



Bridgewater Little League 50/70 League Rules

2017

Revisions last approved during league year 2016

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.

General Information

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. All Little League/ Intermediate League rules will apply unless amended and approved as local league rules. 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. This guiding principle means that the league will not tolerate unsportsmanlike conduct of any kind on the part of fans, coaches, or players. Verbal harassment, racial, religious, or ethnic slurs will not be tolerated before, during, or after any Senior 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.

Field Participation Policy

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.

Manager and Coaches Selection

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;

- Filing and successfully passing of CORI review
- In good standing with the league, Board of Directors, Parents, and Players
- Experience coaching at a high level of baseball competition
- Know and understand general baseball rules and regulation.
- A Manager may not be a manager from the existing Senior Leagues or Major Leagues, however, they maybe a coach.

Manager or Coach Issues

Behavior by any coach or manager that in the judgment of the umpire is clearly a serious violation of acceptable conduct established by the league, the umpire shall report the incident to the Intermediate League Vice President and/or League President who shall bring it to the attention of the league Board of Directors. The league Board of Directors shall reserve the right to take action necessary to eliminate



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behavioral problems on the part of any manager or coach participating in the Intermediate League. All league actions will be communicated through the respective Intermediate League Vice President of the offending coach or manager and/or by the league President.

Disciplinary Infractions

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 timeframe then both the manager and player/coach WILL be punished by serving a one game suspension. All ejections will be reviewed by the Bridgewater Board of Director's for further disciplinary action up to and including permanent removal of coach/player from the team.**

Equipment

- Intermediate League will provide each team the appropriate equipment to be used in league games with the exception of bats.
- Home team is to provide a minimum of four (4) game balls per game.
- Baseball's to be used; **Diamond DBR** (or equivalent ball approved by Little League and Intermediate League VP.)

Player Rosters

No player roster should exceed fifteen (15) players in the Intermediate League division without Intermediate League VP and/or league President Approval. No team will have less than 11 rostered players.

Player Eligibility (13 years)

All players league age 13 are eligible to play in the league.

The open spots will be determined by the Intermediate League VP

Double Rostering

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.

All Stars and Hockomock Summer League Eligibility

Only players registered for the Spring Senior League division season and/or Intermediate League are eligible. All players eligible must have played in at minimum 60% of his 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.

Schedules

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

Game Time Limits

- There is no time limit for games that do not have another game scheduled immediately after a game.
- There is a two hour time 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.
- Games can be called because of darkness and is 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.
- Ties are allowed when the game is called early. If time and daylight permits, games that are tied after 7 innings will continue until darkness or the game gets completed. If not, the game will end in a tie.

Climate / Suspended Games

- 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).
- 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.
- If a game is suspended before a game is considered a complete game (4 ½ or 5 innings if visiting team is winning), then the score reverts to the last complete inning.
- Games that are not completed will be rescheduled and will continue from the point of where the game was suspended. Contact Intermediate League VP to reschedule game.

Rescheduling

- All make-up dates offered initially are to be played at the site of the originally scheduled game if possible.
- Re-scheduling of game date and time must be agreed to by both teams and the Intermediate League VP prior to any final re-scheduling of games.

Weather Related Postponements

- 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. It is each manager's responsibility to contact his players.
- The Intermediate League VP will determine when the makeup game will occur based on field availability.
 - Vice President – Intermediate League Ken Moody
 - Umpire-In-Chief Paul Gavin



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Pre-Game Warm-up

- Home team has the field up to 15 minutes prior to game time. (See game schedule for official start time)
- Visiting team has the field beginning 15 minutes prior to game time.

Line-Up / Start of Game / Forfeitures

- Line-up cards will be exchanged between managers prior to the scheduled time of game.
- A game may not start with less than eight (8) players. Team with less than eight (8) players will forfeit the game.
- The ninth (9) and subsequent players to arrive late will be placed at the end of the batting order, no exceptions.
- 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 minimum number of players to arrive.
- Games will be seven (7) innings in length.
- Official Little League Intermediate Division rules will apply in all aspects of the playing rules except where Intermediate League Local rules have been adopted.

Substitutions

- Each team will bat their entire team.
- All teams have free defensive fielding substitution of their players.
- Starting players and substitute players may be rotated each inning to any defensive fielding position, except the pitcher.
- Each player MUST play at least 3 innings defensively (continuous or non-continuous) to qualify as meeting minimum play time **IF** the player is here for the whole game.
- Hurry up rule is in affect for **ONLY** the pitcher or catcher.
- There must be 2 outs for the Hurry Up rule to be used

Starting Line-up / Re-entry Rule

- Each team will have a continuous batting order and maintain this order throughout the game.
- 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.
- A player who misses his turn in the batting order is not allowed to reenter the game (this includes defensive positioning).
- A player that arrives late to the game will be placed at the bottom of the batting order.

Batting

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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Bat Size

- The Intermediate League will follow the Little League approved bats per section 1.10 for ALL approved bats allowed in the Intermediate League.
- Each manager is responsible to know the rule and to check his/her team's bats to ensure this rule is complied with.
- 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.

Fielding

- Each player must play a minimum of three defensive innings in the field in a game
- Defensive innings in the field may be consecutive or non-consecutive.
- No hidden ball tricks or deception plays will be allowed.

Pitching

Pitching will be in accordance with the Little League Rule book. 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.)

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

The following days rest rules will be adhered to:

- 66 or more pitches in a day will require four (4) calendar days rest
- 51-65 or more pitches in a day will require four (4) calendar days rest
- 36-50 pitches in a day will require three (2) calendar days rest
- 21-35 pitches in a day will require two (1) calendar days rest
- 1-20 pitches in a day, zero (0) calendar day rest required.

Trips to the Mound

- A manager or coach is allowed two (2) free trips to the mound per inning.
- On the third (3) 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.
- Once a pitcher is removed from the mound they can be re-entered at any position.

Balks

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. Pitcher is given a final warning by umpire. No advancement of runners.
- *3rd and subsequent offense*- Regular balk rules apply.

Slide Rule

The "slide or avoid" rule will be used. Head first slides **are** allowed into any base.



Run Limitations / Starting New Innings

- Unlimited number of runs can be scored in any inning.
- The Umpire-in-Chief will be the sole determinant as to when a new inning may start.
- The Umpire-in-Chief will take into account light available, weather, and the safety of the players.
- There is a 2.5 hour game time limit for any game that has a game scheduled immediately after (see Game Time Limit Rule)

Slaughter Rule – (10 Run Rule)

A game will be terminated once becoming an official game (4 ½ if home team is winning or 5 innings if visiting team is winning) if one team is ahead by ten (10) or more runs. (This rule is in effect to preserve your pitchers)

Tie Games

Games may end in a tie (except during playoffs) if it has become an official game (after 4 ½ or 5 innings). If a game ends in a tie, each team will be awarded one (1) point.

Scores/ Game Summary Reports

- The Managers of each team will submit a game report online after each game and MUST update the pitch count within 12 hours.
- 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.
- Failure to update the pitch count is subject to disciplinary actions as deemed appropriate by the Intermediate League and/or League President with the BOD concurrence.
- The opposing manager should report any discrepancies of information provided by the winning team within 24 hours or information received will be considered accurate and official.

Standings

Team/League standings will be determined by the following;

- Wins will be awarded two (2) points
- Ties will be awarded one (1) point
- Losses and Forfeits will be awarded zero (0) points.

Metal Cleats

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 does not. Please plan accordingly)

Chanting

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

Field Maintenance



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- 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.
- When available rake/drag the home plate, pitcher's mound and infield areas.
- Each team is responsible for disposing all trash in their respective dugouts after each game.

Call Ups (Temporary)

- 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.
- All call ups require Intermediate League VP and associated league VP (Majors) approval.
- Any call up will bat last in the batting order.

Playoffs

All Regular season rules apply.

Pitching

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

Sibling Rule

Bridgewater Little League does recognize the Sibling Rule in the Intermediate Division. However, any league age 11 or 12 still 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.

Rules not covered

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.