled immediately after a game.
- b) There is a two-hour limit if another game is scheduled after a game. This means no new inning may start after the 2-hour time limit is reached. You may complete an inning already in progress but cannot start a new inning.
- c) Games can be called because of darkness at the discretion of the umpire in charge. If a game is called for whatever reason and the game is an official game, the game is considered final.
- d) Ties are allowed when the game is called early. If time and daylight permits, games that end after 7 innings will continue until darkness or the game gets completed. If not, the game will end in a tie.

10) Climate / Suspended / Postponed Games

- a) Insufficient number of players is not a reason for postponement. This would result in forfeiture by the offending team.
- b) To the best of our ability, team managers and umpires will be notified approximately one (1) hour prior to game time of game cancellation by a league representative via email, website update and/or phone call/text. It is each manager's responsibility to contact his players.
- c) **Inclement weather:**
 - i) If lightning is visible or rain is moderate to heavy, the game shall be delayed immediately for no longer than thirty (30) minutes (umpires' discretion).



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- ii) The umpire may wait a reasonable amount of time before terminating/suspending the game. The umpire or upon agreement by the two managers (or designees) has the discretion to terminate/suspend any game if weather has created unplayable or dangerous conditions.
- iii) If a game is suspended before a game is considered a complete game (4 ½ or 5 innings if the visiting team is winning), then the score reverts to the last complete inning.

d) Rescheduling

- i) Games that are not completed will be rescheduled and will continue from the point of where the game was suspended.
- ii) All make-up dates offered initially are to be played at the site of the originally scheduled game if possible.
- iii) Re-scheduling of game date and time must be agreed to by both teams and the 50/70 League VP prior to any final re-scheduling of games.
- iv) **Additionally, the following must be adhered to;**
 - (1) The home team manager is required to contact the 50/70 League VP within 24 hours of the game postponement (due to weather) to determine the next available date(s) to reschedule the game.
 - (2) The home team manager will offer two make-up game dates to the visiting team manager. These two dates must fall within ten (10) days of the original game date.
 - (3) The home team manager has 48 hours from the original game date to notify the 50/70 League VP of the selected rescheduled date and me so the field can be reserved, and umpires scheduled. Failure to do so will result in forfeiture by the home team.
 - (4) If a game is not played within ten (10) days of the original game, then both teams may be subject to forfeiture.

11) Game Management

a) Pre-Game Procedures

- i) The **home** team has the field up to 15 minutes prior to the game. (See game schedule for official start me)
- ii) The **visiting** team has the field beginning 15 minutes prior to the game time.

b) Game Logistics-

- i) A lineup list will be turned into the opposing manager before every game.
- ii) A game may not start with less than eight (8) players.
- iii) Teams with less than eight (8) players will forfeit the game.
- iv) Any pitching changes will be reported to the umpire as well as the opposing manager.
- v) The ninth (9) and subsequent players to arrive late will be placed at the end of the bang order, no exceptions.
 - (1) Any player arriving after the first warm-up pitch of the game has been thrown, constitutes as being late. A grace period of thirty (30) minutes will be allowed for a minimum number of players to arrive.
- vi) Games will be seven (7) innings in length.
- vii) A team may use 2 adult base coaches, provided they are the coaches listed on the team roster.
- viii) Slashing will not be allowed. A player who slashes will be called out. The ball is dead. No runners may advance.



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c) Batting Order:

- i) The 50/70 League will be using a continuous batting order that includes all players on the team roster present for the game bang in order. (Each team will bat their entire team.)

d) Fielding:

- i) All teams have free defensive fielding substitution of their players, except for the pitcher.
- ii) No hidden ball tricks or deception plays will be allowed.
- iii) Infield Fly-Rule is in effect
- iv) **Hurry up rule option:**
 - (1) If the catcher is on base with two outs, his coach has the option of using a substitute base runner for this player so that he can get the catcher's gear on for the next half inning. This rule will also apply to the pitcher as well, as long as the pitcher was pitching in the previous inning. The runner must only be the player who made the second out of the inning. This option must be taken prior to the first pitch to the next batter. (Hurry up rule is in effect for ONLY the pitcher or catcher. There must be 2 outs for the Hurry Up rule to be used)

e) Slaughter Rule – (10 Run Rule)

- i) An unlimited number of runs can be scored in any inning.
- ii) A game will be terminated once it has become an official game (4 ½ if the home team is winning or 5 innings if the visiting team is winning) if one team is ahead by ten (10) or more runs. (This rule is in effect to preserve your pitchers)

f) Slide Rule -

- i) The "slide or avoid" rule will be used.
- ii) Headfirst slides are allowed into any base.

g) Mandatory Inning Rule:

- i) Each player MUST play at least 3 innings defensively (continuous or noncontinuous) to qualify as meeting minimum play time. IF the player is here for the whole game.
- ii) At the official start of each game, any player(s) on a team NOT present to start the game WILL be moved to the bottom of the batting order for the remainder of the game regardless of when they show up. A player that DOES show up late MUST bat in his/her new spot regardless of what inning it is.
- iii) Any player injured and removed defensively from a game may return in the game. Normal substitutions can be made in case of injury or if a player has to come out of the game.
- iv) If a player leaves the game for any reason (with the exception of ejection) then that player's turn is skipped, and the player is not recorded as an out UNLESS there are only 8 players remaining in the lineup.
- v) A player who misses his turn in the batting order is not allowed to reenter the game (this includes defensive positioning).

h) Chanting -

- i) Chanting or singing of cadence of any kind is not allowed.
- ii) THIS WILL BE ENFORCED UP TO AND INCLUDING FORFEITURE BY THE OFFENDING TEAM!



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i) Scores/Game Summary Reports

- (1) The Managers of the **WINNING** team will complete a game report online after each game, that will include pitch counts within 12 hours of the completed game. Game reports will be emailed to the Intermediate League Vice President and the opposing manager.
- (2) Failure to provide accurate information could result in the winning team forfeiting the game and the manager may be subject to disciplinary action.
- (3) The opposing manager should report any discrepancies of information provided by the winning team within 12 hours or information received will be considered accurate and official.
- (4) This is to ensure any double rostered players pitch count is available for the next day so that his other manager will know his pitch count and # of days rest required.

j) Field Maintenance

- i) Both Home and Away teams are responsible for field maintenance at the end of each game. You must fill all holes on the pitcher's mound, at home plate and any base area.
- ii) When available rake/drag the home plate, pitcher's mound, and infield areas.
- iii) Each team is responsible for disposing of all trash in their respective dugouts each game.

k) Pitching Rules

- i) Pitching will be in accordance with the Little League Rule book.
- ii) All pitchers that participate in more than 1 league (like seniors and Majors) will have specific pitch counts based on agreement with the respective VP. (Be careful of pitchers pitching for other teams e.g. Junior High, High School, Club Team etc.)
- iii) Anyone who pitches is eligible to catch, providing they deliver no more than 40 pitches (actual count).
- iv) See below (per Regulation VI(c) and (d) in the Official Little League Rule Book.)
 - A player may NOT pitch in more than one game in a day.
 - Ages 11-12 - 85 pitches in any one game.
 - Age 13 - 95 pitches in any one game.
 - ★ Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following:
 - (1) If a pitcher pitches 66 or more pitches in a day, four (4) calendar days rest must be observed.
 - (2) If a pitcher pitches 51-65 pitches in a day, three (3) calendar days rest must be observed.
 - (3) If a pitcher pitches 36-50 pitches in a day, two (2) calendar days rest must be observed.
 - (4) If a pitcher pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
 - (5) If a pitcher pitches 1-20 pitches in a day, no (0) calendar days of rest is required.
 - ★ Exception: If a pitcher reaches a day(s) rest threshold while facing a batter, the pitcher may continue to pitch unless any one of the following conditions occurs:
 - That batter reaches base
 - That batter is retired
 - The third out is made to complete the half-inning or the game.
 - ★ The pitcher will only be required to observe the calendar day(s) rest for the threshold he/she reached during the at bat, provided that pitcher is removed, or the game is completed before delivering a pitch to another batter



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- ★ A player is limited to no more than 4 innings pitched per game and no more than 7 innings in 2 consecutive games. A player may NOT pitch in more than 2 consecutive games.

b) Balks -

i) Intermediate League – Rules will be as follows:

- 1st Offense- Play stops and pitcher is given a warning/training.
- 2nd Offense- Play stops and batter is awarded a ball. The pitcher is given a final warning by the umpire. No advancement of runners.
- 3rd and subsequent offense- Regular balk rules apply.

c) Mound Visits:

- i) A manager or coach is allowed one (1) trip to the mound per inning.
- ii) On the second (2) trip in the same inning, the pitcher must be removed from the mound. Calling a pitcher or catcher to the sideline will be considered a trip to the mound.
- iii) Once a pitcher is removed from the mound they can be re-entered at any position.
- iv) A manager is allowed two (2) trips to the mound per game.
- v) On the third (3) trip to the mound for the same pitcher, the pitcher must be removed from the mound.

12) Playoffs

a) All Regular season rules apply.

b) Pitching

- i) Regular LL rules apply for playoffs. A pitcher may pitch his maximum # of pitches for his age group.