



# Illinois District 13 Little League



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## Illinois District 13 Metro 2018 Rules - Intermediate (50/70) Division

1. All games will be included in the regular season standings – no exceptions.
  - a. 3 points awarded per win-including a win by forfeit
  - b. 1 point awarded per loss
  - c. 2 points for a tie
  - d. 0 points for loss by forfeit. Result will be a 7-0 win for the non-offending team
  - e. Teams should make every effort to play every game to regulation – see Rule 4.1C.
  - f. If the ADA determines a team is intentionally not playing a scheduled game to affect standings, a points penalty may be imposed.
  - g. Standings will be determined by:
    - i. Total points awarded based on win/loss record
    - ii. Head-to-head record
  - h. Standings affect seeding in the postseason tournament
2. All games will start at the specified time on the schedule. All games must start and end with 9 players on both teams. Teams that are unable to field a team of 9 players within 20 minutes of the scheduled game start time will forfeit the game unless the opposing manager has been notified one hour before the scheduled start time. Games cancelled due to weather should be rescheduled within 48 hours by the league's division reps. Any team that fails to show up for a scheduled game shall lose by forfeit and the offending team's league may be charged for the umpire fees.
3. Game results and pitch counts must be entered on the league admin pro metro website within 24 hours of the end of the game. The home team manager is responsible for entering the final score, home team pitch counts, and confirming the visiting team's pitch counts. The visiting manager is responsible for entering visiting team pitch counts and confirming the opposing team's pitch counts.
4. Team rosters, including the player's league age, must be entered on the league admin pro metro website prior to the team's first game. League age is important as it helps monitor pitch counts.
5. Number of innings - 7
6. Game time limits
  - a. If a game follows – At the 2 hour mark the current inning being played will be the last.  
**NO EXCEPTIONS!!!!**
  - b. Local city curfews may impact game times.
7. Mandatory Play – 6 defensive outs and 1 at bat. See Green Book Regulation IV (i)
8. Pitch counts
  - a. Determined by age, not division. See Green Book Regulation VI
  - b. **2018 NEW RULE - A pitcher may NOT pitch in 3 consecutive days**
  - c. Violation of pitch count rules results in an automatic, minimum one game suspension for the offending manager assessed on the next scheduled game.
9. Batting
  - a. A continuous batting order will be used
  - b. All players present at the scheduled start time must be in the batting lineup.
  - c. A player arriving after the start of the game may be inserted in the last spot in the batting order.
  - d. Batter must keep one foot in the batter's box at all times. See Rule 6.02 (c)



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10. Bats - 2 5/8" max. - **Must have USA Baseball or BBCOR marking on bat!**
  11. Base running
    - a. There are no restrictions. Lead-offs and base stealing are allowed.
    - b. Courtesy (pinch) runners are not allowed at any level except to replace an injured base runner. The replacement runner will be the last batted out.
  12. Balks
    - a. Balks are called. Each pitcher will receive a balk warning (runners do not advance) for the first balk per game up to and including April 30<sup>th</sup>. On the second occurrence in a game, the umpire shall call a balk and any base runners will advance. From May 1<sup>st</sup> on, there will be no balk warning.
    - b. See rule 8.05 in the Green book.
  13. Run Limit - No run limit rule.
  14. **Slaughter Rule** - if either team has a lead of 15 or more runs after 4 innings (3 ½ if the home team is leading by 15 or more runs), the game will be considered complete. If either team has a lead of 10 or more runs after 5 innings (4 ½ if the home team is leading by 10 or more runs), the game will be considered complete.
  15. Local (In House) Rules
    - a. No Local League (In House) rules will be allowed.
    - b. Only rules/guidelines established herein or the Little League Green book shall be followed in Metro games to eliminate inconsistencies between leagues.
  16. Pool Players
    - a. Allowed in all three divisions
    - b. A list of eligible pool players should be maintained by the league player agent or division rep and pool players assigned to games in a balanced manner.
    - c. Pool players can play any position except pitcher. Use of a pool player as a pitcher is considered using an ineligible pitcher and will result in a one game suspension for the offending manager.
    - d. Pool players must be from the same league and division.
    - e. Team rosters and pitcher availability can be accessed on the Metro website. You should make yourself aware of your opponent's information prior to your games to help prevent misunderstandings during the game.
  17. Dual Roster Players
    - a. An 11 or 12 year old player on a Major Division team may be dual-rostered on an Intermediate team
    - b. A 13 year old player on an Intermediate Division team may be dual-rostered on a Junior team

Kelly Brown ~ ADA Intermediate Baseball ~ juniormetro@illinoisdistrict13.com ~ 847-456-8896