

2022 Inter-Township League Rules

All Babe Ruth baseball rules apply with the following clarifications and exceptions:

Age Groups:

- A. A player's age for the season is his age on April 30. The maximum age for a player in ITL is turning 20 on or after January 1, i.e., born in the calendar year 20 years prior to the baseball season. For the 2022 season players must be born in 2002 or later.
- B. Divisions will be organized for the 13-15 age group and the 16-19 age group.
- C. Younger players may play in an older division but older players may not play in a younger division.

Base Running:

- A. When the defensive player is receiving the ball and a play is imminent, the runner must avoid contact with the defensive player. If the umpire judges the runner to have intentionally attempted to run into the fielder, the runner shall be called out and the play shall be dead. Intentional violence or attempt to harm another player will result in ejection.
- B. A fielder faking a tag is considered obstruction.
- C. The infield fly rule is in effect (runners on 1st and 2nd or bases loaded and less than 2 outs). This is the umpire's call.

Commissioners:

- A. Each division will have one Commissioner.
- B. The Commissioner will be responsible for making sure un-played games are rescheduled.
- C. The Commissioner, with appropriate input from Inter-Township Baseball, will be responsible for mediation due to disputes during a scheduled game.

Discipline:

- A. Managers/Head Coaches of all teams are responsible to their Association and Inter-Township Baseball for the conduct of their players, their coaches, their parents, their spectators/fans, as well as themselves.
- B. No abusive language, violence or un-sportsman like conduct will be tolerated. The umpire has the authority to eject a player or coach from the game for violations. The umpire must issue a warning prior to ejecting someone except in the case of violent behavior. Umpires have the right to call a forfeit if a person (player, coach, or spectator) refuses to leave the field when requested by the umpire.
- C. If an umpire ejects a player or coach, he will also be suspended from the next game. If a coach enters the suspended player into that game, the team will forfeit the game. If the suspended coach attends the next game, the team will forfeit the game. In the event of an ejection, it is the responsibility of both coaches to report the name and number (if applicable) of the ejected player or coach to the league so this rule can be enforced. The league will alert the opponent in the offending team's next game. This rule is necessary since the umpires do not report to the league.

Home Team Responsibilities:

- A. Home team must supply the following:
 - 1. A playable field.
 - 2. At least two (2) new game quality baseballs
 - 3. Umpires. Home and away teams will split umpire fees for playoff games.

Insurance:

- A. Each team must provide proof of insurance for their players and coaches to the league officers prior to the start of the season.
- B. All organizations' insurance must include a rider naming Inter-Township League as an additional Insured unless covered by an umbrella insurance policy.

Lineups:

- A. Only 9 players may play defensively at one time.
- B. Free substitution on defense is allowed at any time in the game for non-pitchers.
- C. The batting order must include all players present for the start of the game. If a player arrives late, he must be placed at the end of the lineup. (Exception: See Rule E).
- D. Each player must be on the field for at least 2 of the first 5 innings and 3 of the first 7 innings. No player may sit more than 2 consecutive innings.

- E. For **Playoff games only**, the team that has more players will be allowed to use A/B pre-slotting in their lineup for players that exceed the opposing team's number of players. Example: If Team 1 has 12 players and Team 2 has 16 players, Team 2 would be allowed to have 12 lineup positions of which 4 are A/B pre-slotted. The batting line-up card must clearly indicate the "A" and "B" slotted players. Players who are pre-slotted, must alternate at bats each and every time through the line-up in a fashion such that player A bats the first time through the line-up, player B bats the second time through, player A bats the third time, and so on. If a non-slotted player is injured, there will be no change in the hitting lineup. If a pre-slotted A or B player is injured, that player's counterpart will bat in the A and B position for the remainder of the game.
- F. A player who leaves the game due to injury or other activity is removed from the lineup with no penalty. A coach who knows a player will be leaving the game for another activity should inform the opposing coach before the game or as soon as possible. Once a player leaves the game for any reason he cannot return.

Pitching Limitations and Rules:

- A. A pitcher may only pitch 3 innings per game in the 13-15 age group and 4 innings per game in the 16 and up age group. The first pitch to a batter in an inning is counted as a full inning. There is no weekly limit, however all coaches and managers should use discretion and not over use a pitcher, which could cause physical damage.
- B. The Pitcher may not return to the mound after being removed from the position of Pitcher.
- C. The balk rule will be in effect after one warning to each pitcher at the time of the incident. If a balk warning is issued the ball is dead and the game situation reverts to the situation at the time the warning is issued, i.e., runners cannot advance nor can outs be recorded.
- D. A pitcher is to step directly toward a base before throwing to that base and is required to throw (except to second base) because he steps. It is a balk if, with runners on first and third, the pitcher steps toward third and does not throw, merely to bluff the runner back to third; then seeing the runner on first start for second, turn and step toward and throw to first base. It is legal for a pitcher to feint a throw to second base.
- E. If a pitcher hits a third batter in any inning, that pitcher must leave the mound for the rest of the game. (Batters must make reasonable attempts to avoid being hit in the judgment of the umpire.)

Playing Equipment:

- A. Metal cleats are permitted. Any intent to cause injuries, such as high slides will be a cause for ejection.
- B. Batters and base runners must wear protective headgear during games and practice.

- C. All players should wear an athletic supporter and catchers must wear a cup and throat protector.
- D. Wood bats are allowed. All non-wood bats must have the USABat Marking or be marked BBCOR .50 for the 13-15 age group. All non-wood bats must be BBCOR .50 and no greater than -3 for the 16-19 age group.
 - 1. Any bat discovered prior to the game that does not conform to the above rule shall be removed immediately and not be allowed for use during the game. Both teams should check bats prior to the game to avoid the use of illegal bats.
 - 2. If an illegal bat is discovered prior to a batter completing his "at bat" the bat is simply removed from play and the "at bat" continues.
 - 3. A player who uses an illegal bat and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play. The "at bat" will be considered legal once a pitch is thrown to the next batter.

Playoffs:

- A. For playoff eligibility a player must participate in at least 1/3 of the team's regular season games. Requests for exceptions to this rule may be brought to the league reps within a week of the situation that gives cause for the exception, e.g., injuries.
- B. Awards will be given to the champion and the runner-up in each division and each age group overall.
- C. See Playoff hitting rule under lineups.

Regulation Games, Weather, Postponed/Suspended Games:

- A. A regulation game consists of **7 innings** unless it is extended because of a tie score or shortened because:
 - 1. The home team does not need its half of an inning in the 7th or needs only a fraction of it
 - 2. The umpire, for whatever reason, calls the game. If the home team is at bat and is ahead after 4 1/2 innings, the game will stand.
 - 3. If after 5 innings (4 1/2 if the home team is leading) and one team is ahead by 15 or more runs, the losing team must concede the victory.
 - 4. The game is part of a **double header** in which case the regulation game consists of 6 innings. This rule applies even when only one of the teams is scheduled for a double header.
 - 5. **Until May 15, 4 innings** will be a complete game if an inning cannot start after 8:00 because of darkness. This is the umpire's call and pertains only for Monday - Friday games on fields without lights.
- B. No inning will start after **8:00 PM before May 15th**. Starting on May 15th an inning must not start after 8:30. The umpire has the final authority on whether it is safe to continue a game. This rule applies only on fields without lights.

- C. Home team managers/coaches will have the final say in calling a game for **bad weather** before the start of the game. The home team should provide at least a 1-hour notice to the visiting team for cancellations. If there is no cancellation 1 hour prior to game time, the visiting team is expected to report for the game.
- D. After the start of the game, only the umpire may call a game.
- E. In case of **lightning**, the game will be stopped. The game may be resumed after waiting 15 minutes past the last lightning occurrence.
- F. If a game is not a regulation game, it must be rescheduled and picked up from where it left off. Both coaches and the umpire must sign the scorebook for the interrupted game.
- G. If a game is not completed, and is resumed, any player not in the original lineup must be entered at the end of the lineup and will bat in turn. That player must play the field 2 of the next 3 innings.
- H. 24 hours' notice is required for game cancellations for reasons other than weather. Cancellations must be reported to the division commissioner and League Scheduler.
- I. Make-ups for the regular season should be re-scheduled within 7 days. If the two Managers cannot agree on a make-up date, each must propose two possible make-up dates to the other Manager, the Commissioner, and the League Scheduler within 7 days via email. After 7 days the Commissioner (alternately, the League Scheduler) will reschedule the game.
- J. Any regulation game called because of weather or darkness will be declared a legal game even if it ends in a tie.
- K. There is no time limit for ITL games. The only time limits that could affect game duration would be due to field or umpire availability restrictions. If there are field or umpire restrictions that would limit the time length of an ITL game, they should be announced to all participants prior to the start of the game.
- L. In a forfeit situation the "winning" coach may decline the forfeit and agree to try to reschedule the game. If the game cannot be rescheduled, the result reverts to a forfeit.

Rosters & Scorebooks:

- A. All players must be registered with their home organization.
- B. Cutoff dates for new teams will be the third week of March. All fees are due before first game.

- C. Up to 18 players are allowed on a roster for the 13-15 age group. Up to 20 players are allowed on a roster for the 16 and up age group. Call ups from younger teams are allowed.
- D. Initial rosters are due before the first game. Final rosters are due by May 15th.
- E. Scorebooks must show last names of all players. The penalty for not providing last names or playing ineligible players is forfeiture of the game.

Rules Interpretation:

- A. Interpretation of these rules may be decided by a majority vote of the league representatives participating in the division where the rule interpretation is needed. Each township gets one vote on such matters. Tie votes will be decided by adding a representative from the divisions not participating in the division.
- B. Should an umpire enforce a rule that is not compliant with the ITL Rules, it is the responsibility of the Manager or Managers to inform the umpire of the ITL Rule by referencing a copy of the Rules or the ITL website. If the Manager or Managers are not able to provide the ITL rule for the umpire at the time of the dispute, the umpire's ruling stands. If the umpire after being shown the ITL rule fails to enforce it, the matter should be reported to the league for interpretation.

Safety

- A. For bats thrown by the batter, the umpire shall give a warning for the first offense. On subsequent offenses, the batter shall be declared out and the ball dead (no advancement by other runners or defensive plays allowed.)

Standings:

- A. The **winning team** is responsible for calling or emailing the **final score** to the scheduler.
- B. A point system is used for tracking standings: **3** points for a win, **2** points for a tie, **1** point for a loss and **0** points for a no show.
- C. Teams that are tied at playoff time and contending for a final position's will be placed using the following rules:
 - 1. Head-to-Head Record
 - 2. Total runs allowed
 - 3. Coin flip

Starting Times and Minimum Player Requirements:

- A. Starting times for games are posted on the schedule. Make-up game starting times must be agreed to beforehand by both team managers.
- B. In all cases, a grace period of 15 minutes will be allowed for a team to field at least **7 players**. There are no automatic outs for a team having less than 9 players.
- C. If after a **15-minute grace period** a team cannot field at least 7 players and maintain at least 7, the game will be deemed a forfeit. The score will be 6-0 in favor of the complying team.
- D. If there is a game scheduled directly after the current game, no inning may start within **15 minutes** of the scheduled start time of the following game.

Umpires:

- A. At least two umpires must be provided for regular season and playoff games.
- B. If umpire(s) are not available, substitutes may be used if both coaches agree.

Uniforms:

- A. All players must be in **full uniform** to play and/or sit on the bench during a league game. No player shall wear ragged, frayed, or slit uniforms at any time.
- B. All **uniforms** must be consistent in style with other team member uniforms and must be worn in the correct fashion (shirt tail tucked in and caps worn forward except when catching.)
- C. No jewelry or metallic items are to be worn during games and practice. Items similar to jewelry worn for **medical reason** must be taped.