## 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	<ul> <li>225 feet (68.6m)</li> <li>HR Boundary is laid out by marking an arc 175 feet (53.3m) from the pitcher's plate <ul> <li>[Calculation: 225 feet – 50 feet (pitching distance) = 175 feet]</li> </ul> </li> <li>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 (NO automatic double applied)</li> </ul>
Baseball	<ul> <li>Regulation Baseball (Leather or All Weather).</li> <li>Home Team supplies 2 new baseballs at the start of the game.</li> <li>Both teams can supplement the game balls during the game of an acceptable condition to the umpire.</li> </ul>
Bat	USA Baseball Marking Not larger than 2 5/8 inch barrel (Logo displayed).BBCOR 2 5/8 inch barrel (Logo displayed).Image: Displayed barrel baseballBBCOR 2 5/8 inch barrel (Logo displayed).Image: Displayed barrel baseballBBCOR 2 5/8 inch barrel (Logo displayed).
Mercy Rule	Yes – 3 ½ innings.

Max Runs 6 per Innings

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

Batting	<ul> <li>The Batter will remain in the dugout or 'On Deck' Area until the Umpire calls "Batter Up."</li> <li>Normal Rules of Baseball apply to batter entering the batter's box;</li> <li>Infield Fly rule applies</li> </ul>
Umpire	<ul> <li>The 'Plate Umpire" is encouraged to umpire from behind home plate with the appropriate safety equipment;</li> <li>The Field Umpire may be used in a regulation manner.</li> </ul>
Dropped Third Strike	Normal Baseball Rules apply.