



## **Modified LL Intermediate Rules For 12U** **LEADOFF, DROP-THIRD STRIKE AND BALKS**

### **PLAYING RULES**

Playing rules will follow the Little League “Green Book” for Intermediate Division, Regular Season, including :

#### **Rule 1.10 – Baseball**

The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat). Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball’s Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2 $\frac{3}{8}$  inches for these divisions of play. Bats meeting the Batted Ball Coefficient of Restitution (BBCOR) standard may also be used in the Intermediate (50-70) Division

#### **Point of emphasis:**

- warm-up pitches limited to 8 pitches or 1 minute and 30 seconds in between innings to keep the pace of play moving.
- Infield fly rule is in effect.
- Continuous batting order is mandatory.
- No head-first slides allowed while advancing. Runners may dive head-first only when returning to a base.
- Mercy rule of 10 runs after 3  $\frac{1}{2}$  (4) innings; 8 runs after 4  $\frac{1}{2}$  (5) innings.
- Called games after four innings are regulation games.
- NO FIVE RUN LIMITS IN ANY INNING.
- Rule 8.05 (illegal pitch/balk) is to be interpreted through “Intermediate” rules. No warnings will be granted.
- Rule 6.09 (b) [Drop third strike] is to be interpreted through the “Intermediate Rules”.

### Exceptions to Official Little League Intermediate rules:

- EXCEPTION: CONTINUOUS BATTING ORDER MUST BE UTILIZED.
- 12U Division plays at 50/70 dimensions.
- Regulation III(b): batboys are allowed, provided they wear a helmet.
- Regulation IV is modified to require that players may only play on one (1) tournament team roster, forfeiture will be enforced for both teams.
- Regulation IV and rule 3.03 (substitutions) are modified. Instead: there are no minimum required innings for play in the field; all players must bat in a continuous batting order. Players arriving after the start of the game must be inserted at the bottom of the lineup.
- Regulation VI, regarding pitcher eligibility and pitch counts, is replaced with:
  - Pitchers can pitch a maximum of 3 innings per game in pool play.
  - Pitchers can pitch a maximum of 3 innings per game in bracket play.
  - Pitchers can pitch a maximum of 5 innings in one day.
  - Players who have caught for four or more innings in a game may pitch in that game.
  - A pitcher must be removed from the mound upon the 2<sup>nd</sup> visit by the coach/manager.
- Regulation XIV(f) and Rule 3.09 are modified, allowing coaches to warm up pitchers in between innings as well as prior to the game.
- Rule 1.08 is modified: on-deck batters are allowed.
- Rules 1.11 (i) and (j) are modified to allow necklaces on players and uniforms and/or baseball attire for coaches.
- Rule 4.19 (Protests) is modified. Protests shall be resolved prior to the next play or pitch. The protesting team will shall present a \$100 protest fee to the UIC/Tournament Director. If the protest is upheld, the \$100 fee will be refunded.
- Rule 6.06 (illegal action by batter) is modified to prohibit “slug bunts.” If the batter shows bunt but attempts to swing away (whether the ball is hit or not), the ball is delayed dead. At the conclusion of action, the batter will be called out, all runners not retired by the defense will be returned to their bases at time of pitch.
- Rule 6.06 is modified to penalize throwing of bats by the batter. A player judged by the umpire as throwing the bat will be warned once. The second offense by the same player will be penalized: at the conclusion of playing action, the batter will be called out, all runners not retired by the defense will be returned to their bases at time of pitch.
- Rule 7.09 is modified to include malicious contact by a runner with a tag play at home plate. If a runner attempting to reach home plate intentionally/maliciously runs into a defensive player in the area of home plate (including one who is blocking the plate with or without the ball), he will be penalized in accordance with the penalty at Rule 7.09.
- Rule 7.14 (special pinch runner) is replaced. Courtesy runners are allowed for the catcher only (regardless of the number of outs); the courtesy runner must be the last recorded out.

## STARTING/ENDING THE GAME

- Teams may warm-up in the outfield grass before their game if time permits. Game time is "Forfeit Time" be ready to play. No formal infield/outfield is allowed prior to the game.
- In Pool Play, the home team will be determined via coin flip
- In Bracket Play the will have the option of home or visitor (coin flip if same seed)
- Home team is required to keep the official book
- Choice of dugout is first come, first serve basis
- **Pool Play Time-Limits: No new inning after 1 hour 40 minutes.** No new play or pitch (drop dead) after 1 hour 55 minutes; score reverts to previously completed inning.
  - Games are allowed to end with a tie at the conclusion of any pool play game.
- **Bracket Time Limits: No new inning after 1 hour 45 minutes. No drop dead time limit.** If the score is tied at the end of an inning after 1 hour 45 minutes, the winner shall be the last team that held a lead after the prior inning. If the teams are tied and six innings have been completed prior to 1:45, a seventh inning will be started and must be completed. In the event that every inning concluded in a tie, additional innings will be played until a winner is determined.
- Championship Games will NOT have a Time-Limit.

## IMPORTANT HOUSEKEEPING NOTES → PLEASE READ:

### Tourney Tracking:

Please refer your families, parents and other fans to [www.legendsbaseballclub.org](http://www.legendsbaseballclub.org) for schedules, any updates to the schedule and for results of the games.

### Score Reporting

We make it easy on you. **Winning team must text to 425-471-8842** with your DIVISION (8U, 9U, 12U) and the scores for each team (don't forget your "color" if there are two teams from your organization).

### Rain Contingency Plan

Saturday Games: we will not be rescheduled for another time on Saturday. Please be at the fields at your scheduled game time and we will make the call at that time. We may shorten games to 4-innings or 1:30 if necessary to get Pool Play games in on Saturday.

Sunday Games: please be ready to play Sunday morning. We may need to finish some Pool Play games or may need to adjust the brackets based on Saturday's outcome.

We will be updating the website Saturday evening and will send an email to let you know that it's been updated. If you have set up "NOTIFICATIONS" from the website, you should automatically be alerted as well. Brackets may be adjusted going into Sunday.

### Rain Refunds:

- 3 games; no refunds
- 2 games; \$125 refund
- 1 game: \$250 refund
- 0 games; \$400 refund.(administrative costs)

# Seeding Guidelines & Tiebreakers

## **Determining Pool Play Standings**

Pools will be ranked 1-3 based on pool play record. If ties exist, the following tiebreaker criteria will be used:

- 1) Head-to-Head Record (in the case of a two-way tie)
- 2) Total runs allowed (ranked fewest to most)
- 3) Run differential (max +/- 7 per game)
- 4) Fewest runs allowed in a single game

(EX) If a team allowed 3 runs in one game and 5 in the other, the tiebreaker score would be 3

- 5) Runs allowed in each inning (compare 1<sup>st</sup> inning first, followed by 2<sup>nd</sup>, 3<sup>rd</sup>, etc)
- 6) Runs scored in each inning (compare 1<sup>st</sup> inning first, followed by 2<sup>nd</sup>, 3<sup>rd</sup>, etc)
- 7) Coin flip (should hopefully never get to this point)

## **EXAMPLE**

- Teams A, B and C all finish at 1-1 in pool play. Since head-to-head record would not break this tie, you move to step 3 above (runs allowed).
  - Team A = 7 runs allowed
  - Team B = 10 runs allowed
  - Team C = 13 runs allowed
- Team A would be the winner of the tie based on fewest runs allowed. Team B would be the runner up and Team C would be the last place finisher from this pod.

## CONTACTS

- If you have any issues during tournament play - please contact the following:

Tournament Director:

Pete McCullough

(425) 344-5436

[pete.mccullough9@gmail.com](mailto:pete.mccullough9@gmail.com)

**PLEASE, NO SEEDS OF ANY KIND AT ROTARY FIELD. ONLY WATER IS ALLOWED IN THE DUGOUT ON THE TURF FIELD. THANK YOU FOR YOUR HELP IN KEEPING OUR CITY OF MONROE FIELDS IN GREAT SHAPE!**

THANK YOU  
LEGENDS BASEBALL CLUB  
[www.legendbaseballclub.org](http://www.legendbaseballclub.org)