



BASEBALL INTERMEDIATE LEAGUE RULES

Coaches must meet with the umpire before the game and determine if any of these rules will be modified or not enforced during a game.

FIELD DIMENSIONS:

1. The distance between all bases is 65 feet.
2. The pitching distance from the rear tip of home plate to the front edge of the pitching rubber is 45 feet.

REGULATION GAME:

1. A regulation game is 5 innings.
2. A completed inning consists of three outs or one completion of the batting order unless injuries prevent completion of the order. In the event of unequal team sizes, the higher number constitutes a batting order (max 10 batters per inning).
3. A game called for rain or curfew is also a regulation game if 3 innings, or 2 ½ innings with the home team leading, have been played.
4. A regulation game called with a tie score is counted as ½ game won and ½ game lost for each team.

GAME TIME LIMIT:

1. No new inning may begin after 1 hour, 45 minutes from the actual start of the game.
2. The game ends at 2 hours, 15 minutes from the actual start of the game and the final score is that of the last fully completed inning.

Tournament

1. No time limit to games in the tournament. All games will go five innings unless "Tournament Run Rule" applies.
2. Tournament Run Rule: A game will be ended if it is more than two hours, 15 minutes past the actual start time and a team is leading by more than ten runs.

EQUIPMENT:

1. All bats used for Intermediate baseball must be marked with "USA Baseball".
2. Steel-spiked shoes are not permitted.

PLAYERS & COACHES:

1. Each team consists of at least 7 players and a coach or an adult designated by the coach.
2. A team unable to field 9 players for a game may use no more than two players from other teams in GBSA (including Intermediate Softball) to fill out a starting line-up.
3. Borrowed players must bat at the bottom of the order.

4. A team must field at least 7 players from their original roster, ten minutes after game time or forfeit the game.
5. Players are only eligible for the tournament if they play in 2/3 of the team's games. This rule will be waived if the player misses games due to injuries, illness, or vacation.
6. NON-PLAYERS: Non-players are not permitted on the playing field. Aside from coaches, non-players are not permitted to be in the dugout or on the bench.

Playing Time:

1. Each player plays at least 3 complete innings or half the game in the field with free substitution.
2. Each player must play at least one inning in the infield in the first 3 innings, unless there is a safety concern.
3. Cancelled or shortened games may affect total innings played.

Substitute Players:

1. Subs may play any position except pitcher or catcher but are limited to a maximum of one inning in the infield.
2. Subs bat at the bottom of the order.
3. Substitutes may be used in a playoff game if a team cannot field 9 of its own players and such player(s) will be chosen by the league representative or commissioner.
4. As mentioned in section "PLAYERS & COACHES", subs may be used from Intermediate Softball.

BATTING:

1. The batting order for each team will consist of a maximum of 10 batters in order per inning or three outs.
2. **All players present are to be placed in batting order.**
3. Players arriving after the start of the game are put at the bottom of the order.
4. If a player is injured, he cannot play offense or defense. A player who plays in the field must also bat when it is his turn.
5. A player who plays in the field cannot be skipped in the batting order. If a fielder is skipped in the batting order then it is counted as an out.
6. If a player is injured, and not able to take their turn at bat, they will be replaced, that at-bat, by the last batter that was unsuccessful in reaching 1st base.
7. A team that is unable to obtain 9 players must take outs for the batting positions not filled, up to 9 batters. For instance, Team A has 7 of their original roster players but is unable to field a sub. When batting positions #8 & #9 come up to bat, they must take outs. Team B has 7 of their original roster players and is able to obtain 1 sub. When batting position #9 comes up to bat, that batting position is an out.
8. BUNTING: Bunting is allowed.
9. NO "Show bunt, then swing away". The batter will be called out.
10. LAST BATTER: The last batter in an inning may not be walked or reach base by HBP. The batter must put the ball in play or strike out. So if the last batter reaches a count of four balls, the coach of that batter's team must come in to pitch. The batter is given four coach pitches. He can either hit one of the pitches into play or, if he does not hit a pitch, he is called out after the fourth pitch.

11. If a player is injured, and not able to take their turn at bat, they will be replaced, that at-bat, by the last batter the was unsuccessful in reaching 1st base.

FIELDING:

1. THERE IS NO INFIELD FLY RULE
2. DOUBLE FIRST BASE: A runner must use the orange base on initial play at first base. If the fielder is drawn to the side of the orange base, the runner may go to the white base and the fielder to the orange. A runner is never out for touching the white base rather than the orange base. Once a runner safely reaches first base, the runner must use the white base.
3. When the ball is in control by an infielder and the player is in the infield, the play is dead. Runners can continue to the base they are running to but may not start running once the ball is in control in the infield.
4. OVERTHROWS: An overthrow in fair territory or within the boundaries of the field entitles the runner to one additional base. A ball thrown out of bounds is dead and bases are awarded the base they were running towards.
5. OVERTHROWS ON A STEAL: In an effort to promote catchers throwing to bases to get stealing runners out, base runners will not be able to advance beyond the base they are stealing due to an errant play by the catcher or person trying to catch his throw.

PITCHING:

1. A pitcher may pitch no more than two (2) innings per day, and the innings must be consecutive if all 2 innings are pitched in one game.
2. A maximum of 8 innings can be pitched in one week, with no more than 6 in a 72-hour period.
3. One pitch constitutes the pitching of an inning.
4. Once a pitcher is removed from that position, that pitcher may not pitch again in that game (excluding extra innings).
5. A new pitcher is limited to five warm-up pitches.
6. If the game goes into extra innings, each pitcher is allowed one more inning to pitch.
7. If a pitcher hits three batters during the course of a game, then they must be removed from pitching. They will only be able to return to the mound in an emergency situation where there are no other available pitchers.
8. **NEW Updated for 2025** If a pitcher throws a walk and if the next batter reaches four (4) called balls, then the batter's coach comes in and pitches four (4) pitches. The batter now has a 0-0 count on him. **The batter gets only 4 pitches (including foul balls) and can swing on all 4 pitches (no strikeout). If the ball is not put in play, the batter walks.** The coach pitching does not constitute the removal of the pitcher. Hit-by-pitches do not count towards the coach pitch rule. Batters who are hit by a pitch will always take their base. (Example, Batter 1 is walked, Batter 2 is hit by pitch, Batter 3 reached 4 balls, then coach will come out to pitch to Batter 3.)
9. No balks will be enforced. We encourage that the pitcher is notified when he commits a balk as a learning opportunity, but there is no penalty.

BASE RUNNING:

1. Leadoffs are not allowed.
2. Runner cannot start to advance (steal) until the ball crosses the plate.

3. Once an infielder has control of the ball, progress of base runners is stopped on a given play and ball is returned to pitcher, base runners must return to base. At that point no "cat and mouse" permitted.
4. No stealing home on a passed ball. Stealing home is NOT permitted unless a play is made on a trailing runner (i.e. first and third and a throw is made to second base attempting to throw out the runner from 1st stealing).
5. 1 stolen base per batter
6. SLIDING: A runner should attempt to slide at any base other than first base, when there is a close play being made. If the runner fails to do so, at umpire's discretion only if he feels there was an intent to injure, the runner could be called out.
7. If a runner steps off the bag for any reason (i.e. tying shoes, not paying attention, etc.) and a time out is not called, the team of the runner will be given a warning. If a similar infraction happens again, then the runner(s) will be called out if tagged by the ball. This should be viewed as a "teaching moment" for the first offense.

UMPIRE'S DECISIONS:

1. Judgment calls by the umpire (such as whether a pitch is a strike or a ball, a hit is fair or foul, or a runner is safe or out) are FINAL.
2. If there is reasonable doubt about a decision being consistent with the rules, the coach may ask that the ruling be reviewed.
3. The umpire making the decision may ask the other umpire, or league commissioner, if present, for more information before making a final decision.
4. Once a game has started, the umpire, league representative or commissioner may stop play in the event of curfew, rain, or lightning which is thought to be dangerous.
5. If lightning does occur there will be a mandatory 15-minute wait period from the time of the last visible lightning strike. Only the umpire or league commissioner can allow a game to continue after this guideline has been met.
6. If a tornado siren is sounded play will be halted immediately, and all persons must leave the field and seek shelter. Play will not be resumed after a tornado warning.
7. If a coach removes his team from the field of play, and no stoppage of play has been called by the umpire, league rep, or commissioner, that team will forfeit the game.
8. If a regular season game is stopped by the umpire or league representative or commissioner for safety reasons, the game is considered complete if 3 innings have been completed, or the top of the 3rd inning has been completed and the home team is ahead. If neither of these 2 circumstances have been satisfied, then the game is restarted to the top of the 1st inning.
9. If a tournament game is stopped by the umpire or league representative or commissioner for safety reasons, the game, *no matter the inning*, will be resumed in the exact same position where the game was suspended (ie- same batter, same pitcher, same pitch-count, same number of outs, same score, etc....). Each coach is responsible for making sure of the correctness of the information before leaving the field of the rained-out game (batting line-ups, current pitcher, who's pitched already, count, how many outs, etc....).

CONDUCT:

1. COACHES ARE RESPONSIBLE FOR MAKING SURE THAT THE GAME IS PLAYED IN A SPORTSMANLIKE MANNER.
2. A COACH, PLAYER, OR FAN MAY BE ORDERED TO LEAVE THE PLAYING FIELD AREA BY THE

UMPIRE, COMMISSIONER OR IN-CHARGE PERSON IF THEY VIOLATE THE GBSA RULES OF CONDUCT.

3. IF A PLAYER, FAN OR COACH IS ASKED TO LEAVE THE PLAYING AREA AND DOES NOT, THE UMPIRE CAN CALL THE GAME A FORFEIT.
4. GBSA RULES OF CONDUCT PROVIDE THAT COACHES, PLAYERS AND FANS:
 - shall not engage in physical altercation.
 - shall not intentionally violate or refuse to follow any GBSA rule.
 - shall not use or consume tobacco or alcohol at the playing field; NO SMOKING
 - shall not engage in grossly unsportsmanlike conduct, including but not limited to, throwing equipment, using profanity, arguing with an umpire, or directing degrading or distracting remarks to a player, umpire, coach, or fan.
 - Spectators shall not congregate around the backstop or dugouts during a game.
5. ANY PLAYER EJECTED FROM A GAME MUST SERVE A 2 GAME SUSPENSION. ANY SUBSEQUENT EJECTION OF THE SAME PLAYER WILL RESULT IN SUSPENSION FOR THE SEASON.

TOURNAMENT:

1. If 2 teams are tied in the standings at the end of the regular season, the following tiebreaking criteria will be used.
 - 1- "Head-to-head". Whichever team has won more games between the 2 teams will advance.
 - 2- "Coin Toss". In the event that the above criteria is even, a coin toss will be the ultimate tie-breaker. The coach with the first initial of their last name that is earliest in the alphabet calls the toss.