

Little League 10/11 Minor

Annexure D

Game Duration	<p>105 minutes (including the Hybrid Inning)</p> <p>The Hybrid Inning (including all breaks during & after the inning) will allow for each side to bat through the line up once or bat for 15 mins per side, whatever comes first.</p> <p>The remainder of the game will revert to live pitch rules.</p> <p>The Hybrid Inning will only be played for first full competition round (round meaning when all teams have played each other once) to allow time for teams to develop pitchers. Once the first full competition round is completed, the games will not include the use of a Zooka machine, games will be fully live pitch. Runs scored during the Hybrid Inning do not count towards the final score of the game.</p>
Inning Changeover	<p>See Rules 9.3 & 9.4 (penalties apply for delaying changeover) See also Hybrid Inning rules.</p>
Game End	<p>Rule 8.2 (10 minutes innings start) applies</p>
Base Path	<p>60 feet (18.29m)</p>
Pitching Distance	<p>46 feet (14.02m)</p>
Home Run Boundary	<p>180 feet (54.9m)</p> <ul style="list-style-type: none">• HR Boundary is laid out by marking an arc 134 feet (40.8m) from the pitcher's plate<ul style="list-style-type: none">• <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	<ul style="list-style-type: none">• Regulation Baseball (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

- Maximum of 30 pitches or 6 consecutive outs (whichever comes first);
- Can finish the batter in the box.

Pitching

- 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

- If a catcher catches the hybrid inning, they cannot catch again in the game.
- A catcher catching only the live pitch portion of the game can catch for a maximum of 2 innings.

Pitching & Catching in Same Game

- NOT allowed.
- Clarification: if a player plays the position of Pitcher during the Hybrid Inning (Zooka) they can still Pitch or Catch during the 'Live Pitch' portion of the game.

On Deck
Batter

- Yes
- Must be in a defined area outside of the field of play;
- The 'On Deck' area must be:
 1. Close to the dugout
 2. Clearly defined with white lines, chalk marking or the like;
 3. Must be large enough to conduct the 'On Deck' swings "Batter Up."
- Under 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 safe distance from the 'On Deck'.

Team

- 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" has been granted.

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 fielders will be in orthodox fielding positions;

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 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)

- **The Hybrid Inning will only be played for first full competition round (round meaning when all teams have played each other once) to allow time for teams to develop pitchers. Once the first full competition round is completed, the games will not include the use of a Zooka machine, games will be fully live pitch.**

- **The Hybrid inning consists of each side batting through the line up once or for 15 mins, whichever comes first, using a Zooka machine to deliver all pitches.**
- **Runs scored during the Hybrid Inning do NOT count towards to final score of the game. Only runs scored during the Live Pitch Innings count toward the final score of the game.**
- 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.
- The next batter who was 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 innings are:
 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", **even if the batter swings;**
 2. 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 the runners forced to advance will advance once (1) base.
 3. If in the Umpire's judgement, a "pop-up" fly could not be caught due to the obstruction of the machine, the batter will be given out, the ball is live and the runner's may advance at their own peril without having to tag up.
- For the purposes of the player rotation, a catcher in the hybrid innings will not be able to catch in the live pitch innings.
- At the end of the hybrid inning, teams will switch to normal Little League 10/11 (Minor) Rules.