

Intermediate League

Annexure F

Game Duration	105 minutes; or 6 Innings
Inning Changeover	See Rules 9.3 & 9.4 (penalties apply for delaying changeover)
Game End	Rule 8.2 (10 minutes innings start) applies
Base Path	70 feet (22.86m)
Pitching Distance	50 feet (15.24m)
Home Run Boundary	225 feet (68.6m) • HR Boundary is laid out by marking an arc 175 feet (53.3m) from the pitcher's plate • <i>[Calculation: 225 feet – 50 feet (pitching distance) = 175 feet]</i> • The HR Boundary is only used for HRs on the full. Balls that hit the ground before and roll through the HR Boundary are live (<u>NO</u> automatic double applied)
Baseball	• Regulation Baseball (Leather or All Weather). • Home Team supplies 2 new baseballs at the start of the game. • Both teams can supplement the game balls during the game of an acceptable condition to the umpire.
Bat	USA Baseball Marking Not larger than 2 5/8 inch barrel (Logo displayed).  BBCOR 2 5/8 inch barrel (Logo displayed). 
Mercy Rule	Yes – 3 ½ innings.
Max Runs per Innings	6

Coaching	- Coaches are not permitted on the field during play; - Coaches are to wear a protective skull cap and remain in the coach's boxes during their team's at-bat
Pitching Count Maximum	- Maximum of 50 pitches or 9 consecutive outs (whichever comes first); - Can finish the batter in the box (except where pitch/catch is used) Wednesday Competition only - True Age Junior League players are not permitted to pitch.
Catching	- No inning limit; - Catcher speed up rule applies. Wednesday Competition only - True Age Junior League players are not permitted to catch.
Pitching & Catching in Same Game	- Pitch count maximum is 25; - Hard finish, cannot finish the batter in the box; - Can catch a maximum of 6 consecutive outs; - Can Pitch/Catch or Catch/Pitch.
Pitching	- The pitcher must have their foot wholly in contact with the front of the pitching plate; - Balk Rule applies. (Note. Coaches and Umpires are encouraged to educate the pitchers on the balk rule.)
On Deck Batter	- Yes - Must be in a defined area outside of the field of play; - The 'On Deck' area must be: - Close to the dugout; - Clearly defined with witches hat, chalk marking or the like; - Must be large enough area to conduct the 'On Deck' swings. - Under the direct control of a coach, manager or competent adult associated with the team; - Batter must be wearing a helmet; - Only one 'on deck' batter, all other players must be inside the dugout; - All spectators are to remain a safe distance from the 'on deck' area.
Team	All innings will end after three (3) outs are made or the maximum runs per innings are reached.

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| Batting | <ul style="list-style-type: none">• The Batter will remain in the dugout or 'On Deck' Area until the Umpire calls "Batter Up."• Normal Rules of Baseball apply to batter entering the batter's box;• Infield Fly rule applies |
| Umpire | <ul style="list-style-type: none">• The 'Plate Umpire' is encouraged to umpire from behind home plate with the appropriate safety equipment;• The Field Umpire may be used in a regulation manner. |
| Dropped
Third Strike | <ul style="list-style-type: none">• Normal Baseball Rules apply. |