







Intermediate League

Annexure E

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) <ul style="list-style-type: none">• HR Boundary is laid out by marking an arc 175 feet (53.3m) from the pitcher's plate<ul style="list-style-type: none">• [Calculation: 225 feet – 50 feet (pitching distance) = 175 feet]• 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	<ul style="list-style-type: none">• 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	<table><tr><td>USA Baseball Marking Not larger than 2 5/8 inch barrel (Logo displayed).</td><td>BBCOR 2 5/8 inch barrel (Logo displayed).</td></tr><tr><td></td><td></td></tr></table>	USA Baseball Marking Not larger than 2 5/8 inch barrel (Logo displayed).	BBCOR 2 5/8 inch barrel (Logo displayed).		
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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)
 - True Age Junior League players are not permitted to pitch.
- Catching
- No inning limit;
 - Catcher speed up rule applies.
 - 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:
 1. Close to the dugout;
 2. Clearly defined with witches hat, chalk marking or the like;
 3. 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.

- Batting
- 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
- 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
- Normal Baseball Rules apply.