

2026 SUPPLEMENTAL RULES (updated 2.9.26)
Thousand Oaks Little League
Intermediate Division

Key Contacts for Intermediate in 2026

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NOTE: These rules are subject to revision at any time by the Thousand Oaks Little Board of Directors. Any changes during the season will be appropriately communicated to all Intermediate Managers/acting coaches.

INTERMEDIATE RULES SYNOPSIS

- 1. Do not question umpires on judgment calls. Do not attempt to show the umpire's cell phone video. Live with the (potentially) bad call; win despite it.**
- 2. All games are 7 innings long. There is no-new-inning after 2:00 in Intermediate. The horn from the Snack Shack indicates drop dead due to darkness. In the event of a drop-dead ending, the score reverts to the last complete inning.**

Game Time Procedure: The scorekeeper is responsible for keeping the official game time and shall notify the umpire as the game approaches the applicable time limit. The umpire shall have sole authority to enforce all time limits and to determine when a time limit is in effect. The umpire shall declare the last inning, either at the beginning of the inning if it is reasonable the time limit will be reached or in the middle of the inning when the time is reached

Coaches shall not question, dispute, or challenge the umpire's determination of the last inning or last batter and may only request a time check from the umpire between innings. Coaches only input time limits should be during the plate meeting or if the umpire asks a coach if they're willing to concede. Purposely stalling a game to reach a time limit is cause for immediate disciplinary action of the head coach

- 3. Scoring is unlimited in all innings in Intermediate.**
- 4. The Little League 10-run mercy rule (ahead by 10+ after 4 innings) applies.**
- 5. If a game is tied after 6 innings with time remaining, California Tie-Breaker will occur. A runner will be placed at 2nd base (Last Out) and the next batter in the batting order will be up. The inning will begin with 1 out. The inning will be completed for both teams under normal baseball rules. This will last for 1 inning. After 1 extra inning, we will go to a new tie-breaker. The previous 3 batters in the lineup will be placed at 1st, 2nd and 3rd base and the inning will begin with 1 out. This will continue till we get a winner.**
- 6. Balks are called in Intermediate, 2 warnings will be given to pitchers prior to calling a Balk. First half of the season you cannot balk a run in from third base.**
- 7. Strict "days of rest" requirements (listed below) must be adhered to for all pitchers.**

INTERMEDIATE PITCHING GUIDELINES (12 and 13-YEAR-OLDS*):

- a. No pitcher may pitch more than 85 pitches per game. *Note that this is not a hard count; the pitcher may finish the batter. (If the pitcher starts a batter having thrown 82 pitches, then throws 5 pitches to the batter, his pitch count will be recorded as 85 and he must rest for 4 days.)**

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b. A pitcher is allowed a maximum of 128 pitches in each calendar week: Sunday–Saturday. The standard days of rest still apply to all pitch counts. *See the Little League rulebook for pitch count guidance for other ages.

Print out this chart and keep it with your equipment

Pitches	Days of Rest*
1–20	0
21–35	1
36–50	2
51–65	3
66+	4

*Days of rest are days with no pitches thrown. If a player throws 55 pitches on Tuesday, he is required to have 3 days of rest (no pitching on Wednesday, Thursday, or Friday). He would be eligible to pitch again on Saturday (not to exceed 128 pitches in the calendar week).

DO NOT VIOLATE THESE DAYS OF REST REQUIREMENTS. FIRST OFFENSE IS A ONE-GAME SUSPENSION.

8. Anyone who has played catcher in any part (1 pitch or more) of 4 innings is not eligible to pitch in the same game. If a player catches less than 4 innings, he maintains his full pitch count availability. But if he then throws 21+ pitches, he may not return to catcher.

9. A pitcher who throws 41 or more pitches in a game cannot move to the catcher position for the remainder of that calendar day.

10. The dropped-third-strike rule applies in Intermediate. The batter must be tagged out or forced out at first base.

11. Bunting is allowed. Slash bunting is not permitted and will result in the batter attempting to be called out.

12. The infield fly rule applies in Intermediate.

13. Final regular season standings determine playoff seeding. Throughout the playoffs the home team will be determined based on regular season standings, regardless of winners'/losers' bracket status. The team that finished higher in the regular season standings will be the home team in the playoffs. Tiebreakers: (a) head-to-head record; (b) runs allowed; (c) runs scored; (d) coin flip.

14. There are no specific requirements to play players in the infield during every game. But remember that your role is to develop the players on your team. Play everyone everywhere, especially early in the season. Remember that the regular season matters only for playoff seeding. Anyone not rotating players around can expect a phone call from the Division Director and/or VP–Baseball.

15. Teams may play with a minimum of 8 players. Any team with less than 8 will forfeit to the opposing team. Teams will have a 15-minute grace period to field 8 players before the game is called a forfeit by the umpire. To obtain a pool player, contact Steve Colgate, Registrar and Player Agent, via text message (916-532-9559) with as much warning as possible (at least 2 days before the game).

16. USA bats or BBCOR bats required.

17. Head first slides are legal

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18.. A manager or coach may come out once in one inning to visit with the pitcher, but the second time out, the player must be removed as a pitcher. A visit to the pitcher's mound to attend to an injured player does not count as a mound visit.

Medical releases (signed in blue ink) **MUST** be in possession of the manager or designated coach in the manager's absence for all games, practices and whenever the manager/coach is supervising the players. Make color copies for your coaches.

Practice

1. There are no more than four team assemblies per week. This means that you may have four practices per week before games are played. After Opening Day, you can only get together with the team a total of four times. If you have two games a week, you may only practice two additional times. If you have one game, then you may practice three times. There shall be no use of Colina fields for practice on Sundays or days not scheduled by the division director (DD). Violators will lose all use of Colina fields for practice.

2. There may be conflicts regarding the right to practice fields. The manager holding the permit from the granting agency has rights to the field during the specified time periods. Yield to the permit holder. If there has been a conflict of permits lines, call the DD of the league or a TOLL Board Member ASAP. To prevent a problem, yield the field until the conflict can be resolved. Do not call the agency owning the field (CRPD or CVUSD). The TOLL Board will resolve the issue as fast as possible. Managers switching practice fields must also provide the permit or a copy if used short term.

3. You (Manager and or designated coach) are responsible for the actions of your team (including players, coaches, family members, associates of the player) at the practice fields.

4. Medical releases will be in possession of the manager or designated coach in the manager's absence for all games, practices and whenever the manager is supervising the players. Make copies for your coaches.

Conduct

1. Managers are responsible for their conduct and the conduct of their coaches, players, family members and associated fans. Misconduct (including foul or inappropriate language) will not be tolerated.

2. *Managers and coaches of opposing teams will never debate umpire decisions.* **WARNING:** This is your only warning regarding conduct with umpires:

A. Only the team manager has the right to consult with the umpire. All coaches must go through their team manager.

B. To approach an umpire from the dugout or a coaching position, time out must be called after the play is over. In addition, the opposing manager or designated coach shall be called in to discuss the play in question.

C. Judgment calls by the umpire cannot be disputed. Misinterpretations of the rules may be questioned in a non-argumentative manner. If you do not agree with the umpire regarding a non judgment call, you can file a protest immediately prior to play resuming. Make sure the scorekeeper documents the protest. Call the Intermediate DD immediately after the game.

D. Abusive conduct toward an umpire is cause for immediate ejection from the game.

E. Physical contact with the umpire is assault and cause for arrest.

F. All misconduct by managers and coaches will be brought before the board and have a long-lasting effect on future coaching positions.

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3. If a manager, coach, or player is ejected from a game by an umpire or removed by a TOLL board member, that person must leave the Colina playfield immediately and have no further involvement with the game. Failure to do so will result in revocation of all playing or coaching privileges.
4. If a manager, coach, or player is ejected from the game, he or she is suspended for the rest of that game and the next regularly scheduled game. The ejected manager, coach, or player must meet with the disciplinary committee before they may return to the field.
5. Teams (Players, Managers, Coaches, Family Members, and associated fans) will only cheer in support of their team and should not engage in any taunting or conduct directed to distract the other team or demean an opponent (e.g., make other pitcher nervous or make a batter nervous). In the event any such conduct occurs, please notify umpire of what has occurred and contact a TOLL board member.

Game Times

1. The game clock starts at the scheduled game time. **NO EXCEPTIONS.** Subsequent games will start at the scheduled time.
2. Games are scheduled for seven innings with no minimum innings requirements. Games tied after seven innings may continue within time parameters. No subsequent games will be delayed – **NO EXCEPTIONS.**
3. If a game is called for darkness or weather, the official score will be the score at the end of the last full inning.
4. Ties count as $\frac{1}{2}$ win $\frac{1}{2}$ loss for team standings.
5. For all games there is no drop-dead time. An airhorn from the Snack Shack will blow to indicate the immediate stopping of all games (e.g., due to darkness or inclement weather).
6. New pitcher warm-ups are 10 pitches, otherwise 6 pitches. Managers and umpires will expedite warm-ups and reduce time between innings whenever possible. Regardless of the time left in the game, new pitchers are allowed to warm up properly to help avoid injury. Under Little League rules, managers and coaches may warm up pitchers on the field or in the bullpen.
7. Intentional time delays (e.g., switching pitchers for no reason other than to delay the game) to win a game due to time limits will result in sanctions, and possible loss of that game no matter the score.

Game Day

1. The visiting team is responsible for the following field prep:
 - A. Provide one trash can for each side of the field.
 - B. See TOLL Field Prep document (attached) for field duties.

***EXPECTATION:** For the first game of the day, the field should be ready for warm-ups and play a minimum of 30 minutes prior to the scheduled game time.

2. During field prep, all unusual circumstances or safety issues found will be communicated to the other manager and the umpires prior to the start of the game. If the issue involves the safety of the players and cannot be resolved, contact a board member for assistance.
3. The home team is responsible for the following after the game:
 - A. Remove all trash from both sides of the field, dugout and stands, deposit in dumpster and store the can.
 - B. See TOLL Field Prep document (attached) for field care duties.
 - C. Return bases and maintenance equipment to the shed and lock it if last game of day.
 - D. Last games of the day: The home team manager or coach must stay with the snack shack crew until they leave. Please advise them who you are, the Intermediate team you are from, and that you will be staying. If a board member is present, they may relieve you of your responsibility. *Violations of this rule will result in sanctions of the manager.*
 - G. Put bases and all field equipment in field boxes and verify the field box is locked.

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4. Both teams are responsible for the cleanliness of the maintenance sheds. Hoses must be coiled and hung. Tools must be neatly arranged. Clean up all chalk.

5. Both teams must provide a scorekeeper for each game. The home team is responsible for the official league scorebook.

6. Both teams are responsible for:

- A. Rating the umpire(s) via the Umpire Evaluation Form**
- B. Filing any protests.**
- C. Notifying Majors DD of any problems.**

7. Smoking, the use of tobacco products, and the consumption of alcohol are not permitted at any time. Please advise your players' parents.

8. Players must stay in the dugout when not in play. Exceptions are restroom trips only. Parents are not permitted in the dugouts (team parent is OK if a coach is not available).

9. Medical releases must be present at each practice and game. Intermediate DD and safety officer must be contacted ASAP for all injuries that cause the player to seek medical attention.

10. Discipline problems and conflicts with parents and or associated family members are always a possibility. Please contact Majors DD or TOLL Board member for assistance. Address potential problems early before they get bigger.

11. No More than 3 coaches in the dugout at any time.

An adult needs to remain in the dugout at all times throughout the game.

