**Oakland County Intermediate League**

Local Playing Rules 2015

**Intermediate Baseball Division**

The following is a listing of Oakland County Intermediate League “Local” playing rules, which take precedence over the Official Little League rules. It is imperative that all managers and coaches become thoroughly familiar with both Local and Official Little League rules.

**Participation**

-The Oakland County Intermediate League was developed to allow our communities the opportunity to play more teams and reduce the need to play the same teams multiple times. Teams will still play a predominant local schedule but will also add games against other communities. This travel element will enhance the playing experience as well as add a new level of competition for all teams.

 -Rochester Hills Little League

 -Waterford Little League

 -Holly Little League

**Games**

1. Games will consist of (7) innings of play. Once an inning has started the top and bottom of the inning must be completed (unless the home team is in the lead). Upon completion of the 3rd out in the bottom half of an inning the following inning has automatically begun.

2. Weekday games start at 6:30 PM.

* 1. Through May 17, no inning shall start after 1 hr 45 min, provided 4 innings have been completed (3½ if the home team leads).
	2. After May 17, no innings are allowed to start after 2 hr, provided 4 innings have been completed (3½ if the home team leads).

c. In the event the time limit has been reached and the minimum number of innings has not been played or the

 game is tied, either a) the game can continue provided, in the umpire’s discretion, there is enough daylight to

 continue safely; or b) the game is suspended and will be completed as scheduled by the league.

3. Saturday games start times are 9:00 AM, 11:30 AM, 2:00 PM and 4:30 PM, no inning shall start after 2 hours,

 provided 4 innings have been completed (3½ if the home team leads). In the event the time limit has been reached

 and the minimum number of innings have not been played, either a) the game can continue provided, in the umpire’s

 discretion, there is enough daylight to continue safely, AND, there is not another scheduled game on the same field; or

 b) the game is suspended and will be completed as scheduled by the league.

4. Any Sunday games would not start prior to noon.

5. Travel games between communities will not be rescheduled. Games will end in a tie or the final score will be the last full completed inning.

6. The umpire is the sole party responsible for seting, starting and facilitating the timing of the game. If the umpire

 deems an act by a player and/or manager is an intentional attempt to delay the game a forfeit shall be called and the

 win given to the opposing team.

7. All teams will play a (14) game regular season schedule. Season will be played from 4/18/15 – 6/6/15. An All-Star

 game and a double-elimination tournament will be played at the end of the season (see Post-Season Play).

8. Visiting team occupies the first base dugout and takes the infield warm-up starting at 30 minutes before game time.

9. Home team occupies the third base dugout and takes the infield for warm-up starting at 15 minutes before game time.

10. Managers of each team shall exchange lineups and rosters before the game. The home team will be responsible for supplying a minimum of (2) game balls.

11. Manager and approved coaches must present ID to the umpire prior to the game. A total of 3 approved

 managers/coaches are allowed in the dugout/field during a game. A manager that allows an unapproved person in

 the dugout or field is subject to a one game suspension. At no time will coaches or players be permitted behind the

 backstop area.

**12. Managers are responsible for having ALL LITTER and equipment removed from the dugout after every game.**

# Reporting Scores and Pitchers

1. The home team scorekeeper is to record scores and pitchers of record for both teams on the Oakland County Intermediate Game Report.
2. The Game Report must be signed by both managers at the end of the game and returned to the umpire (RHLL) or the home team manager (WLL and HLL). It is the home teams responsibility to e-mail game results within 24 hours to scores@hollylittleleague.org.
3. Also see additional rules on reporting scores and managing the pitch count on the Pitch Count Tracking Guideline Rues

# Rainouts

1. RHLL- Manager must call the rainout phone number 60 minutes prior to game time to check field playability.
2. RHLL- Managers and coaches should follow RHLL on twitter (<http://twitter.com/rhll1>) for league news, information on rainouts and other important information.
3. HLL- Managers can check the status of field playability on the HLL website: (<http://www.hollylittleleague.org>)
4. WLL- ?
5. All league decisions to call off games due to extreme weather or unplayable field conditions will be done so prior to 5:00pm and posted on the above media outlets. It will then be the manager’s responsibility to contact their team to communicate the rainout.
6. After 5:00pm all rainouts will be decided at the field. If no information is posted both teams should show up at the fields as regularly scheduled.
7. After 5:00pm a game may ONLY be cancelled due to inclement weather by the Home Plate Umpire. The umpire will also determine if a temporary game suspension is required.
8. The Home Plate Umpire will wait at least 30 minutes before terminating the game and may confer with other League Officials as to whether the game may resume or is to be declared a rainout.
9. Lightning alone can bring an automatic game suspension. If the umpire decides to suspend a game due to lighnting the gam cannot continue until 30 minutes after the last sight of lightning.
10. Tornado siren will suspend all games for the night.

11. All rainouts will be rescheduled by the League and MUST be played at the earliest possible date. Travel games that have not started wil be rescheduled. If travel games are suspended during play the game will end in a tie or the final score will be the last full completed inning.

 12. All pitchers of record will be recorded and pitch count rules will not change for suspended games

 13. If rainout dates are not made up by the last week of regular season play both teams will receive a lose.

# Forfeits

1. A forfeit is declared by the Home Plate Umpire if a team cannot field at least EIGHT (8) players within 15 minutes of posted game time, unless extenuating circumstances exist as determined by the Umpire(s).
2. If a team can field 8 players, that game is considered an official game with all runs and innings pitched being reported.
3. The opposing team DOES NOT play down to the minimum players of the other team. The opposing team will play (9) defensive players with a continuous bathing order as any normally scheduled game.
4. Extended play (below) does not apply when a team cannot field at least 8 players - no borrowing of players.
5. When a team has only 8 players, the 9th spot in the batting order is an automatic out.
6. If a 9th player arrives after the start of the game, the player assumes the 9th spot and the automatic out does not apply. If additional players arrive after the start of the game they will be added to the end of the line-up accordingly.
7. In the event a team began the game with 9, yet loses a player, the game may continue following the 8 player rules. At no time will a team be allowed to field less than (8) players in a game.
8. If there is a school function with required attendance which would force a team into a forfeit situation, the manager may submit a written request at least two weeks prior to the date of the scheduled game that the game be rescheduled.
9. The league will review and notify both team managers of a ruling regarding the request as quickly as possible.
10. Players are allowed to play games on two independent teams concurrently (Little League, travel, etc.). However, they must play a minimum of 60% of regular season games within the assigned division to be eligible for tournament team,
11. At no time will a team be allowed to add players during the season to field a team or complete a game. Only players on the official team roster are allowed to play in Oakland County Intermediate Leage games.

# Mercy Rule – Extended Play

1. When a team has a 10+ run lead at the end 4 innings (3½ for home team) the game is declared complete and official. At the conclusion of any inning (after the 4th inning) a team with a 10+ run lead will be the winner and the game declared complete and official.
2. There is no maximum run rule per inning. All innings are allowed unlimited runs.
3. Once a mercy has been declared by the Home Plate Umpire, game may continue into “extended” play – with or without umpires.
4. Pitches thrown during extended play are recorded for the pitchers pitch count for that game on the game report.
5. Runs scored during extended play do not count and are not recorded on the game report
6. In extended play, a 4 run max per inning becomes effective.
7. Extended play concludes after 7 complete innings or at the normal time allotted for the game (1:45 or 2 hrs).

# Defensive Play

1. Substitution rules are to be followed as described in the Little League, Inc. Playing Rules.
2. Open substitutions are allowed at any point during the game (players can enter in/out of the game at any time). Substitutes are not required to be “married” to a particular player. It is not a requirement to report substitutes to the official score keeper.
3. Managers must insure that players get a minimum of two defensive innings per game (6 defensive outs). Mercy rule and/or time limit games do not change this requirement.
4. A pitcher remaining on defense in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game butr only once per game.

**Field Parameters**

1. Pitchers mound to home plate is 50 feet

2. Distance between bases is 70 feet

3. Ground rules on fields with undefined outfield or perimeter fences will be discussed with the umpire prior to start of each game.

4. The following applies to communities that utilize safety bases (double base) at first base:

 -Whenever a play is being made on the batter-runner (even on a throw from outfield) the defense must use the white portion and the batter-runner the colored portion. The umpire has the discretion to call the batter-runner out when there is a play being made at first base and the batter-runner touches only the white portion.

 -The batter-runner may use either the colored or white portion of the base if they are doing so to avaoid a defensive player in the base path

 -If there is no play being made at the double base the batter-runner may use either the white or the colored portion of the base

 -When returning to the base or when tagging up the runner must use the white portion of the base

# Offensive Play

1. Continuous batting order will apply as described in the Little League, Inc. Playing Rules.
2. Player who leaves the game for any reason is not an automatic out; except where 8 player rules would apply.
3. A batter is automatically out when he throws the bat. The umpire is allowd to issue (at his discretion) one warning per team if he chooses.
4. On deck batters are allowed. Bat donuts are not allowed.
5. A Player arriving late will be entered in the last position of the batting order.
6. Dropped third strike rule as described in the Little League, Inc. Playing Rules. Batter may advance to first base on a dropped third strike if first base is unoccupied or if first base is occupied and there are 2 outs. A dropped third strike is defined as a ball that strikes the ground either before or after the catcher touches a pitched ball.
7. The following are general guidelines related to approved bats:
* 2 ¼” aluminum bats are allowed and must have a BPF rating of 1.15 (no drop limit). No composite bats of any kind are allowed. Approved waiver bats used in Majors (or below) are not allowed..
* 2 5/8” aluminum bats are allowed and must have a BPF rating of 1.15 (no drop limit). The only composite bats allowed must meet the BBCOR (-3) classifications. No other composite bats will be allowed.
* 2 ¾” bats are not allowed.

Wood bats meeting the diameter rule are allowed and do not require a BPF label8. It is the coach’s responsibility to ensure all bats being used are legal for use in game play. The opposing coach has the right to inspect the bats of the opposing team at any time during the game.9. Penalties involving use of an illegal bat as described in the Little League, Inc. Playing Rules

**Base Running/Stealing**

1. Players are allowed to lead off and steal at any time during the game when the ball is in play. There are no “dead ball” mound rules. All balk rules will be in effect.

2. Stealing all bases are allowed including home.

3. Head first slides are allowed.

3. Courtesy runners will be allowed for pitcher and catchers.

4. Player who made the last batted out is the courtesy runner.

# Pitchers

1. All pitchers are subject to pitch count rules as listed in the 2015 Official Regulations and Playing Rules.
2. Pitchers are required to follow the calendar days of rest requirement as stated in the 2015 Official Regulations and Playing Rules.
3. Any manager who violates Local and/or Official Little League pitching rules are to be suspended for 1 game and the game in which the violation took place is forfeited. This rule is strictly enforced and no appeals are allowed.
4. Please read and follow Little League, Inc. rules involving players catching and pitching in the same game.
5. A pitcher remaining on defense in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game butr only once per game.
6. All balk rules will be in effect.

# Dress

1. Additional clothing items (such as jackets or sweatshirts) may be allowed at the umpire’s decision based on weather.
2. Pitchers may not wear clothing with exposed white or light colored sleeves
3. No jewelry of any kind can be worn during the game (this includes neck cords)
4. Steel cleats are allowed..

# Managers and Coaches

1. Only Team Managers may discuss rule interpretations or protests with the Umpire.
2. A manager or coach must receive permission from the umpire before leaving the dugout to enter the playing field.
3. A manager or coach may be removed from the field for the remainder of the game for violating this rule.
4. The manager is responsible for ensuring only Little League approved equipment is used during practices or games.
5. Only players may warm up pitchers as described in the Little League, Inc. Playing Rules.

# Base Coaches

1. Base coaches may be either players or RHLL Board approved team managers or coaches.
2. At least one RHLL Board approved manager/coach must be in the team’s dugout throughout a game.

# Appeals/Protests

1. Formal protests must be announced by the team Manager PRIOR to the next pitch being thrown, to the Home Plate Umpire and manager of the opposing team.
2. The team Manager must also file the protest in writing and a $30.00 deposit to the Division Administrator or other board member within 24 hours. The $30.00 deposit will be refunded if the protest is upheld.
3. Any Board Member coaching a team will exclude themselves in the event of a protest within their Division.
4. A protest committee appointed by the Board shall review all properly filed protests.

# Umpires

1. A complaint about an umpire may be filed by a Manager within 24 hours. Compliments will be accepted at any time.
2. Umpires may provide ONE warning, prior to removing a manager, coach, or spectator from a game.
3. Any manager, coach, or spectator removed from a game MUST leave the Ballpark Area within five minutes.
4. Failure to do so will result in team FORFEIT of game. No appeals will be allowed.
5. No manager, coach or player shall physically or verbally assault, abuse or attack an umpire, at any time.
6. Any such actions will result in serious repercussions from the Board of Directors.
7. Any manager or coach removed from a game by the umpire will automatically be suspended from the NEXT game.
8. Should a suspended manager or coach enter the Ballpark Area during the next game, the team FORFEITS this game.

**NOTE: “Ballpark Area” is defined as school or park property, including parking lot.**

# Post-Season

1. An All-Star Game will be hosted by Rochester Hills Little League on 6/7/15. All-Star Team #1 will be made up of Rochester Hills Little League. All-Star Team #2 will be made up of a combined team of Waterford Little League and Holly Little League. Team selections will be determined by each individual community.

2. A double-elimination season ending tournament will be played at the completion of the season (all teams/players are eligible). Rochester Hills Little League will determine a champion and Waterford/Holly Little League will determine a champion. The (2) champions of the season ending tournaments will play a (1) game FINAL. The host of this FINAL game will be the team with the best regular season record. Dates and times of all season ending tournament games will be determined by each individual community.