



Yorktown JAA: Intermediate Baseball Rules (2018)



- 7 inning game
 - Game time begins on the 1st pitch (and is announced by the umpire)
 - No new inning starts after 2 Hours*
 - Ties are permitted in the regular season
 - 10 run (mercy) rule after 4 innings

- 9 players in the field (3 outfielders who MUST be in the outfield grass)

- **A player may not defensively sit the bench more than 1 inning until every player has sat out**

- **Maximum of 2 minutes in between innings.**
 - Pitchers are limited to 5 warm-up pitches in the game's first inning and 3 warm-up pitches from the 2nd inning on.
 - No infield balls are to be used after the first inning.
 - Courtesy runner for catcher must be used with 2 outs (the last batter/runner that was put out shall be the runner). Please prepare your catcher for the next inning by selecting a player who has a lesser chance of batting in that inning.
 - Penalties for starting the half inning after the 2 minutes will be enforced by the umpire
 - Fielding team not ready in kids pitch innings – **BALL 1**. For each additional 10 seconds, another ball will be called by umpire. (These balls will not be counted against the pitch count).
 - Batting team not ready – **STRIKE 1**. For each additional 10 seconds, another strike will be called by umpire. (These strikes will not be counted against the pitch count).

* Once the 3rd out of a half inning is made the next inning officially begins.



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- All innings are player pitch and unlimited runs per inning
 - 50' pitching mound
 - Pitch counts and days of rest are consistent with Little League Rules (see 2018 Little League Rule book).
 - If a catcher has caught in 4 or more innings in a game (which is 3 innings plus 1 or more pitches in another inning), they are not eligible to pitch on that calendar day.
 - A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher the remainder of the day.
 - If a pitcher is removed but remains in the game on defense at a different position, he CAN return to pitch at any time in the game, only once per game. (Regulation VI, (b) in rule book)

- Base running
 - Infield fly rule **will** be enforced
 - Dropped 3rd strike **will** be enforced

- Coaching, Team, Safety, Equipment, and Other Rules
 - No more than 3 coaches allowed in the dugout (When team is hitting, two bases coaches and one coach in the dugout).
 - Coaches may NOT argue any judgment calls. Arguing balls/strikes or safe/out calls is grounds for expulsion. If a coach is expelled from a game, they must not be present at the game site and they will not be allowed to coach the following game as well. Appeals for expulsion may be made by appearing before the Board of Directors.
 - Only coaches and assistant coaches may speak to umpires and the subject matter should be rules clarifications
 - Umpires decisions are final. No game protests are allowed.
 - During the regular season, teams must field 7 players at game time to begin play otherwise the team forfeits the game. Teams playing with less than 8 players will register an out when the missing 8th player comes to bat. **During the tournament, teams must field 8 players in order to begin**



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- play. Teams playing with less than 9 players will register an out when the missing 9th player comes to bat.
- During the tournament, there will be a time limit of “no new inning after 2 hours” with no time limits on a championship game.
- Composite bat use:
 - The penalty for use of a bat deemed illegal by the Little League Rules will be a forfeit of the game. The remainder of the game will be resumed as a practice game. Keep in mind that Little League Baseball aims to keep the players SAFE
 - The penalty will be enforced if the use of an illegal bat is contested during the hitter’s at-bat. (Defined as anytime before the first pitch to the next batter).
 - If an appeal is made to the umpire, proof must be shown that the composite barrel bat is legal, based on information provided from Little League. (see the JAA website and the Little League website for approved composite barrel bats).
 - To prevent problems, the board recommends that before the game a coach checks the bats that will be used. (It is crucial that coaches communicate with parents if new bats are purchased, they should present the bat to the coach before use in JAA games). Questions and help regarding the approval of a bat can be directed to the JAA board
- No swinging of bats is permitted outside of the field of play, unless it is within the JAA batting cages or within the close vicinity of the batting cages. Swinging of bats within the field of play is permitted only as a hitter is taking his turn at bat with practice swings near the batters box or during the actual at-bat itself. (There is no on-deck circle in Little League). This includes no swinging inside the bullpens.
- All hitters must wear batting helmets with face masks.
- Each team shall keep a scorebook. Game control forms must be signed by each coach & given to the umpire following the game.
- The rules outlined in this document are JAA rules. All other rules are governed by the rules and regulations outlined in the Little League Baseball and Softball handbook.
- If a player arrives after the first pitch of the game:
 - The player must be placed at the bottom of the batting order



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- The player must still play not sit more than one inning defensively before every player has sat out
- Housekeeping Items:
 - Home team per the schedule shall take the 1st base dugout unless both teams agree otherwise.
 - Visiting team per the schedule shall take the 3rd base dugout unless both teams agree otherwise.
 - Home team must provide one parent volunteer to operate the scoreboard
 - Visiting team is responsible for turning in league score sheet at the conclusion of the game.
 - **Both** teams are responsible to sweep their dugouts and empty trash cans after their game. If last game of the night, also place bases and any J.A.A equipment back in the building.