

Intermediate Division



The objective of the 50/70 Intermediate Division is to provide fun, instructional and competitive play. This division will offer a more in depth understanding of the game of baseball through introduction of “normal” baseball rules with a few expectations. The season will consist of 12 regular season games and an end of season tournament.

The Little League “Green book” shall be used in all games except where rules are in direct conflict with the amendments listed. CLLLB rules listed supersede “green book rules”

[Rulebook App - Little League](#)

League Wide Safety and Equipment Rules

1. NO metal cleats permitted.
2. Bats must have a USA baseball marking (ALL USA bats are legal) or BBCOR marking, with 2 5/8” barrel maximum per rule 1.10 if Little League REgulations.
3. All batters and base runners must wear their helmet until they leave the field and enter the dugout; a player removing his/her helmet prior to exiting the field can be called out.
 - a. League will provide extra helmets for each team- no player can swing a bat at any time (practice or games) without a helmet.
 - b. Any player using a bat at practice or a game must wear a helmet. (batters and baserunners)
4. All helmets must be NOCSAE approved and facemasks are permitted.
5. All boys must wear a protective cup for games & practices. NO CUP= NO participation NO EXCEPTIONS!
6. All Catcher’s masks must include a hanging throat guard.(including hockey style helmets.)
7. All players warming up a pitcher at any time must wear a catcher’s mask.
8. Coaches may warm up pitchers while the catcher is getting ready. As soon as the catcher is ready, he or she will take over. Warm up pitches are limited to no more than 5, should be fewer for returning pitchers, which include balls thrown to the coach.
9. Pre-game warmups should not take place on the infield until the home team takes the field.
10. No “On Deck” batters are allowed at any time. Players must remain in the dugout until their turn to bat. Hitting sticks or other training tools are not allowed during games.

11. Both teams are responsible for setting up the fields before the game and ensuring everything is locked and cleaned up afterwards.
 - a. See list of field prep/cleanup
12. Only the manager and approved coaches with a completed background check will be allowed on the field or in the dugouts at any time. If coaches are added during the season, their name and contact must be given to the safety and a background check must be completed before participation.
13. A manager and up to 2 approved/background checked assistant coaches are allowed inside the dugout or on the field during a game.
 - a. Anyone on the field or in the dugout must be named as an assistant to the board
 - b. Anyone on the field or in the dugout must be named as an assistant to the board and have a background check completed before stepping on the field.
14. No coach shall occupy any area between the ends of the dugouts around home plate at any time during the game.
15. No manager, coach, player or parent should make calls for the umpire, make balk calls or attempt to distract a pitcher during game play.

League Wide Rainout/Cancellation policy

16. If no league decision has been rendered, the ability to play a game based on field conditions and safety must be decided by both managers. If no agreement is reached, consult with the division VP. (Games should be played when scheduled, if possible.)
17. Canceled or suspended games must be reported immediately to the division vp and executive vp.
18. The league reserves the right to postpone, cancel, reschedule any game at its discretion.
19. A game will be suspended and all players, parents and coaches must leave the field to the protection of their vehicles when any adult sees lightning, the act of seeing lightning overrides the audible warning system.
20. Teams can not return to the field until after 20 minutes of no lightning and/or the all clear is sounded.
21. Suspended games will pick up where they were stopped including batter counts.
22. Previously removed pitchers cannot return in a suspended game when it is completed. All pitches thrown in the suspended game are recorded on the pitch log as if the game was completed.
23. For individual game cancellations or suspension, coaches will work together to come up with a list of dates that might work. Coaches should then send those dates to the Executive VP and Division VP who will assign a field and a final date based on umpires and field availability.
24. When the league makes the decision to cancel games, the league will reschedule all games from that day and let coaches know of the new game date.

Pitching Rules Intermediate

25. All games are player-pitched and all pitch counts in suspended games count as if the game has been completed towards season limits and days of rest.
26. All pitchers are limited to 400 total pitches during the regular season. (The in house tournament, All Stars and TDP pitches do not count towards this number.)
27. NEW (6/2023)-Any manager not complying with the proper rest days of a pitcher will have to forfeit the current game & the coach/manager will have to serve a 1 game suspension.
28. New (6/2023): Pitch counts need to be entered into the system within 24 hours after the current game played. If the pitch count(s) are not entered into the system within 24 hours the coach/manager will have to serve a 1 game suspension.
29. Each team should have a designated pitch counter and should confirm pitch counts for both teams between innings.
 - a. Managers are required to report pitch counts via the pitch count site within 24 hours of the conclusion of each game. These pitch counts must be confirmed or challenged by the opposing team.
 - i. Confirm pitch counts at the fields at each half inning- this eliminates the reason to contest counts.
30. ***if the coach/manager communicates with the CLLLB President or Division VP that the system is not working or can not enter and provides that number it will not count against them.***
31. All of these limits are based on league age and NOT division of play.
32. League age 10 year olds can pitch a maximum of 75 pitches per day.
33. League age 11/12 year olds are limited to 85 pitches per day
34. Pitchers may finish pitching to a batter if they started the batter prior to hitting the maximum pitch limit or the managers' planned pitch limit. (They must be under the threshold before pitching to a new batter.)
 - a. For example, if the coach wants to pull the pitcher at 35 pitches and that 35th pitch is thrown during an at bat, the pitcher may finish pitching to that batter and record 35 pitches for the game.
35. Days of rest begin the day after the game pitched.
 - a. The following pitching rest rules apply:
 - i. 1-20 pitches = Zero days rest
 - ii. 21-35 pitches= One day of rest
 - iii. 36-50 pitches= Two days of rest
 - iv. 51-65 pitches= Three days of rest
 - v. 68-85 pitches= Four days of rest
 - b. Example: If a player throws 36 pitches on Monday they require 2 days of rest.
 - i. Rest days would be Tuesday and Wednesday
 - ii. They are then available to pitch on Thursday
36. Pitchers who throw more than 41 pitches in a game cannot play catcher the rest of the day. (or game- int)
37. Teams are required to pitch League 11 year old pitchers at least 3 outs in any calendar week.

38. A league age 11 year old who played 50/70 in the prior year is not eligible as a league age 11 year old for the purpose of this rule.
39. The pitcher on the mound when the 5th run of an inning is scored is credited with 1 out. All other non recorded outs are credited to the pitcher who started the inning.

Fielding and game management

40. A standard Little League hard ball is used.
41. Bases are 70 ft. Pitching rubber is 50' from the back of the plate. NO extra safety base will be used at 1st base.
42. Each team will designate a scorekeeper and pitchcounter.
43. Games are 7 innings in length.
44. No New inning can begin after 2:00. When playing a night game at Central High School, no new inning can start after 10 pm, no matter what the game start time was.
45. Tied games can be extended to a 2 hour time limit when there is no game to follow.
46. Game start time is officially recorded by the umpire immediately after the first pitch.
47. One home plate umpire will be used.
48. A 10 run slaughter rule is in effect after the top of the 4th inning, if the home team is ahead and after the bottom of the 4th inning if the away team is ahead. Teams may continue to play a slaughter rule completed game during their allotted time, but any additional runs will not count. However, pitches thrown will be counted and must be reported to the pitch count website.
49. All innings can only end with three defensive outs or a run that wins the game.
50. Tied games that cannot be completed will remain ties in the standings.
51. All substitute players will be approved by the Player agent and VP.
52. Substitutes will not play pitcher or catcher.
53. Substitutes will bat last.
54. All players must play at least 6 defensive outs per game unless a health or discipline problem has arisen and the opposing manager has been notified. They do not have to be consecutive. It is strongly recommended by CLLLLB that all players play equal time in the field and that all players are exposed to multiple positions as long as safety concerns are met.
55. ALL players shall sit at least one full defensive inning prior to any player sitting a second inning.
 - a. Exception: This rule does not apply to any starting pitcher, but that pitcher must sit at least one full inning after he has been removed from the position of pitcher before anyone else can sit a second inning, provided there is another inning to play.

56. All players must play an infield position for at least one inning each game.
57. The infield fly rule is in effect.

Batting and Base Running

58. A continuous batting order is used. (All players present will be in the batting order.)
59. All players arriving after the first pitch must be placed at the bottom of the batting order.
60. Bunting is allowed. However, once the batter shows bunt, he/she must bunt. If a batter shows bunt and swings away, the batter is out.
61. All runners must slide or attempt to get around a fielder who has the ball and is waiting to make the tag. No head first slides allowed, except when returning to a base. A player who slides head first into any base or home plate or does not attempt to avoid contact will be called out.
62. Dropped third strike is in effect.
63. The infield fly rule is in effect.

Manager & Coach conduct:

“The actions of players, managers, coaches, umpires and league officials must be above reproach. Any player, manager, coach, umpire, or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity is subject to disciplinary action by the local league board of directors.” section XIV Little League “Green Book.”

64. All Coaches and Managers must complete a background check prior to being on the field, this includes all assistant coaches.
65. All Coaches and Managers must complete safety training and all required league trainings.
66. Managers are responsible for the conduct of all assistant coaches, players and team parents.
67. Crystal Lake Little League has a zero tolerance policy towards managers and coaches whose actions are abusive or threatening towards umpires, players, parents, coaches.
68. Managers that break the code of conduct, are subject to possible game suspension for the first offense. Any such action will be determined by the executive board and the division VP
69. Batting orders must be exchanged prior to the game start. Any player arriving after lineup exchange will be added to the bottom of the batting order. Failure to comply may result in forfeiture of the game.
70. Only managers may discuss any calls with the umpire. Assistant or non-managers who repeatedly ignore this rule can be ejected from the field of play by the umpire.

71. Any manager who is thrown out of a game for any reason is automatically suspended for the next game, which includes coaching at any other level until the next game is completed.
72. Managers who pitch players illegally, do not report pitch counts in a timely manner or otherwise break the manager's code of conduct are subject to a possible games suspension for a first offense. Any such action will be determined by the executive board and the division VP.
73. At no time should a manager, coach, parent or player challenge or otherwise publicly complain about an umpire's judgment calls. Balls, strikes, force plays, balks, leaving early, and fair/foul calls are examples of judgment calls. An interpretation of the rules may be challenged, but only by a manager with a copy of the rules and the other manager in a respectful conference with the umpire. Ignoring this rule or repeatedly breaking this rule can result in disciplinary action from the CLLL Board of Directors.
74. There will be no protested games allowed. All rules discrepancies must be discussed, and resolved, by both team managers and the umpire on the field when the issue is discovered.