

Local Rules (amended 4/24/2023)

1. An official game must be a minimum of three innings. Shorter games will be declared incomplete.
2. Game length has three varieties.
 - a. If time allows no new inning after 2 hours and 0 minutes
 - i. Example: there is one game on the schedule for the night and it starts at 5:15. There is no new inning after 7:15.
 - b. If there is another game scheduled less than 2 hours and 15 minutes after the current game, no new inning 15 minutes before the next start time
 - i. Example: If the game starts at 5pm and the next game is scheduled to start at 6:45. There shall be no new inning after 6:30pm.
 - c. If sunset is less than 2 hours and 15 minutes from the start time. No new inning 15 minutes before sunset.
 - i. Example: If the game starts at 6:45 and sunset is 8:30. There shall be no new inning started after 8:15pm.
 - d. A new inning begins immediately after the third out of the previous inning.
3. The game will immediately end if the game is past the no new inning time, the visiting team is up to bat, and the visiting team is ahead by 12 or more runs.
4. Continuous batting order
5. Playing time
 - a. Players must play at least two defensive innings per game. Players not playing the minimum must start and play at least the first four innings of the next game.
6. Each pitcher shall receive one warning balk per game before normal balk rules take effect.
7. Once a player has been used as a pitcher and removed from pitching they cannot be reinserted as a pitcher.
8. If a batter squares to bunt and then follows through with a swing the batter will be declared out.
9. A game is a forfeit if 10 minutes after the scheduled start time a team cannot field a team of 8 players. If a team is forced to play a game with only 8 players, the 9th spot in the batting order is an automatic out (**playoffs only**). Any players arriving late may be added on at the end of the order even if it goes above 9. No borrowed players will be allowed in a playoff game (**majors and AAA subs allowed in regular season play**). In the event of a forfeit, an umpired scrimmage shall be played.
10. Green Book intermediate rules will be followed if not explicitly overridden.

Green Book Rules Worth Mentioning

1. Drop third strike is live
2. The 10 run mercy rule will be enforced for all divisions. For all scheduled 7 inning games, If after 5 innings, (4 ½ innings if the home team is ahead) , one team has a lead of 10 runs or more the manager with the least runs shall concede the victory and the game score recorded at that point (4.10e)
3. The on deck position is permitted
4. BBCOR 2 5/8" barrel bats are permitted. See Green Book for details. (1.10)
5. Intentional walks are permitted. No pitches need be thrown. 4 pitches are recorded for the pitcher.
6. Games are 7 innings
7. The infield fly rule will be enforced.
8. There are no maximum number of runs that can be scored in any inning
9. A courtesy runner may be used for the catcher, if the catcher is on base and there are 2 outs. This only applies if another inning is possible.
10. Time permitting, in the case of a tie, games will continue into extra innings.
11. The maximum number of pitches per day for a player aged 11-12 is 85. Maximum for 13 is 95. Pitchers can't pitch more than 2 consecutive days, regardless of how many pitches they throw. The following days of rest are mandatory for pitchers Little League ages 14 and younger:
 - a. If a player pitches 66 or more pitches in a day, 4 calendar days.
 - b. If a player pitches 51-65 pitches in a day, 3 calendar days.
 - c. If a player pitches 36-50 pitches in a day, 2 calendar day.
 - d. If a player pitches 21-35 pitches in a day, 1 calendar day
 - e. If a player pitches 1-20 pitches in a day, 0 calendar days.
12. Pitcher to Catcher Rule: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day. The threshold rule applies which allows a pitcher that starts a batter with the 40th pitch of the day to finish the batter without catching restrictions.
13. Catcher to Pitcher Rule: a player who plays the position of catcher for 4 or more innings may not pitch in any games that same calendar day.
14. CBO rule 4.04 If a player leaves the game for any reason their spot in the batting order is skipped with no penalty.

Emphasis

The Intermediate League is structured to give the most skilled players a highly competitive baseball experience. While the emphasis will continue to be on learning to play and enjoy baseball, Intermediate League players will naturally demonstrate increased competitiveness. All players should be exposed to playing both infield and outfield positions. Coaching should focus on fundamental skills development, teamwork and more advanced drills and strategies. Intermediate should be treated as the transition between 46/60 “little league” rules and traditional baseball on a full size field. It allows players to learn the rules of traditional baseball without the jump in field size.

Section III – Tiebreaker Procedures

A. In all cases, the team(s) advancing past Segment 1 must be the team(s) with the best won-lost record(s) during pool play. The tournament director will decide the number of teams that will advance beyond pool play, and such determination must be made available to the leagues/teams involved before the tournament begins.

B. When records are tied, however, the following procedures must be applied in order, so that the tie can be broken. These procedures also apply to determining the seeding for Segment 2 (the playoff round), if seeding for Segment 2 is based on results of pool play.

1. The first tiebreaker is the result of the head-to-head match-up(s) during pool play (Segment 1) of the teams that are involved in the tie.

a. If one of the teams involved in the tie has accomplished EVERY ONE of the following, then that team will advance:

- i. Defeated all of the other teams involved in the tie at least once; AND,
- ii. Defeated all of the other teams involved in the tie in every one of the pool play games it played against those teams; AND,
- iii. Played each of the teams involved in the tie an equal number of times. Example: Three teams are tied with identical records for first place at the end of pool play, and one team is to advance to Segment 2. Teams A, B and C played against each other once in pool play. Team A won all of its games against Team B and Team C during pool play. Result – Team A advances, while Team B and Team C are eliminated.

2. If the results of the head-to-head match-up(s) during pool play of the teams that are involved in the tie cannot break the tie (because no team defeated each of the other teams in the tie each time they played, or because no team has defeated all of the other teams involved in the tie in every one of the pool play games played between those teams, or because the teams involved in the tie did not play one another an equal number of times during pool play), then the tie is broken using the Runs-Allowed Ratio (see Section IV). 156 TOURNAMENT RULES AND GUIDELINES

C. In all cases, if the tie-breaking principles herein are correctly applied and fail to break the tie, or if these guidelines are not applied correctly (in the judgment of the Tournament Committee in Williamsport), then the matter will be referred to the Tournament Committee, which will be the final arbiter in deciding the issue. If a tie cannot be broken through the proper application of these guidelines (in the opinion of the Tournament Committee), then a playoff, blind draw or coin flip will determine which team(s) will advance. This is a decision of the Tournament Committee.

Section IV – Runs-Allowed Ratio

A. For each team involved in a tie in which head-to-head results cannot be used (because no team defeated each of the other teams in the tie each time they played, or because no team has defeated all of the other teams involved in the tie in every one of the pool play games played between those teams, or because the teams involved in the tie did not play one another an equal number of times during pool play), the tournament director will calculate: The total number of runs given up in all pool play games played by that team, divided by 6 innings for Little League and below [7 innings for Intermediate (50-70) Division/Junior/Senior League]. This provides the Runs-Allowed Ratio.

1. Example: The Hometown Little League (Major) team has given up eight (8) runs in all four (4) of its pool play games. 8 divided by 24 equals .3333.

2. The Runs-Allowed Ratio for Hometown Little League (.3333 in the example above) is compared to the same calculation for each of the teams involved in the tie.

B. The Runs-Allowed Ratio is used to advance ALL teams after it is determined that head-to-head cannot be used.

C. If, after computing the Runs-Allowed Ratio using results of all pool play games played by the teams involved in the tie:

1. one team has the lowest Runs-Allowed Ratio, that team advances. After one team has advanced using the Runs-Allowed Ratio, each subsequent team needed to advance is determined by the Runs-Allowed Ratio until all teams are determined and seeded.

2. two or more teams remain tied with the same runs-Allowed Ratio, and the methods detailed in Section III – Tiebreaker Procedures cannot be used (because no team defeated each of the other teams in the tie each time they played, or because no team has defeated all of the other teams involved in the tie in everyone of the pool play games played between those teams, or because the teams involved in the tie did not play one another an equal number of times during pool play), then the Runs-Allowed Ratio must be recomputed using statistics only from the pool play games played between the teams involved in the tie. The results are used to advance ONE team, and any other ties must revert to the Runs-Allowed Ratio using all remaining teams.

D. If a game is forfeited, in most cases the score of the game will be recorded as 6-0 (for Little League Divisions and below) or 7-0 [for Intermediate (50-70) Division/ Junior/Senior League]. However, only the Tournament Committee in Williamsport can decree a forfeit, and the Tournament Committee reserves the right to disregard the results of the game, to assign the score as noted above, or to allow the score to stand (if any part of the game was played). 157 TOURNAMENT RULES AND GUIDELINES

E. In the event a team (defined for this purpose as a minimum of nine players) fails to attend a scheduled game, and it is determined by the Tournament Committee in Williamsport that the failure to attend was designed to cause a forfeit or delay the tournament for any reason, the Tournament Committee reserves the right to remove the team from further play in the International Tournament and/or remove those adults it deems responsible from the team and/or local league.