

Little League 10/11 Minor

Annexure D

Game Duration	105 minutes; or 6 Innings
Inning Changeover	See Rules 9.3 & 9.4 (penalties apply for delaying changeover)
Game End	Rule 8.2 (10 minutes innings start) applies
Base Path	60 feet (18.29m)
Pitching Distance	46 feet (14.02m)
Home Run Boundary	180 feet (54.9m) • HR Boundary is laid out by marking an arc 134 feet (40.8m) from the pitcher's plate • <i>[Calculation: 180 feet – 46 feet (pitching distance) = 134 feet]</i> • The HR Boundary is only used for HRs on the full. Balls that hit the ground before and roll through the HR Boundary are live (<u>NO</u> automatic double applied)
Baseball	• 8.5" (Leather or All Weather). • Home Team supplies 2 new baseballs at the start of the game. • Both teams can supplement the game balls during the game of an acceptable condition to the umpire.
Bat	<i>Only USA Baseball Marking, not larger than 2 5/8 inch barrel (Logo displayed).</i>
	
Mercy Rule	Yes – 3 ½ innings.
Max Runs per Innings	6

Coaching	- Coaches are not permitted on the field during play; - Coaches are to wear a protective skull cap and remain in the coach's boxes during their team's at-bat
Pitching Count Maximum	- Maximum of 40 pitches or 6 consecutive outs (whichever comes first); - Can finish the batter in the box (except where pitch/catch is used).
Catching	Maximum of 2 innings;
Pitching & Catching in Same Game	- Pitch count maximum is 20; - Hard finish. Cannot finish the batter in the box; - Can catch a maximum of 6 consecutive outs; - Can Pitch/Catch or Catch/Pitch.
Pitching	- The pitcher must have their foot wholly in contact with the front of the pitching plate; - No Balk Rule. (Note. Coaches and Umpires are encouraged to educate the pitchers on the balk rule.)
On Deck Batter	- Yes - Must be in a defined area outside of the field of play; - The 'On Deck' area must be: - Close to the dugout; - Clearly defined with witches hat, chalk marking or the like; - Must be large enough area to conduct the 'On Deck' swings. - Under the direct control of a coach, manager or competent adult associated with the team; - Batter must be wearing a helmet; - Only one 'on deck' batter, all other players must be inside the dugout; - All spectators are to remain a safe distance from the 'on deck' area.
Team	- All innings will end after three (3) outs are made or the maximum runs per innings are reached. - Fielding positions may be changed during an innings after "time" is granted by the umpire.

Batting	• The Batter will remain in the dugout or 'On Deck' Area until the Umpire calls "Batter Up." • Normal Rules of Baseball apply to batter entering the batter's box; • Infield Fly rule applies
Runner	• When the pitcher has the ball and is in contact with the pitcher's plate and the catcher is ready to receive the pitch, all runners will remain in contact with the base until the ball is hit or the ball reaches home plate; • Umpire will ensure all runners are in contact with their base before calling play; • Umpires will call "Left Early", if a runner does so and let the play continue, The Umpire will do the following: 1. "Time" is called; 2. If the batter has hit the ball, and no Out(s) are recorded, all runner(s) return to the base(s) legally occupied before the pitch; a strike will be called on the batter, who returns to complete the at bat. If it is the third strike, the batter is out. 3. If the pitch is fouled, normal rules of baseball apply with no other penalty; 4. If Out(s) result, they will stand and play continues; 5. If ball 4 is called, the batter is entitled to 1st base and the runner(s) may only advance one (1) base, except if the catcher or pitcher makes a play to any base.
Fielding (Before calling "play")	• All fields will be in the orthodox fielding.
Umpire	• The 'Plate Umpire' is encouraged to umpire from behind home plate with the appropriate safety equipment; • The Field Umpire may be used in a regulation manner.
Stealing	• Runners may only steal once the ball has reached home plate; • Runners CANNOT steal home
Dropped Third Strike	• The Batter is out when the third strike is called, even when the Catcher does not have the ball.

Appeal Plays Procedures

- After “Time” is called, the Head Coach from the defensive team will advise the Umpire that an appeal play will be made after the ball is put into play before the next batter’s at bat;
- The Umpire will ensure that the batter remains in the dugout;
- The Umpire will call “Play”;
- The fielder may then retrieve the ball and make the appeal play in the appropriate manner, under instruction from the coach
- The coach cannot physically assist in the making of the appeal play;
- The Umpire will call “Time” and rule on the appeal play.

Adapted Coach Pitch

- **During the game, after there are 3 consecutive walks (loaded bases due to 3 x walks), the coach or an adult with a WWCC from the batting team, will take the mound and provide 3 x pitches to the next batter.**
- **During the “coach pitch”, the batter will only receive 3 pitches. The batter will then either reach base on a hit or be called out. This is to encourage the batter to take a swing;**
- **At the end of the “coach pitch”, the pitcher (current pitcher or a new pitcher) will return to the mound and continue within their pitch count limits**

The Adapted Coach Play rule will be used during the early stages of the competition to allow time for teams time to develop pitchers. This rule will be reviewed by the Junior Competition Committee (JCC) after the fourth (4th) round and phased out as the season progresses after which all games will transition to live player pitch only. Teams will be notified in advance before this change takes effect.