



## Intermediate Division

All rules in the “Official Playing Rules” sections of the **Little League Rule Book** apply to the Intermediate Division with the following exceptions:

1. **Batting Order.** All present members of the entire roster will be included in the batting order at all times. All players must play nine (9) defensive outs with no consecutive innings on the bench, no exceptions!
2. **Minimum Play.** If a player does not play the minimum required number of outs in a game, that player shall start the next scheduled game and fulfill the minimum play requirements for the previous game and the minimum play requirement for the current game before being substituted in that game.
3. **The Intermediate Division allows:** players to wear metal cleats, leading off, base stealing and balks.
4. **Defensive Play.** Each player must play at least every other inning (9 defensive outs in a complete game).
5. **Official Games.** A regulation game will consist of 7 innings. There will be a minimum of five (5) innings for an official game (4 ½ innings if the home team is ahead). Intermediate Division teams play until completion (including Saturday and tied games), unless called due to weather, darkness or time limit restrictions on fields. Teams will continue extra innings but no new inning shall start after 2 hours and 30 minutes from official start time. In this case, the game can end in a tie. A “Mercy Rule” will be in force the entire season. If a team is ahead by ten (10) or more runs after five (5) innings (or 4 ½ innings if the home team is still ahead after the visiting team has batted in the top of the 4th inning), the game shall be complete.
6. **Championships.** This division shall keep official standings and shall have the opportunity to send a representative team(s) to the District 32 Tournament of Champions (“TOC”). The RPLL Year End Championship Tournament will determine which team(s) from this division represents RPLL in the TOC. The Regular Season Division Standings shall be used to determine the tournament seeding. Standings will be maintained on the RPLL website using a 3/1 point system. Each regular season win will be worth 3 points. A game that ends in a tie shall be worth 1 point. Final points for each team will be used to determine final regular season division standings and playoff seeding. Should there be

a tie, we will use the head to head record of the tied teams to determine the Conference Champion(s). Should that fail to produce the winner, we will use their Inter-Division records to determine the Conference Champion(s). Should that fail to produce the winner, the team with the least number of runs allowed defensively during regular season play will determine the Conference Champion (s).

The playoff format will be determined based on the number of teams in each division. Each year the league scheduler and league President shall develop the playoff format options and present it to the division managers for a discussion and a vote PRIOR to opening day.

During playoffs, the higher seed shall begin the tournament as the home team. If a lower seeded team beats a higher seeded team, then that lower seed shall inherit home field advantage. In the event that both original teams enter the losers bracket, then the ORIGINAL seeding will be used for home/away team determination.

7. **Post season games will be played using Little League International Rules.** This includes RPLL playoffs.
8. No player shall be intentionally walked more than one time per game during regular season play.