

Fall 50/70 League 2026 Rules

Section 1- Intermediate League Outline

1. The Intermediate League will consist of teams with no more than 13 players.
2. At a minimum, the season will consist of generally 2 games per week not including the season ending tournament in late June.
3. The Intermediate League teams will consist of 10-13 year-old players, with no draft restrictions other than those prescribed by Little League Baseball, Inc. All play will be conducted on diamonds with a 50' pitching mound and 70' base paths.
4. At the conclusion of the season, all Intermediate League teams will cease to exist. As such, any returning 11-13 year-olds will need to tryout and be re-drafted the following season for Intermediate League play.
5. All teams will make the post-season playoffs. Each conference will be seeded individually. Specific brackets will be designed once the number of teams has been determined. Tie breakers will be as follows:
 - Overall record
 - Head-to-head record
 - Conference record (if applicable)
 - Runs allowed per defensive inning played
 - Coin toss
6. Playoff games will adhere to all league rules including time limits. The championship game will have no time limit. In the event that there are two conferences, the home team will be decided by a coin flip. If there is only one conference, home/away will be decided by seeding.
7. **Child Abuse Awareness** – All coaches must complete training and provide their certificate to WBLL. If someone learns of any abuse they are required by law to report it to law enforcement within 24 hours. West Bend Little League prohibits retaliation against good faith reports and limits any one-on-one contact with minors.

Section 2- Intermediate League Playing Rules

1. The Manager of each Intermediate League team agrees to schedule 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 scheduled.

2. Games will be 7 innings or 2 hours (whichever occurs first), unless the score is tied. If the game is tied after 7 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 batting last in the inning). The game will continue in this format until a winner is determined.
3. Before the start of each game, the Manager from each team will meet with the umpires to go over ground rules, etc.
4. 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.
5. Metal cleats are not allowed.
6. There will be a 15-run rule in effect after 4 innings (3 ½ innings if the home team is ahead), 10-run rule after 5 innings (4 ½ innings if the home team is ahead), and 8-run rule after 6 innings (5 ½ innings if the home team is ahead). The manager of the team with the least runs shall concede the victory to the opponent and the game is complete.
7. Dropped third strike and infield fly rules are in effect.
8. Stealing bases and leading off is allowed.
9. 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.
10. No negative chatter is allowed at any point during games by players, members of the coaching staff or spectators.
11. No chanting by players, members of the coaching staff, or spectators is allowed.
12. Substitution:
 - a. To give player more playing time. the Intermediate Division will not follow Rule 3.03. Instead the following will occur:
 - i. All teams will use roster batting. All players in attendance for the game will be in the batting order. Late players may be inserted at the end of the lineup as long as the game is not beyond the fourth inning.

- ii. Players **must play a minimum of three complete defensive innings** in a complete 7 inning game. The innings do not have to be consecutive.

13. Pitching Rules will follow the official Little League playing rules.

- a. Pitchers league age 13 or under must observe the following schedule for rest:
 - i. 66 pitches or more – 4 calendar days rest
 - ii. 51-65 pitches – 3 calendar days rest
 - iii. 36-50 pitches – 2 calendar days rest
 - iv. 21-35 pitches – 1 calendar days rest
 - v. 20 or fewer pitches requires no rest
- b. A pitcher may not pitch 3 consecutive days regardless of the number of pitches thrown
- c. Amend Regulation VI(c) - A pitcher who reaches 40 pitches may complete the at bat and still maintain ability to catch the remainder of the game. This is now a threshold.
- d. Threshold Rule – Pitchers may complete the current batter's at bat and shall not be counted as exceeding the next pitch count days of rest restriction. Ex. Pitcher has a pitch count of 2-2 on current batter and has thrown 35 pitches. The pitcher may complete the current batter without exceeding their days of rest to two days.
- e. Pitchers are not allowed to wear long sleeved white shirts under their uniforms, any other white clothing item on their arms or hands, or batting gloves. Long sleeved shirts must be of a solid color no lighter in color than a medium gray.
- f. Intentional walks: At the start of a batter with a fresh count, a pitcher/coach may declare they want to intentionally walk the batter without throwing a pitch. Four pitches would be counted in the pitch count book for the walk.
- g. Coaches will track pitch counts for both teams and sign off each other's form.

8.06 Visits to the Mound:

- i. This rule, which applies to each pitcher who enters a game, governs the visits of the manager or coach to the pitcher at the mound.
- ii. A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher. Example: If a manager visits Pitcher A once in the first inning, then makes a pitching change in the same inning, Pitcher B would be allowed two visits in that inning before being removed on the third visit.
- iii. A manager or coach may come out three times in one game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher. Example: If a manager visits Pitcher A twice in the first three

innings, then makes a pitching change in the fourth inning, Pitcher B would be allowed three visits in that game before being removed on the fourth visit, subject to the limits in (i) above.

14. Regulation VI (a) – a player catching three innings or less during a game can then pitch, deliver up to 20 pitches and still be allowed to return to catch the remainder of the game. Note that the 20 pitch limit is subject to the threshold rule (see above).

15. Batting Regulations:

- a. All bats must be in compliance with rule 1.10 and be approved by USA Baseball; wood bats are authorized. BBCOR composite bats are also approved and will NOT have the USA Baseball stamp.
- b. 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 to pitcher process in which there are no steals, passed balls or anything else going on to require the batter to vacate the box.