

**West Bend Little League
Intermediate League
2024 Fall Bylaws**

Section 1- Intermediate League Outline

1. The Intermediate League will consist of teams with no more than 13 players per team.
2. At a minimum, the season will consist of generally a 2-3 games per week schedule.
3. The Intermediate League teams will consist of 9-12 year-old players, with no draft restrictions other than those prescribed by Little League Baseball, Inc.
4. At the conclusion of the season all Intermediate League teams will cease to exist. As such, any returning 9 - 12 year olds will need to tryout and be re-drafted the following season for Intermediate League play.
5. All Teams in the Intermediate League will qualify for the season ending tournament. Since no records will be kept for the season, a random drawing will determine seeding. The championship game will not be restricted by the time limit (rule #4 below).

Section 2- Intermediate League Playing Rules

1. The Manager of each Intermediate League team agrees to a minimum of 2 and a maximum of 4 practices per week prior to the start of the season. During the season, a minimum of 1 and a maximum of 2 practices will be allowed.
2. The Manager of each Intermediate League team agrees that after a player has attended 2 practices in any given week, additional excused absences from practice will not result in any game time penalty. Unexcused absences shall not be tolerated without just cause.
3. Intermediate Fall League teams **will not** follow substitution and mandatory play requirements per Little League (Rule 3.03).
 - a. Teams will use roster batting.
 - b. Players may pitch a maximum of 2 innings (1 pitch counts as an inning) Players pitching 2 innings must pitch them **consecutively**.
 - c. Players must be scheduled to play 9 defensive outs, or at least (3 defensive innings).
4. Games will be 6 innings or 1 hour and 45 min in length (whichever occurs first), unless the score is tied. If the game is tied after 6 innings or at the time limit, the game will continue using the “California tie breaker system”. Each team will begin their inning with 1 out and a runner on 2nd base player in batting

order immediately preceding the current batter). The game will continue in this format until a winner is determined or time expires. Because of no standings being kept games can end in a tie.

5. An adult may occupy the first and/or third base coaching boxes provided there is an adult Coach or Manager in the dugout at all times.
6. Before the start of each game the Manager from each team will meet with the umpires to go over ground rules, etc.
7. Mercy Rule: There will be a fifteen (15) run mercy rule in effect after three innings and a ten (10) run mercy rule in effect after four innings of play are completed
8. Metal cleats are not allowed.
9. All bats must be 2 5/8" in diameter or smaller. Wood bats are allowed. BBCOR composite bats are also approved. The USA stamp is not mandatory but encouraged.
10. In the event of a rainout, managers must notify the West Bend Little League Scheduler at 262-306-9664 or westbendlittleleague@gmail.com within 48 hours to reschedule the game.
11. A team may begin a game with 8 players (assuming 9 players are not available). If an additional player arrives after the game has started they are placed in the 9th batting position in the lineup. All efforts must be made to ensure they comply with the participation rules for hitting and fielding.
12. All play will be conducted on diamonds with a 50' pitching mound and 70' base paths.
13. Pitching rules will follow the official Little League playing rules. A pitcher may not pitch 3 consecutive days regardless of the number of pitches thrown.
14. One foot in the box: Batters are required to keep at least one foot in the box while taking signs. Penalty: a warning will be given by the umpire as a delay of game infraction. Subsequent infractions will result in a strike being called on the batter. There are going to be reasonable exceptions to this. This rule is to cover the normal pitch-catch-throw back to pitcher process in which there are no steals, passed balls or anything else going on to require the batter to vacate the box.
15. Limitations on SPR (Special Pinch Runners) are not allowed in fall ball except for Catcher after 2 outs, and for an injured player. Runner must be last recorded out. An injured player will simply be skipped in the next at bat if not able to play. No penalty outs will be given for an injured player.

Please direct any Intermediate league questions to the League Director or President.