

Little League 10/11 (Minor)

Annexure C

Game Duration 105 minutes (including the Hybrid Inning).

The Hybrid Inning (including all breaks during & after the inning) should take no longer than 45 minutes in total.

The remaining 60 minutes should allow the completion of 2 complete innings of player pitch.

Inning Changeover See Rules 9.3 & 9.4 (penalties apply for delaying changeover)
See also Hybrid Inning rules.

Game End Rule 8.2 (10 minutes innings start) applies

Base Path 60 feet (18.29m)

Pitching Distance 46 feet (14.02m)

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 ***Only USA Baseball Marking, not larger than 2 5/8-inch barrel (Logo displayed).***



Mercy Rule Yes – 3 ½ innings.

Max Runs per Innings 6 (for live pitch portion of the game only)

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	<ul style="list-style-type: none"> • Maximum of 30 pitches or 6 consecutive outs (whichever comes first); • Can finish the batter in the box.
Pitching	<ul style="list-style-type: none"> • The pitcher must have their foot wholly in contact with the front of the pitching plate; • Fastballs and Changeups only permitted; • No Balk Rule. (Note. Coaches and Umpires are encouraged to educate the pitchers on the balk rule.)
Catching	<ul style="list-style-type: none"> • Maximum of 2 innings (including the hybrid inning); • Catcher speed up rule applies.
On Deck Batter	<ul style="list-style-type: none"> • Yes • Must be in a defined area outside of the field of play; • The 'On Deck' area must be: <ol style="list-style-type: none"> 1. Close to the dugout; 2. Clearly defined with witches hat, chalk marking or the like; 3. 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	<ul style="list-style-type: none"> • All innings, except the hybrid inning, 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	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • When the pitcher has the ball and is in contact with the pitcher's plate (for the hybrid innings, is ready to place in the Zooka machine) 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: <ol style="list-style-type: none"> 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 call 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")	<ul style="list-style-type: none"> • All fielders will be in orthodox fielding positions;
Umpire	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • Runners may only steal once the ball has passed home plate; • Runners CANNOT steal home.
Dropped Third Strike	<ul style="list-style-type: none"> • The Batter is out when the third strike is called, even if the Catcher does not catch 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.

Hybrid Rules (In Lieu of Tee Rule)

- For all competition and finals rounds, teams will play a timed first inning (‘Hybrid Inning’) of 20 minutes in the field and 20 minutes batting, with a Zooka machine to be used for this period to deliver all pitches.
- The Zooka machine will be placed 40 feet from the back of home plate, 2.5 feet offset towards the third base side, speed set at 40-43MPH.
- Each team will bat continuously through their lineup until the umpire deems their 20 minutes is up (regardless of outs recorded), if this time occurs with a batter in the box, the at bat shall be allowed to be completed.
- For this inning only, there is no maximum runs to be scored, all runs across the plate will count towards the team’s final score.
- There shall be a ‘half time’ break during each 20-minute block at the 10-minute mark for 2 minutes for players to rest and have a quick drink break.
- In this same break, each fielding team must make changes to their fielding sides that result in every member of the fielding side playing at least half of the innings in the infield.
- Timing of the 20 minutes shall be either by the umpire or a scorer at the umpires request.
- The umpire retains the right to ‘stop the clock’ during this period, if there’s a delay in play that, in their opinion warrants this action (eg, catcher needing adjustment to gear, player injury etc).

- Scoring shall be done via a tally system on the result sheet with the final number of runs each team has earned in the first inning recorded.
- Subsequent runs scored for the remainder of the game will be added to these totals to determine the final result of the game.
- The next batter who was due up, will bat first in each team's second inning.
- All other rules and equipment regulations of the game remain the same as outlined in the rules document for LL 10/11. '
 - The additional rules that will be applied for the hybrid inning is:
 1. Every pitch is deemed a strike, unless it is so low, so high or so wide that the Umpire deems it a "No Pitch";
 2. If the Umpire calls "No Pitch", a strike will not be called on the batter;
 3. If a batted ball hits the machine or passes through the legs, the Umpire will call "Time", the batter will be awarded first base and runners forced to advance will advance one (1) base.
 4. If in the Umpire's judgment, a 'pop-up' fly ball could not be caught due to the obstruction of the machine, the batter will be given out, the ball is live and runner's may advance at their own peril without having to tag up.
- For the purposes of player rotation, the hybrid inning will count as 1 inning for catchers towards their maximum 2 innings catching.
- At the end of the hybrid inning (total allotted time - 40 minutes – plus changeover), teams will switch to normal Little League 10/11 (Minor) Rules.