

Newington Little League Intermediate Division Rules:

This division will focus on training and development of skills and fundamentals with most attention to players' achievements, sportsmanship, and fun with **minimal attention to game scores**. The guidelines below are set to help promote this philosophy.

- Home team is listed on the schedule
- Nine players will play in the field on defense. No short fielders are allowed. All outfielders must be on the outfield grass at the start of every pitch.
- Both teams supply one new baseball to start the game. After that, use whatever decent used baseballs both teams may have.
- If a team does not have at least nine players for a game, it may use a substitute player or players from another team in the same age division. This will be for regular season games only, not playoffs. Substitute players may not pitch for the team on which they are filling a spot.
- A team must have at least eight players or else the game will be forfeited.
- If a game is forfeited because one or both teams have less than eight players, the game should be played as a practice game if possible.
- If injured player comes out of the game or a player leaves the game the batting order slides up and no out is to be recorded. If player returns into the game he must go in at the end of the order.

Six inning games with no inning to start after two hours, and "last inning" should be agreed upon by both coaches if the 6th inning has not started by "one hour & 45 minutes." A new inning starts immediately following the third out of the bottom of an inning. **Coaches should agree on which inning will be the "last inning" prior to the start of the inning.** Example: The 4th inning ends at the "one hour & 50 minute" mark. Coaches should conference and agree that the 5th inning will be the "last inning," and the maximum runs per half inning rule will be removed. EXCEPTION: There will be no time limit for playoff games in the intermediate division.

- Coaches may warm up pitchers at home plate or in the bullpen.
- Bullpens not fenced in must have a spotter wearing a helmet whenever a pitcher is warming up.
- Coaches must stay in the dugout behind the fenced area, unless they are coaching the bases in which case they must remain in the coaching box.
- Games will be played under adverse conditions - be prepared.
- Maximum five runs per at bat/half inning unless last inning, in which case bat until there are three outs in top or bottom (if necessary) of the last inning. However, should a home run be hit over the fence in any inning, including the last, all runs driven in by the home run will count.
- 10-run mercy rule after 4 innings.
- Free defensive substitutions except for the pitcher - no pitcher may reenter the same game as a pitcher once he/she is removed from the mound.
- No pinch runners unless runner is injured.
- Each player must play at least 3 innings in a 6-inning game. If it is required to have players on the bench while on defense, because a team's roster is greater than 10 players, no player shall sit out more than one inning until all the players have sat out at least one inning.
- Continuous batting order. Everyone bats. ~~No penalty for batting out of order.~~ Batting out of order - fix it/no out unless it is deemed intentional on the part of a coach/team to gain an advantage.

- No defensive player will be allowed to play more than 3 innings at any one defensive position in a 6-inning game. (Example - no player can play shortstop the entire game). The only exception shall be the catcher.
- All players must play at least 2 innings in the infield in a six inning game. Valid infield positions (Pitcher, Catcher, 1B, 2B, 3B, and SS).
- A runner can steal a base only after the pitched ball has passed home plate. There is no leading off from the bases.
- If a batter inadvertently throws the bat while swinging at the plate, the batter shall get a warning for a first offense during that game. The second time it occurs in a game, the batter shall be called out. The third time it occurs in a game, the batter shall be ejected from the game (but will not need to sit out the next game).
- Any intentional throwing of the bat shall be an automatic ejection and the player must sit out the next game.
- Coaches/parents preferred as base coaches. If kids must coach a base, they must wear helmets - maximum one kid coaching at any one time.
- Kids catching during a game or while warming up a pitcher on the mound or in the bullpen must wear a mask with a dangling throat protector at all times.
- Bats must meet LL Baseball requirements for this age division.
- Current Little League Baseball's [Regular Season Pitch Count Rules](#) will apply for all regular season and playoff games. Managers must track pitch count for both teams, reconciling every half inning and when a pitcher is removed from the game
- Refer to current Little League rules regarding pitching and catching in the same game:

A) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.) Exception: Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.

B) A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

- Mound distance of 46 feet.
- Pitcher must be removed if he walks and/or hits a combined five consecutive batters in any one inning. Pitcher must be removed if he hits four batters in a game.
- No “dropped third strike” rule in intermediates. A batter cannot advance to first base after striking out.
- A maximum of 2 runs will be allowed to score per inning on passed balls/wild pitches.
- Emphasis on slide OR avoid. It will be a judgment call by the umpire whether or not to call the runner out on plays the umpire deems warranted a slide or avoid.
- No head first sliding except back to the base from which they came.
- No intentional headfirst sliding - automatic out for head first slides. Exception: going back to a base.
- Play will be considered dead once the ball is in the control of the pitcher in the mound area and the base runner has stopped his/her forward progress.

- Bunting is allowed.
- No slashing (faking a bunt and then swinging away on same pitch) - slashing will result in the batter being automatically called out and any runner or runners being returned to the base or bases occupied prior to the slashing.
- No intentional headfirst sliding - automatic out for head first slides. Exception: going back to a base.
- Emphasis on hurry up on and off field. Coach option: "Hurry up" rule for catcher (if catcher is on base with two outs, a pinch runner may be used so the catcher can put on the catcher's gear; the pinch runner shall be the batter who made the last out).
- No protests; all disagreements must be worked out on the field by the coaches and umpire.
- Only the head coach may discuss an umpire's call (fair or foul, safe or out, etc.).
- There shall be no arguing balls and strikes or an umpire's judgment calls.
- In an effort to grow the sport, experienced youth umpires are encouraged.
 - Unsportsmanlike behavior by players, coaches, parents, etc. will not be tolerated; head coaches are responsible for controlling the behavior of their assistant coaches, players, fans, players' parents, etc.
 - While chanting is allowed, there shall be no chanting or other actions that disrupt any pitcher, batter, fielder or base runner. Any other chanting must stop once the pitcher has the baseball and is in contact with the pitching rubber.
- An umpire may stop and/or forfeit a game for behavior that in the umpire's belief constitutes unsportsmanlike behavior that either continues unabated after one warning or that warrants no warning.
- Anyone ejected from a game (except for a player inadvertently throwing a bat while swinging) must sit out the next game.
- Anyone ejected twice during the season (except for a player inadvertently throwing a bat while swinging at the plate) is out for the season and playoffs.
- Playoff seedings/pairings will be determined via a random drawing upon completion of the final regular season game. (Regular season records do not count toward playoff seedings - **This promotes the league's objective of giving all players many opportunities to develop during the regular season**).
- Head coaches/managers are responsible for the actions of their players, coaches and fans.
- NLL reserves the right to ban any player, coach, team, etc. from the league for rule infractions or other actions NLL determines to be sufficiently inappropriate
- Refer to NLL Intermediate Division rule clarifications, Little League rulebook, and **common sense** for any other undeclared rulings.

Rule Adjustments for Play-offs

- If less than 4 teams, a random drawing will be held to pick the team with the bye to the finals
- No time limit for the game, they will play 6 innings
- Run limit is the same as regular season until the 6th inning which is unlimited runs
- Same stealing limits as the regular season
- If a game is tied going into the 7th inning, a runner is started on 2nd base