CONROE LITTLE LEAGUE 50/70 INTERMEDIATE LOCAL LEAGUE RULES 2026

These supplemental rules are to be used in conjunction with the Little League® Rule Book and are meant to supplement and/or clarify rules for the fall season. Please refer to the Little League® Rule Book for complete rules.

Team Formation

Players who are League Aged 11-13 years old shall be selected to their teams by snake draft. Roster assignments shall be grouped based on sibling needs.

Equipment & Uniform

1. Players may use a USA stamped bat, wood bat, or any bat Stamped USA and meets the barrel dimensions specified by Rule 1.10. Any bat which is marked "APPROVED FOR TEE BALL USE" is not a usable bat.

2. All players shall wear the Conroe Little League (CLL)-issued numbered jersey for the current season and assigned team along with the manager-directed color and style of baseball pants, belt, and socks. Jerseys shall remain tucked-in for the entire game. Jerseys shall not be modified in any way except to accommodate sizing of the player, if necessary.

3. No metal cleats.

4. Catchers must wear:
   - •long- or short-model chest protector
   - •baseball-style shin guards
   - •catcher face mask
   - •catcher helmet which meets NOCSAE standards
   - •dangling throat protector attached to face mask (must hang freely)
   - •Males must wear an athletic cup

Length of Games

1. Games shall last 90 minutes or 7 innings, whichever comes first. Innings started prior to the 90 minute mark shall be completed, unless unfinished by 105 minutes. 105 minutes is a " DROP DEAD" time. Upon reaching the 105 minutes, the immediately concluded with scoring reverting to the score at the end of the previous inning. An inning officially begins at the completion of the previous inning.

2. No inning shall start after 10:00pm. All times shall be based on the Umpire's clock only.

Pre-Game Responsibilities

1. Visiting team is responsible for:
   - Adult Scoreboard operator, and Keeping the Official Pitch Count

2. Home team is responsible for:
   - Official Adult Scorekeeper. All Scorekeepers must attend the Scorekeepers class.

Post-Game Responsibilities

1. Remove all equipment and trash from field, dugouts, and stands

2. Turn off scoreboard (if only/last game of the day)

3. Provide final scores to CLL Vice-President within 1 hour of game completion.

Managers & Coaches

1. All volunteers on the field/in the dugout must have a valid Volunteer Badge, supplied by CLL upon completion of background checks

2. One (1) Manager & Two (2) Coaches permitted. Coaches may not interfere with a play in progress.

3. Only the Team Manager may confer with the umpire

4. Coaches may not interfere with a play in progress.

5. Base coaches shall be situated in foul territory within the base coach's box when their team is on offense. Coaches must vacate the box to provide ample room for a fielder attempting to field a batter or thrown ball.

6. When not in the coach's box, managers and coaches shall remain in the dugout.

7. Base coaches, other than the team manager, may not confer with an umpire regarding any on-field ruling.

General Rules

1. One (1) Umpire shall be provided.

2. Infield Fly Rules is in effect.

3. Lead-offs and stealing of bases are allowed, only on a live ball.

4. Any part of the pitcher's undershirt or t-shirt exposed to view shall be of a solid color. The pitcher's undershirt sleeves, if exposed, shall not be white or gray.

5. A runner can continue advancing until either tagged out or he/she reaches a base safely and stops.

6. Runners may advance on any batted ball in fair territory, at their own risk.

7. The batter is out for illegal action when hitting the ball with one or both feet on the ground entirely outside the batter's box.

8. If there is a play at any base the runner must slide.

9. Protests are permitted, through the Team Manager only.

10. On deck batters are permitted, on the 'off' side of the batter in the batter's box.

11. If the runner is not advancing, the umpire will call time once the pitcher has the ball and at least one foot in contact within the pitching circle.

12. Stalling, as determined by the umpire, by manager or coach is subject to ejection. The umpire will first warn the person involved, and if the practice continues, the umpire shall eject the person involved. The umpire may also stop the elapsed time until play resumes in a normal fashion if he/she desires.

13. The batter is out for illegal action when hitting the ball with one or both feet on the ground entirely outside the batter's box. The runner is considered out if the batter fails to make a reasonable effort to vacate a congested area when there is a throw or play at home plate and there is time for the batter to move away.

14. Offensive interference is an act by a member of the team at bat which interferes with, obstructs, impedes, hinder or confuses any fielder attempting to make a play. If the umpire declares the batter or a base-runner out for interference, all other runners shall return to the last base that was in judgment of the umpire, legally touched at the time of the interference.

15. Bunting is allowed. Any foul bunt with (2) strikes shall be treated as a strikeout (no runners may advance).
16.Pitcher will be allowed a maximum of (8) eight warm-up pitches or (1) one minute between innings. If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm-up, the umpire shall allow the pitcher to as many pitches as the umpire deems necessary. Rule 8.03. The pitching rules will not be broken for any reason. Any player who is league age 13 or older according to the 2025 little league age chart will not be allowed to pitch. Managers or coaches can warm up a pitcher.

17.Running on a Dropped 3rd strike is allowed.

Number of Players

Teams must start with a minimum of eight (8) players and maintain a minimum of eight (8) players for the duration of the game.

Lineups & Minimum Play

1. Teams shall bat a continuous batting order.
   - A batter removed, after game time has begun from the lineup due to injury, illness, disciplinary, or any other just reason shall simply be skipped in the lineup without penalty (no out recorded).
   - Players that arrive late to the game may be added to the lineup at the end of the batting order.

2. Players present at the start of the current game and not starting on defense must start on defense the next game if present at the start of the game.

3. A player may not sit the bench for two consecutive defensive innings.

Defensive Players

1. Infield: traditional infield (six [6] infielders – P, C, 1B, 2B, 3B, SS). No defensive player may take a position closer than the pitcher to the batter. For purposes of this rule, the distance between home plate and the pitcher's plate shall be used as a radius to project an infield "arc," from the axis at home plate between the foul lines.

2. Outfield: Three (3) outfielders (LF, C, RF) may be positioned no closer to the infield than midway between the back of the infield and the outfield fence and may not cross that line until the ball is put in play. Outfielders may not tag out any base runner nor touch any base to make a force out.

3. Throwing the ball: Defensive players may not "roll" or "bowl" the ball to another defensive player in an attempt to put-out a runner or batter-runner in lieu of the natural and commonly accepted over-hand throwing mechanics associated with the game of baseball.

Run Rules & Limits

1. There will be a five (5) run limit per inning through the first five (5) innings, top of the sixth (6th) inning, there is an unlimited number of runs.

2. The 15 run rule after 2 ½ if home team is ahead 3 innings if visiting team is ahead, and/or the 10 run rule after 3 ½ innings if home team is ahead and 4 innings if visiting team is ahead, shall be enforced.

Ejections

1. Any manager, coach, player, or spectator ejected from a game must leave the game site immediately (this includes the parking lot) for the duration of the game. They may not sit in the stands or be recalled.

2. Any ejected manager, coach, player or spectator may neither be present for his/her team's next physically played game, including pre- and post-game activities, nor are they allowed to be in the parking lot except for dropping off/picking up players.

3. A manager or coach ejected from the game may not be replaced by another volunteer in the same game in which the ejection occurred.

- Exception: one (1) adult must remain in the dugout at all times. If all adults have been ejected from the field of play, the game will be stopped and considered a forfeit by the team whose coaches have been ejected.

4. The team may provide other eligible volunteers to fulfill managing or coaching duties at the next scheduled game when a coach or manager is serving his/her additional game suspension, provided they have had their background checks completed by CLL, and have been issued a badge confirming this.

Activities Per Week

1. Teams and team members may participate in a maximum of four (4) activities per week. No activity should exceed one (1) hour and thirty (30) minutes. This includes batting cages.
PENALTY – If a manager or coach is found to be participating in more than three.(3) activities per week, the manager or coach will be suspended for one (1) on the first offense.

2. A team activity is defined as three (3) or more players from the same team getting together with a coach or manager within a twenty-four (24) hour period.