



**2025
CVLL**

Intermediate Playing Rules

These rules are specific to Clinton Valley Little League or are here for clarification purposes.

They are not a replacement but are a supplement to the 2025 Official Little League Rulebook.

1. Home Team Responsibilities:

The home team is responsible for the field set up before each game and conditioning the field after each game & practice. This includes putting out/away bases, raking and/or dragging the infield and LOCKING the boxes before you leave. The visiting team is expected to assist the home team. Both teams are responsible for cleaning up dugouts; garbage must be IN the can & not left loosely in the dugout. Failure to do so will result in reduced privileges of the field & equipment; and any equipment lost due to unlocked boxes will be replaced by the responsible manager. The home team is also responsible for recording the score on the website.

2. Minimum Participation Requirement:

- A. No player can sit on the bench defensively more than 1 inning (3 outs) unless all players have sat on bench defensively 1 inning (3 outs), except a starting pitcher who is pitching and still within their pitch count. Starting Pitcher must sit for remainder of the inning after being removed from pitcher if everyone else has sat already.
- B. No player can sit on the bench defensively more than 2 innings (6 outs) unless all players have sat on bench defensively 2 innings (6 outs).

3. Substitution Rules:

- C. A Continuous Batting order shall be used for all games, meaning every player present for the game will bat when it is their turn in the batting order regardless if they are in the game defensively.
- D. Unlimited defensive substitutions: Any player on the team can be entered as a defensive substitution at any time but will remain in the same position in the batting order.

- E. If a player leaves the game for any reason and their spot comes up in the batting order, they will simply be skipped over that time and any other time they miss. If the player returns, the player will assume the same place in the batting order.
- F. Any player who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that game and any other game on that day.
- G. Any Player that has played the position of catcher 4 or more innings in a game is not eligible to pitch on that calendar day. If you catch one pitch it is considered a full inning.
- H. No courtesy runners or special pinch runners will be allowed with the exception of the "last out" running for the catcher.
- I. Per Rule V1 (b) in 50/70 a pitcher may be pulled and put back in one time as long as they remain in the game defensively.

4. Infield Fly Rule:

- A. The Infield Fly Rule is as follows: with runners on 1st and 2nd OR the bases loaded with less than 2 outs, the batter pops up a ball that can be caught with ordinary effort. Ordinary Effort meaning that if a fielder has to sprint or dive to get to the ball, it would not be considered an Infield Fly. This is the umpire's judgment.
- B. A ball that lands or is caught in foul territory is not an Infield Fly.
- C. When the umpire declares an Infield Fly, the ball remains live. Runners can advance at their own risk. If the ball is caught runners must tag up before advancing as with any other caught ball. If the ball is not caught the runners do not have to tag up to advance.
- D. A line drive or a short, low pop up is not an Infield Fly.
- E. An infield fly can be called on a pop up that is in the shallow outfield, but again only if it can be caught with ordinary effort in the judgment of the umpire.

4. Borrowing Players:

- A. Teams will be allowed to have not less than 8 but not more than 9 players defensively.
- B. If a team cannot field 9 players, the opposing team should lend players to the other team for fielding purposes only. The last out(s) from the previous half inning MUST take the field until the end of the inning or if their spot in the order comes up.
- C. Teams are also allowed to borrow players from other teams from the Major or Intermediate Divisions only, if they know they are going to be short players prior to a game. When borrowing a player, team managers should seek to borrow players from teams who are not scheduled to play on the day in question. Any player that is borrowed from another team MUST wear their original team uniform.

- D. Teams may borrow enough players to field a team defensively plus one additional player. Although when doing so all players on the normal team roster must play more defensively than any borrowed player.
- E. Borrowed players may only play in the outfield and must bat last in the lineup.
- F. Players MAY NOT be borrowed during playoffs.

5. Game Time:

- A. All games will be seven innings.
- B. A time limit of two (2) hours will be imposed. This means no inning shall start after 2 hours of play. An inning starts when the third out of the previous inning is made.
- C. In the event of a tie score extra innings will be allowed if there is still time remaining. Otherwise, the game will be recorded as a tie.

6. "Balk Rule:

Below lists some of the different kinds of ways for a pitcher to commit a balk, but you should bear in mind that a balk is the pitcher intentionally trying to deceive the runner(s):

- A. Stepping quickly onto the pitcher's plate and pitching, better known as a "quick pitch"
- B. From the Windup position, a pitcher cannot raise either foot from the ground except in the actual pitch to a batter.
- C. From the Windup, the pitcher cannot disengage the rubber with his/her free foot
- D. Pitcher cannot change from the Windup to the Set position without stepping legally off the rubber.
- E. Pitchers must step and throw to a base from the rubber. The "snap throw" is not allowed
- F. If the ball slips out of the pitcher's hand and doesn't cross either foul line.
- G. If the pitcher spits on the ball, hand, or glove.
- H. Pitchers cannot rub the ball on the glove, a teammate, or clothing.
- I. While on the rubber, if the pitcher makes any move normally associated with the pitch and doesn't deliver, a balk will be called.
- J. A balk is called if the pitcher fakes a throw to 1st base while on the rubber.
- K. The pitcher cannot fake a throw or throw to unoccupied base, except for the purpose of making a play.
- L. If the pitcher makes any movement associated with a pitch while not touching the rubber.
- M. The pitcher cannot unnecessarily delay the game.
- N. If the pitcher stands on the rubber without having the ball.

- O. The pitcher cannot drop the ball while touching the rubber.
- P. After coming to a legal position, the pitcher cannot remove one hand from the ball other than to pitch.

**** There are more ways than this to balk; these examples are right out of the rulebook.**

We are hoping there won't be any controversy over calls like these.

**** BALK WARNINGS: One Balk warning per pitcher will be given per game.**

7. Trips to the Mound:

- A. A Manager/Coach can visit the mound and conference with their pitcher once in an inning. On the 2nd visit in an inning, the pitcher must be removed.
- B. A Manager/Coach can visit the mound and conference with their pitcher two times in a game. On the 3rd visit in a game, the pitcher must be removed.
- C. When a new pitcher takes the mound, the visits are nullified and start over.
- D. A maximum of 8 preparatory pitches will be allowed for new pitchers coming into the game and between innings, but warm-up will not exceed 1 minute in duration.

8. Mercy Rule:

- 1. If after (3) innings [Intermediate (50-70) Division / Junior / Senior League: four innings], two and one-half innings [Intermediate (50-70) Division / Junior / Senior League: three and one-half innings] if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
- 2. If after four (4) innings [Intermediate (50-70) Division / Junior / Senior League: five innings], three and one-half innings [Intermediate (50-70) Division / Junior / Senior League: four and one-half innings], if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
- 3. If after five (5) innings [Intermediate (50-70) Division / Junior / Senior League: six innings], four and one-half innings [Intermediate (50-70) Division / Junior / Senior League: five and one-half innings], if the home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

NOTE: (1) If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more respectively, the home team must bat in its half of the inning. **(2)** The local league may adopt the option of not utilizing this rule. A game determined by the 15-run rule, 10-run rule, or 8-run rule shall be considered a regulation game

9. On-Deck Batter & Warming Up Pitchers:

- A. On deck batters are permitted in the Intermediate Division at the discretion of the umpire. On deck batters must be behind the batter in the box. For RH batter 3rd base side, for LH batter 1st base side.
- B. Managers or coaches **ARE** permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.

10. Pitching Rules (eligibility rules): A. Every player on a team may pitch.

Rest Requirements:

- i. If a player pitches 1 – 20 pitches there is no required rest period.
- ii. If a player pitches 21 – 35 pitches, 1 calendar day of rest is required.
- iii. If a player pitches 36 – 50 pitches, 2 calendar days of rest is required.
- iv. If a player pitches 51 – 65 pitches, 3 calendar days of rest is required.
- v. If a player pitches 66 or more pitches, 4 calendar days of rest is required.

B. If a pitcher reaches a pitch count threshold in the middle of a batter, he is allowed to finish that batter and still maintain the lower days rest requirement provided that he does not throw any pitches to another batter.

C. If pitching on Monday:

- i. One day of rest means the pitcher can pitch again on Wednesday.
- ii. Two days of rest means the pitcher can pitch again on Thursday.

D. The maximum allowed pitches by any player depends on their league age:

- i. A pitcher who is league age 13 may pitch a maximum of 95 pitches per day.
- ii. A pitcher who is league age 11 - 12 may pitch a maximum of 85 pitches per day.

E. Umpires & Managers shall be notified when a Pitcher is within 10 pitches of his maximum allowed pitches.

F. Intentional Walk: Prior to a pitch being thrown, the defensive Manager may “Intentionally Walk” a batter. The ball is dead and no runners may advance unless forced. Four (4) pitches will be added in a pitcher’s official pitch count.

G. At the end of each ½ inning Pitch Counts are to be reviewed & agreed upon by both team Pitch Counters.

H. Double Headers – A players that delivers 31 pitches in the first game of a double header is not eligible to pitch in the second game. If they deliver 30 or less, they are eligible to pitch in the second game. The combined pitch count for both games CANNOT exceed their limits for the day.

I. Any player that has played the position of catcher four (4) or more innings in a game is not eligible to pitch on that calendar day. If you catch one pitch it is considered a full inning.

J. Any player who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that game and any other game on that day.

K. Pitching Distance is 50 ft. as stated in the Little League Rule Book.

L. **Arm Bands**-Outlines the use of arm bands for on-the-field play. Any part of the pitcher’s undershirt or T-shirt exposed to view shall be of a solid color. The pitcher’s undershirt sleeves, if exposed, shall not be white or gray. Neoprene sleeves, if worn by a pitcher, must be covered by an undershirt.

M. The use of play calling bands by defensive players is permitted under the following conditions: The equipment must be worn as the manufacturer intended (i.e. on either the wrist or forearm). The play calling band may not be attached to the belt or any other location on the player's person.

N. Pitchers are permitted to wear a play calling band on their non-pitching (glove) arm, provided it is a solid color and not white, gray, or optic yellow. If the umpire considers it distracting to the batter, he/she may have it removed.

NOTE: A pitcher shall not wear any items on his/her hands, wrists, or arms which may be distracting to the batter, e.g. sweat bands.

O. **Jewelry:** Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item, or hard decorative item. Hard items to control the hair, such as beads, are permitted.

EXCEPTION: Jewelry that alerts medical personnel to a specific condition is permissible.

11. Bat / Equipment Requirements:

- A. All male players are required to wear athletic supporters with metal, fiber, or plastic protective cup.
- B. Spikes or cleats may be molded plastic, rubber or metal.
- C. Bats may not exceed the standards set forth by Little League Inc. for the Intermediate Division.
- D. A maximum bat diameter of 2 5/8 inches is allowed in 50/70.
- E. Composite barrel bats may be used if they meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard and bear the certification mark, or are USA Baseball approved and bear the USA Baseball stamp.
- F. Refer to the Little League website for the complete list of bats allowed to be used during the 2023 season.

12. Sliding Rules:

- A. Runners DO NOT have to slide on close plays; rather they ***must avoid contact with a fielder***. Umpires will use their best judgment on contact between players at the bases and on any possible interference or obstruction.
- B. Headfirst sliding is allowed in the intermediate division.

13. Catcher:

- A. Catchers who are on base may have the last out player, run in their place for an equipment change (except for the final inning).
- B. Catchers cannot become the pitcher during a ½ inning of play.

14. Third Strike:

- A. Catchers must cleanly catch the third strike, or complete the strike out either by a force play at any base including first base, or tagging the batter runner before he successfully reaches first base.
- B. This applies with 1st base open with less than 2 outs or with 1st base open or occupied with 2 outs.

15. Safety:

Arguments about calls between coaches or parents and umpires will not be tolerated. Any person found to be doing so will be disciplined by CVLL Board of Directors. This disciplinary action will be at the discretion of the CVLL Disciplinary Committee. ***Coaches and parents are expected to set an example for the kids – be a leader.***