



## Spring 2016 Tomball Little League Intermediate (50/70), Juniors & Senior Rules

These supplemental rules are to be used in conjunction with the Green 2016 Little League Rulebook with these additions and clarifications. League Player Agents have final discretion of any disputed rules.

1. Games will be seven innings, unless time limits are incurred. No inning will start after 2 hours. Under no circumstances will an inning start after 10:30 PM.
2. The “Ten Run Rule” will be in effect. **Rule 4.10 (e)**
3. An accumulative run limit per each at bat (5 after 1<sup>st</sup> inning, 10 after 2<sup>nd</sup> inning, 15 after 3<sup>rd</sup>, etc) will be applicable until the start of the 5<sup>th</sup> inning where there is not a run rule in effect.
4. Pitching rules will not be broken for any reason (i.e. make-up games).
5. Pitchers will be allowed a maximum of eight (8) warm up pitches or one (1) minute between innings. If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire shall allow the pitcher as many pitches as the umpire deems necessary. **Rule 8.03**
6. Managers, coaches, or other adults shall not warm-up pitchers from a squatted position, they must stand. Only uniformed players may warm-up pitchers from a catcher’s position and they must wear a mask and a cup. **Rule 3.09**

7. Failure to play each player his/her required 6 defensive outs and one time at bat (unless only 3 innings are played) will result in that player starting the next scheduled game, play any previous requirements not completed for Section (i) and the requirement for this game before being removed. Disregard for this rule by a manager will result in a written warning for the first offense. A second offense will result in a suspension for the next scheduled game. A third offense will result in a suspension for the remainder of the season. **Regulation IV (i)**
8. Teams will play with nine (9) players on the field. If a team cannot field nine players, they may play with **eight (8)** players.
  - a. If your team is going to be short, you must contact the League Player Agent at least three (3) hours before game time to obtain a player(s) who will pick from the player pool list from within the same division to get to the required minimum of 9 players **Regulation V(c)**.
  - b. At no time is a team allowed to pick up more than two players to reach their minimum number of players required to play a regulation game.
  - c. They must play the outfield the entire game and they must bat at the end of the lineup.
  - d. They must play at least six consecutive defensive outs and bat at least once **Regulation V (c,4)**.
  - e. NOTE: If the League Player Agent can't locate a pick up player (s) before game time, it will be at the discretion of the LPA as to whether the game is played or rescheduled. If LPA and both Managers choose to play the game, that game can't be protested.
  - f. This pick up player rule will be suspended for the end of season tournament. Teams that can't field the minimum number of players during the end of season tournament will forfeit the game.
9. **Stalling**, as determined by the umpire, by a manager or coach is subject to ejection. The umpire will first warn the person involved, and if the practice continues, the umpire shall eject the person involved. The umpire may also stop the elapsed time until play resumes in a normal fashion if he so desires.
10. **EQUIPMENT:** Big barrel bats are allowed as long as they are on the approved bat list posted on the littleleague.org website for approved bats. Throat guards and cups are required as part of the catcher's gear. Players must be in approved Little League Uniform, including LL patch.

#### 11. Team Duties

- a. Home Team will occupy 1<sup>st</sup> base dugout & provide an official scorekeeper & announcer.
- b. Visiting Team will occupy 3<sup>rd</sup> base dugout & provide an individual to operate the scoreboard and record pitch count on a separate pitch count sheet.
- c. BOTH TEAMS are responsible for raking & **watering post game** and preparing the field for play for the next game – as well as locking fields and press box & turning out lights if they are the final game of the day.
- d. **Everyone is responsible for picking up their dugouts and stands to keep them clean for the next game.** Please empty dugout trash into larger trash cans outside the fields.

The winning team manager is responsible for texting score immediately to the league vice president (within 1-2 hours) or the game will be entered as a tie.

**FORMAT for Texting Score: division / date / teams EX: "JRS Tuesday 3/26 Athletics 8 – Cubs 6"**