

Intertown Baseball League 2016

Overview:

A Board of Directors, representing membership from each of the towns, governs the Intertown Baseball League. The ITBL is comprised of a Major League and a Minor League, with each holding separate playoffs to determine a champion.

The Board is committed to ensuring the league provides an enjoyable experience for all participants and as such, enforces a “zero tolerance policy” from coaches, players, officials and fans. Coaches are held responsible for their actions and those of their team’s players and fans. The Board will address any violations of this policy in a prompt and equitable manner.

Playing Rules

OFFICIAL BASEBALL RULES APPLY WITH THE FOLLOWING EXCEPTIONS AND CLARIFICATIONS:

- 1) Teams will use a continuous batting order. Every non-injured roster player in attendance as of the start of the game will be included in the official batting orders exchanged by the teams. Any player arriving after the start of the game will be placed at the bottom of the batting order, regardless of the position in the batting order the team is at when the player arrives.
- 2) All players should play a minimum of three innings in the field each game and coaches are expected to make every effort to give all players relatively equal playing time over the course of the season. Coaches are on an honor system in regard to applying the guidelines; it is not to be a topic of discussion between opposing coaches during games. Concerns and questions regarding the playing guidelines should be brought to the attention of your director.
- 3) A team must field at least 8 players to start a game and maintain at least 8 players to continue the game. Failure results in a forfeit. Teams are to be given 15 minutes past the regularly scheduled start time before forfeiture.
- 4) Teams will not be forced to take “automatic outs” in their batting order when players have to leave the game unless the number of remaining positions in the order becomes less than 9. If only 8 players remain and the team had 9 or more to start, an “automatic out” is enforced when that position

in the batting order is reached. If a team starts with 8 players and maintains 8 throughout the game, there is no "automatic out".

5) The home team should complete its pre-game warm-ups and make the field available to the visiting team 15 minutes prior to the scheduled start of the game. (This allows the visiting team more time to get to the field.)

6) It is the umpire's judgment as to whether a game should be stopped for darkness (if there are no lights) or bad weather. He may, but he is not obligated to, consult with the opposing coaches before making his decision. Any game stopped due to bad weather or other emergency (ex: lights malfunction, serious injury, etc.) will be resumed from the exact point of stoppage, unless it is already an official, completed game (4 innings or 3 ½ innings if home team is leading.) The exception to this rule is if the game is called before 1 full inning has been completed, in which case the game starts over from the beginning.

7) A mercy rule is in effect. If a team has a ten or more run lead after 4 complete innings or 5 complete innings the game is declared over. This also applies if the home team has a ten or more run lead after 3 ½ or 4 ½ innings. (Notes: a) if the visiting team is ahead, the home team always has the chance to bat in its half of the inning; b) if the home team's lead reaches 10 or more runs in the bottom half of the 4th or 5th inning, the game is over)

8) A five (5) run per inning rule is in effect for every inning, except the last inning. Unlimited runs are allowed to score (by either team) in the last inning.

9) In the case of bad weather or unplayable field conditions, the home team coach is to contact the umpire and visiting team coach at least one hour before the scheduled start of the game. All postponed games should be rescheduled within 48 hours and the game should be played on the next open date for both teams on which the home team's field is available. The home team coach is responsible for checking field availability with that town's director and contacting the visiting team coach within the allotted time. If the two coaches cannot agree on a new date, the directors from the two towns will intervene and re-schedule the game. (Note: playing a third or fourth game in the same week or playing games on two consecutive days is not deemed to be a valid reason to refuse a proposed makeup date.)

10) Whenever there is a second game scheduled to follow on the same field, no new inning in the first game can be started within 15 minutes of the scheduled start time of the second game. Any inning already started before the 15 minute warning is reached will be allowed to be completed.

11) The home team is responsible for supplying two new baseballs at the start of each game and any additional baseballs needed throughout the game. The home team is responsible for confirming in advance the scheduled

umpire and paying the umpire's fee prior to the start of the game. The home team is responsible for preparing the field for play, including the lining of the base paths and foul lines.

12) Each team's dugout or bench area is to be restricted to players and four adult coaches. All adult coaches must be CORI-checked by their individual towns.

13) The winning team's coach is responsible for reporting the score of the game and the pitch count by players on both teams, to Rick Morrison via e-mail to intertownbaseballscores@gmail.com. League schedules, standings, scores and other information will be maintained on www.sybsl.com. At the conclusion of each game, the head coaches are responsible for verifying with each other the pitch count totals for each pitcher on each team.

Results should be submitted within 24 hours of completion of the game. In the case of a tie, the home team should report the result. Repeated failure to report scores in a timely manner will result in forfeiture of the applicable games.

14) Standings at the end of the regular season will be based on a point system, with 4 points awarded for a win, 2 point for a tie and 1 point for a loss. One extra inning will be played when a game is tied after 6 innings; if the game is still tied after 7 innings, the game is declared a tie and each team gets 2 points.

15) A pitcher shall be removed if he hits 3 batters in one inning or 4 batters in the game. The pitcher may be moved to any other position in the field, but he may not pitch again in the game.

16) Curveballs are not allowed for obvious safety reasons. The determination is made solely by the umpire. The 1st curveball violation results in the pitch being called a ball and play is dead (unless the batter reaches base safely on the pitch in which case the play is allowed). The 2nd violation creates the same results as the 1st violation AND the umpire shall instruct the coach to immediately remove the pitcher. The pitcher may be moved to any other position in the field, but he may not pitch again in the game.

17) Bats must be stamped "Little League Approved". Any bat without that stamp of approval is not allowed. If a batter is caught using an illegal bat, he will be declared out as soon as one pitch in the at-bat occurs. The issue of the illegal bat must be brought to the attention of the umpire before a pitch is thrown to a subsequent batter in order for the batter to be declared out. If any baserunner advances on a batted ball in this situation, he has to return to his original base. Wood bats are allowed, even if they do not have the approval

stamp, as long as they meet the Little League weight, length and diameter restrictions.

18) Intentional Walks are NOT allowed at either the Minor or Major level.

19) The slide rule is in effect. Runners may not run into fielders covering bases. If they do not slide they may be called out in the umpires discretion.

20) Coaches are allowed one trip to the mound in an inning. Upon the second trip in an inning or the third trip in the game to the same pitcher, the pitcher must be removed. Under both rules sets, the manager may not make a second visit to the mound while the same batter is still at bat.

Note: Crossing the baseline to enter the infield MAY be considered a trip to the mound by the umpire, even to speak with infielders!

21) "NO SLASH Bunting"

A slash bunt is the act of squaring to bunt in order to move the infield and distract the pitcher and the swinging away at the pitch.

Penalty: Batter is out and ball is dead, runners shall not advance

Note:Faking a bunt is legal as is pulling the bat back from a bunt stance."

22) Residence Player Eligibility Requirements

Players will be eligible to play in the ITLL only if they reside or the physical location of the school where they attend primary academic classes is within the member town for which they register.

A player will be deemed to reside within a certain town if:

1. His/her parents are living together and are residing within said town, OR;
2. Either of the player's parents (or his/her court-appointed legal guardian) reside within such town.

A player will be deemed to attend school in town if the physical location of the primary academic school where they attend formal educational classes is within said town.

For a player that qualifies to play in two different ITLL towns based on the above criteria (i.e. they reside in one and school choice to another), once they have chosen to participate in one town, unless their residency or school situation changes they do not have the option to switch between towns within the ITLL.

Member towns of ITLL will require proof of residence or school enrollment within said town at the time the player registers.

This rule is placed into effect as of the 2016 ITLL Season. Any player previously registered in a given town prior to this rule going into effect will be grandfathered in to said town for the duration of their age eligibility for ITLL.

Towns should notify all current players at the younger levels of this ITLL residency requirement going forward.

Understanding that special residency cases will arise, a member town of ITLL may petition the ITLL board for a waiver of this requirement. Said waiver will be granted if more than 50% of the remaining member towns approve the request.

Rules specific to Majors:

- 1) Coaches and umpires should be aware that the majority of the players may have no or little prior experience with the PONY rules. As a result, be prepared.
- 2) The “balk” rules are meant to be enforced in such a way as to be instructional and the intent will be to penalize only repeated actions that result in balks. Umpire and coaches should discuss this in pregame home plate meeting.
- 3) “Big barrel” bats are not allowed for these games. Players must adhere to same bat specifications as in place for Little League.

Rules specific to Minors:

- 1) Stealing of 2nd base and 3rd base is allowed with no limits per inning, but runners may advance only one base on a steal attempt per play. Ex: a player stealing 2nd cannot advance to 3rd on the steal attempt, even if there is an overthrow or other defensive misplay. Two successful steals of home are allowed per game.

Pitching Rules for Reg.Season & Playoffs

2016 INTERTOWN MINORS PITCH COUNT RULES

1. **Pitching Rules:** In order to minimize the risk of injury, we've adopted the following pitching rules:
 - a. **Pitch count rules.**
 - i. If a player pitches 75 or more pitches in a day, four (4) calendar days of rest must be observed.
 - ii. If a player pitches 61-74 pitches in a day, three (3) calendar days of rest must be observed.
 - iii. If a player pitches 41-60 pitches in a day, two (2) calendar days of rest must be observed.
 - iv. If a player pitches 21-40 pitches in a day, one (1) calendar day of rest must be observed.
 - v. If a player pitches 1-20 pitches in a day, no rest is required.
 - vi. **The maximum number of pitches in a single game is:**
 1. **Minors (8-10U): 75 pitches**
 - b. **Pitcher to Catcher restriction:** Any pitcher that delivers more than 50 pitches in a game cannot play catcher for the remainder of the game.
 - c. **Completion of batter rule:** If a pitcher reaches a pitch-count limit while facing his final batter, the pitcher may continue to throw until the batter reaches base, is put out, or the third out is made to complete the half-inning, and the pitcher's pitch count then shall be recorded as the pitch count limit. For example, a pitcher begins pitching to his final batter with a pitch count of 38 pitches. He throws 6 pitches to retire his final batter. The pitches to his final batter exceeded a pitch count limit of 40, so the official pitch count shall be recorded as 40 if the pitcher is removed from the game.
 - d. The manager shall designate a pitch count recorder to count the pitches each pitcher throws. . Managers shall announce to the umpire when a pitcher exceeds each pitch count limit.

Score Keepers from each team **MUST** compare pitch counts for each pitcher every ½ inning!

Winning Team Coach **MUST** submit Pitch Count Sheets to :
intertownbaseballscores@gmail.com

2016 INTERTOWN MAJORS PITCH COUNT RULES

1. **Pitching Rules:** In order to minimize the risk of injury, we've adopted the following pitching rules:
 - a. **Pitch count rules.**
 - i. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - ii. If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
 - iii. If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
 - iv. If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
 - v. If a player pitches 1-20 pitches in a day, no rest is required.
 - vi. **The maximum number of pitches in a single game is:**
 2. **Majors (10-12U): 85 pitches**
 - b. **Pitcher to Catcher restriction:** Any pitcher that delivers more than 50 pitches in a game cannot play catcher for the remainder of the game.
 - c. **Completion of batter rule:** If a pitcher reaches a pitch-count limit while facing his final batter, the pitcher may continue to throw until the batter reaches base, is put out, or the third out is made to complete the half-inning, and the pitcher's pitch count then shall be recorded as

the pitch count limit. For example, a pitcher begins pitching to his final batter with a pitch count of 34 pitches. He throws 6 pitches to retire his final batter. The pitches to his final batter exceeded a pitch count limit of 35, so the official pitch count shall be recorded as 35 if the pitcher is removed from the game.

d. The manager shall designate a pitch count recorder to count the pitches each pitcher throws. Managers shall announce to the umpire when a pitcher exceeds each pitch count limit.

Score Keepers from each team MUST compare pitch counts for each pitcher every ½ inning!

**Winning Team Coach MUST submit Pitch Count Sheets to :
intertownbaseballscores@gmail.com**

NOTE

Required Calendar days rest rules per Pitch Count tier DO carryover from regular season to playoffs and DO carryover from one playoff round to the next.