

ATLL 2017 Special Rules for Intermediate Division

The following ATLL 2017 Special Rules for Intermediate supplement those contained in The 2017 Little League Official Regulations and Playing Rules “The Green Book”:

- Regulation Game. A regulation game shall consist of a minimum of five (5) innings; game time is not to exceed 3 hours in length or seven (7) innings, whichever comes first. No new inning shall start after 2 hours 30 minutes has elapsed.
- Pledge. Before the start of the game, the teams will line-up on the 1st and 3rd base lines while the Pledge of Allegiance & Little League Pledge are recited.
- Hand Shake. At the conclusion of the game, each team will line-up and shake hands as a sign of sportsmanship.
- Position Rotation. Positions are earned by demonstrating the skills needed to play a particular position (e.g.: a player will unlikely be able to play an infield position if he/she has difficulty fielding ground balls).
- Continuous Batting. All players on each team shall bat in continuous rotation. No changes in batting order shall be made as a result of field substitution.
- Composite Bats. Use of composite bats is prohibited, unless bats have received a waiver. Managers and umpires should be diligent about checking bats to ensure compliance with this rule. Information about waivers may be found here (<http://www.littleleague.org/learn/equipment/approvedcompbatssmall.htm>) and may be updated regularly.
- Leading Off. Leading off base is allowed.
- Base Stealing. “Straight steals” are allowed in Intermediate.
- Umpire. Umpires will be provided through ATLL’s Umpire partnership program.
- Infield Fly Rule. In effect.
- Base Distance. The base distance will be 70 feet.
- Pitching Distance: The pitching rubber will be 50 feet from home plate.
- Uncaught third strike. In effect.
- Base Coaches. Only adults shall be permitted to coach 1st and 3rd bases.
- Managers and Coaches Entering Field of Play. Except when serving as on-field first or third base coaches, managers and coaches shall ask and be granted permission of an umpire before entering the field of play for any reason, including when conducting a defensive or offensive conference or when consulting with an umpire regarding a ruling. No more than one manager or coach from a team may enter the field of play when conducting a defensive or offensive conference or when consulting with an umpire regarding a ruling. Similarly, on-field coaches shall ask and be granted permission of an umpire before leaving the first or third coaching boxes during an inning.
- Offensive Interference/”Throwing the Bat”. Umpires shall have broad discretion to call offensive interference in instances of batters “throwing the bat” to promote the safety of all participants. In the umpire’s discretion this may include the issuance of warnings or the declaration of the batter or batter-runner out. In general, the issuance of a warning to a batter or batter-runner is appropriate on a first offense. In general, the declaration of the same batter or batter-runner out is appropriate on a second offense.

- Spectator Seating. Umpires shall have broad discretion to control the placement and seating of spectators. Spectators shall not position themselves directly behind the backstop, nor shall they interfere with, or attempt to influence, the calling of balls and strikes.
- Ten Run Rule. If after five innings (four and one-half innings if the home team is ahead), one team has a lead of ten runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
- Rescheduling of Games. A game that is not started due to weather or other cause shall be rescheduled. The home team manager is responsible to promptly contact the Umpire Coordinator upon the decision to cancel, as well as the Field Coordinator to have the game rescheduled, and to coordinate the revised game time with the visiting team’s manager.
- FAQ’s: <http://www.littleleague.org/Intermediate5070/Intermediate50-70QA.htm>

PITCHING

Pitchers of the listed league ages (age as of May 1st) must adhere to the following pitch counts and calendar days of rest:

Pitching Summary

Age	Maximum Pitches
11-12	85
13	95

Pitches	Days Rest
Over 66	4
51-65	3
36-50	2
21—35	1
Under 20	none

If a pitcher reaches his pitch count in the middle of an at-bat, the pitcher is permitted to continue pitching until that at-bat is complete. Any “extra” pitches are counted toward that player’s pitch count and shall be factored into the calculation of the required days of rest for that player.

A player once removed from the position of pitcher during a game may not return as a pitcher.

A pitcher who delivers forty-one or more pitches in a game cannot play the position of catcher for the remainder of that day.

Any player, who has played the position of catcher in four (4) or more innings (or any parts of four innings) in a game, is not eligible to pitch on that calendar day.

Balks are enforced in Intermediate. Upon a first offense per pitcher, the Umpire shall give a warning and have the pitcher start his/her motion over again (letting the pitcher know the infraction). Upon a second offense, the Umpire shall call a balk.

When a pitcher takes his position at the beginning of each inning he shall be permitted to pitch no more than eight preparatory pitches which shall consume no more than one minute of time.

A manager/coach is allowed to visit with a pitcher “at the mound” three (3) times in an inning (a pitching change must occur on the third visit).

While fielding their position (whether during a game, practice or other ATLL-affiliated activity), all pitchers must wear a protective helmet. To be in compliance with this rule, players must wear either (1) one of the helmets provided to the team by ATLL, or (2) a helmet substantially similar to those provided to the team by ATLL, as determined by the umpire (game situations) or manager (practice situations) in his/her sole discretion.

GAME PRELIMINARIES

Home Team Responsibilities:

- Provide one new game ball.
- Provide “official” scorekeeper.
- Prepare, rake (must be certified for APD fields) and line the fields.
- Measuring for placement of the pitching rubber and bases (supply bases).
- Occupy the 1st base dugout.
- After the game, rake and repair the field if needed and remove/collect all trash or items left at the field.

Visitor Team Responsibilities:

- Provide one new game ball as the back-up ball.
- Supply a U.S. flag and lead all in the Pledge of Allegiance & Little League Pledge.
- Occupy the 3rd base dugout.
- To assist the home team manager, coaches and parents in preparing the field for play (especially when the field is wet).
- Remove/collect all trash or items left at the field.

The Home and Visitor team parents should assist in preparing the field so that the managers and coaches can concentrate on pre-game activities with their team.

WARM-UP AND INFIELD PRACTICE

- Visiting team infield practice commences at 25 minutes prior to the start time of the game for 10 minutes.
- Home team infield practice commences at 15 minutes prior to the start time of the game for 10 minutes.
- If normal infield practice time is not available, the teams shall equally split whatever time is available.
- NOTE: Teams wishing to conduct batting practice before a game need to arrive at least one (1) hour prior to the start of the game and leave the field at least 45 minutes prior to the start time of the game.