

SECTION 4 INTERMEDIATE/MAJORS DIVISIONS

1. Interleague play will be conducted according to the official rules of Little League Baseball. Unless otherwise indicated, the official Little League International rule book will be used for the Intermediate levels of play. The guidelines or reiterations of the rules listed below are intended as clarifications /interpretations of the official playing rules of Little League Baseball.
2. Time Limits
 - 2.1. The two-hour rule will be used for all games. This rule states that a new inning will not start more than two hours after the beginning of the game. The starting time of the game must be announced to the official scorekeeper when play begins. Additionally, there is no maximum time limit (no “drop-dead” time).
3. In the event of inclement weather, the umpire, home field president or field manager shall make the decision on postponement. If there is any doubt about the weather, the managers must go to the playing field with their players to collaborate on a final decision. On weekdays when it is clear that weather will prohibit playing of a game, a home team league official must notify all managers involved and the umpire by 2:00 P.M. Rained out or incomplete games must be played / completed by the end of the make-up week for that half of the season. Make up games should be immediately re-scheduled through each league’s designated scheduling representative.
4. Each league shall provide a list of all managers and coaches with phone numbers that are involved in the Interleague play.
5. All four leagues have adopted a point system that eliminates the need to replay tie games (2 points Intra-league win, 1 point Interleague win, 1 point Intra-league tie, ½ point Interleague tie).
6. It is solely the discretion of the umpire to call a game due to darkness, poor visibility, or unsafe playing conditions.
7. Batting cages are not to be used 1 hour prior to game time for Inter-League games (i.e. PVLL v. RHLL). The penalty for use is player disqualification for the immediate game only. Batting cages may be used up to thirty (30) minutes before game time for all Intra-League games (i.e. PV vs PV). The home and away teams are to share the cages equally and work cooperatively in the pre-game cages.
8. If the umpire fails to show up for the game, the managers shall agree on a substitute chief umpire from the stands in order to complete the game.
9. A team may have one manager and two coaches in the dugout during regular season and post season play.
10. The base runner is automatically out at the plate or any base if he does not slide or avoid contact on a close play (umpire’s call).
11. Managers must provide three copies of their lineup card prior to the start of the game: one to the opposing manager, one to the opposing scorekeeper, and one to the announcer (if applicable). Full names, starting positions and uniform numbers must be included on the cards as well as identifying all pitchers by age. Interleague will supply lineup sheets to all leagues of which use is mandatory.
12. An optional "Slaughter Rule" states that a team losing by ten or more runs at the end of four innings or three and one-half innings if the home team is leading may call an end to the game.
13. Palos Verdes Little League Official Pitching Regulations pitch count rules are in effect for all games, including Interleague games, for Palos Verdes Little League teams. If these rules contradict Little League pitch count rules, the Palos Verdes Little League Official pitch count rules will supersede any other pitch count rules for Palos Verdes Little League teams. These pitch count rules will be posted at each field and each scorekeeper will have a copy.
14. Tie Games – If time and conditions permit, games tied at the end of six innings shall continue. A tie game halted due to weather or darkness will be declared an official tie provided it is an official game. An official game is one that has completed four innings of play unless the home team is ahead after three and one-half innings of play.
15. Slashing is not permitted.
16. No PROTESTS, other than player eligibility-related disputes, will be allowed. Any dispute must be resolved on the field.
17. Balks shall not be called.
18. Team Roster:
 - 18.1. Majors: It has been agreed that at the Major level, a team must attempt to have ten players in the lineup at all times during a game. However, a team can start play without penalty with nine players. This shall not apply to injuries or illness that happen during the game and results in less than 10 players being fielded. Adhering to this rule may require that a Major level team, when at all reasonably possible, draft an Intermediate level player(s) from the available pool of eligible call-up players. Please note that a drafted player is not eligible to pitch in the game and shall bat at the end of the order.

- 18.2. Intermediates: It has been agreed that at the Intermediate level, a team must attempt to have ten players in the lineup at all times during a game. However, a team can start play without penalty with nine players. This shall not apply to injuries or illness that happen during the game and results in less than 10 players being fielded. Adhering to this rule may require that an Intermediate level team, when at all reasonably possible, draft a Minors level player(s) from the available pool of eligible call-up players. Please note that a drafted player is not eligible to pitch in the game and shall bat at the end of the order.
19. If a team fails to field nine players at any time (with exception due to injury or illness that occurs during the pre-game warm-up or game itself), it will be a forfeited game.
20. If a player needs to leave the game site during the game for reasons other than illness or injury, advanced notice needs to be provided to the opposing manager and umpire before the first pitch of the game. If advanced notice is not provided, once the player leaves, the next time his position in the batting order comes up, an automatic out is recorded. The out is recorded only the first time his position in the batting order comes up. For subsequent "at bats", his position is skipped over without penalty. If advanced notice is given, there is no penalty.
21. Minimum Play
 - 21.1. All players are placed in the batting order.
 - 21.2. Majors: All players must play at least twelve outs on defense with one inning in the infield, regardless of interleague rules stating lower minimums. Note that a pitcher, once replaced, may not return to the same game as a pitcher.
 - 21.3. Intermediates: All players must play at least twelve outs on defense with two innings in the infield, regardless of interleague rules stating lower minimums. Note that a pitcher, once replaced, may not return to the same game as a pitcher.
22. Thrown bat rule: If the thrown bat causes Interference, as defined by the Official Little League rulebook, the rules of Interference will be in effect. If a player throws his bat and, in the judgement of the umpire, causes a safety infraction, the following will occur:
 - 22.1. On the first offense in a game (regardless of an Interference ruling), the umpire will, after the play is complete, call time and give the offending player's manager a verbal warning
 - 22.2. On the second offense in a game (regardless of an Interference ruling), the umpire will, after the play is complete, call time and inform the offending player's manager that the offending player is removed from the batting order. The player is not disqualified from the game, but the player's spot in the batting order will be skipped with no penalty. The player will still be eligible to be a fielder. The result of the play will stand and, if necessary, the offending batter/runner will be replaced with a pinch runner (the player who made the last out).
23. In the event a game is called (i.e. weather, darkness, or any other reason), provided that it is deemed an official game, the final score shall revert back to the last fully completed inning with the exception when the visiting team has completed the first half of the said inning with the home team still leading the game; if the game is called any time after this half inning mark, the final score shall be recorded as the score at the point in time that the game is called.
24. Umpire Etiquette: Mistreatment of any umpire, but especially the youth umpires, will not be tolerated. Suspension from coaching future games is a possible sanction for any behavior that crosses the line. This rule applies to spectators as well.
 - 24.1. Disagreement of umpire calls: if the manager feels a mistake is made, the proper way to handle it with the umpire is to have a quiet, private conversation between the MANAGER and the head umpire.
 - 24.2. At no time should a manager or coach question a youth umpire call directly to the youth umpire. Instead, if a call is in question, the appeal should be made by the MANAGER after the play is complete and in private to the head umpire. At that point, if the head umpire thinks there is reason to consider an alternate outcome, he can have a private conversation with the youth umpire to determine if there is reason to change the call. The discussion between umpires should be focused on what was seen, rule interpretation, and if there was a better angle seen by other umpires. Managers should expect that no change will be made.
25. Intermediate-specific Rules
 - 25.1. Twelve-year-olds are not allowed to pitch at this level of play.
 - 25.2. At Intermediate level, an expanded strike zone is encouraged.
 - 25.3. Third strikes that are dropped by the catcher do not require a subsequent put out to retire the batter (no "dropped third strike" rule).