



BB Intermediate, Juniors, and Seniors Rules

1. Games are 7 innings if can complete. If field is ready, and both teams and umpire are present, all games are to start at scheduled game time. No new inning past 2 hours 15 minutes after start time. Hard stop at 2 hour 45 minutes after start time.
2. In case of inclement weather, 5 innings will constitute a complete game.
3. Game is considered complete if home team is ahead in run count after 4 at bats and 5 defensive innings.
4. Players must field a minimum of 12 defensive outs and one at bat per game. If player does not, player is required to play the entire next game in the field.
5. Round-robin batting applies. All players bat.
6. A player whose name is on the team's batting order may not become a substitute runner for another member of the team. "Courtesy runner" not permitted.
7. Free substitution rules per LL rulebook.
8. Pool Play – "Pool Players" may bat at any spot in the order. However, they may not pitch. Must be assigned by the player agent and players can be assigned to get your team to a maximum of 10 players.
9. Pitch count rules apply. See LL handbook for pitching counts. Pay attention to rules for double-headers. Pay attention to rules for moving a pitcher to catcher, or catcher to pitcher. In case of Double-headers, Juniors pitchers may pitch in both games providing the established pitch count rules for multiple games are applied.
10. Once game begins, swings are only allowed in the on-deck circle by the on-deck hitter.
11. 10 run Mercy rule after 5 innings, 15 run Mercy rule after 4 innings.
12. Two base coaches are allowed. This may be a player providing the player must wear a batting type helmet.
13. Metal Cleats are allowed

Hudsonville Little League Rules

- a. Continuous Batting Order (CBO) – all players bat
- b. Free defensive player substitutions
- c. No 'on-deck' circle - practice swings allowed ONLY in batter's box (Majors and below)
- d. Pre-game batting practice: -Hitting aids, such as plastic or foam balls and hit sticks, are allowed at all levels. -No aids may be used upon start of game. -Batting practice using regulation balls is allowed ONLY in the batting cages, and shall NOT be allowed on the fields during pre-game warm-up.
- e. 8 PLAYERS PER TEAM, MINIMUM, TO PLAY A GAME. Visiting team may start with less than 8 players but must field 8 players in bottom of 1st inning. (Excludes Minors 'A' and Rookie Divisions)
- f. Once game begins, no swings are allowed on or around the field of play, except for the batter, per rule '4c'.
- g. Umpires and Managers will make cancellation decisions at game time (if Field Director not present)
- h. Games will be cancelled if Thunderstorm or Tornado warning or Tornado watch occurs 1 hour before game. In the event of lightning or thunder, game must be stopped until a 15 minute period has elapsed without lightning or thunder.
- i. Bats must meet all LL specifications.
- j. Batters should keep 1 foot in the Batter's Box unless a play is live, or time has been given to talk with the coach. (LL Rule 6.02 (c))
- k. Obstruction Rules Apply (LL Rules 7.05 and 7.06)
- l. Runners must avoid a collision with a player possessing the ball (LL Rule 7.08(a)(3))
- m. In-Field Fly (LL Rule 6.05(d)) is in effect for all Divisions AAA and above (excludes Rookie, A, A-Adv, AA, and AA-Adv)
- n. Runner's may not slide head first while advancing to a base for Majors and below (LL Rule 7.08(a)(4))
- o. Questioning of an umpire's call can only come from Manager (acting)
- p. Each Team needs at least 1 coach in dugout at all times
- q. No Coach's Agreements