

Minor League Little League

The Minor League Little League competition utilises the same rules as Major League Little League and BWA Regulations, with the following exceptions:

1. Playing Field:

- 1.1. All games are played on a standard 60' Little League Diamond
- 1.2. The outfield boundary (ie home run 'fence') is to be marked out with cones. The distance being 50 meters from home plate down the foul lines. The cones are to be laid out in an arc with the pitching plate the centre point of the arc. If possible flags are to be positioned at the 50 meter marks down each foul line.
- 1.3. A back-net is required. It should be not less than 4 metres and not more than 8 metres from home plate
- 1.4. Dead ball lines, are to run parallel down each foul line at a distance of no greater than 4 meters from the foul line. These lines do not have to be marked, but it is suggested that 2 cones each be placed near 1st & 3rd base to determine when a ball runs dead near these bases. A dead ball shall be deemed a judgement call by the umpire.
- 1.5. Dugouts / benches, as per little league rules.

2. Duration:

- 2.1. Games will be played for 1 hour and a maximum of 6 innings.
- 2.2. The inning in progress at the end of the 60th minute shall be deemed the final inning.

3. Players Ages:

- 3.1. Players shall not be older than 10 years of age as of the 1st May of that year. Unless, permission is granted by the Charter Committee.
- 3.2. Players shall not be younger than 8 as of the 1st May of that year, unless permission has been obtained (in writing) by that players parents or guardian and BWA Competition Manager.

4. Participation:

- 4.1. All players listed in the team bat.
- 4.2. 9 players play defence.
- 4.3. Players are to rotate position every defensive innings.
- 4.4. There is no maximum number in the batting line-up, however a change of batting sides still occurs after 3 outs have been made, or 6 runs have been scored – whichever comes first.
- 4.5. Players are to play defence at least every second innings.
- 4.6. Team must field a minimum of 8 players – no automatic out is awarded if a team has less than 9 players.

5. Machine Pitch:

- 5.1. The game will be machine pitched, using a Louisville Slugger Blue Flame (UPM45) machine.
- 5.2. The machines settings will be agreed to by both coaches prior to the commencement of the game.
- 5.3. Normal pitch counts apply (4 balls & 3 strikes) to the machine.
- 5.4. The machine shall be placed so that its front TBar is a distance of 42 feet from home plate.
- 5.5. The umpire shall operate the machine and call the game from that position.
- 5.6. For the first 3 games of the season only; if a batter cannot put the ball into play after 3 strikes the teams coach shall soft toss from the opposite batter's box to the batter, until the ball is batted in play.

6. Catchers:

- 6.1. Catchers must suit up in catching attire of: Skull cap and mask (including throat guard), Chest Plate and leggings. Protectors are mandatory for all male catchers.
- 6.2. Catchers must not remove their Skull cap and mask whilst a batter is attempting to hit a pitched ball. The skull cap and mask can only be removed once a batter has hit the pitched ball.

7. Scoring:

- 7.1. The game shall be scored exactly as a Major League Little League game.

8. Playing Rules:

- 8.1. The fielder playing the pitcher position shall stand to the side or diagonally behind the pitching machine. They may not stand closer to home plate than the TBar of the pitching machine
- 8.2. No Bunting allowed
- 8.3. No infield Fly rule
- 8.4. No Stealing of bases allowed.
 - 8.4.1. On a ball in play (batted balls) runners may advance until the ball is in possession of the pitcher and the pitcher is inside the infield diamond.
 - 8.4.2. On an overthrow that passes the 1st or 3rd base foul line runners may advance until the ball rolls dead. In this case the runners are awarded the base they were approaching (when the ball went dead) only. At home plate the ball is in play on an overthrow if it rebounds off the backstop into fair territory.
- 8.5. Runners do not advance on errant pitches by the pitching machine, or errors by the catcher in trying to catch the pitched ball.
- 8.6. Dropped 3rd strike by the catcher is an automatic out (as per Little League rules)
- 8.7. Caught foul tip – the batter is out if the ball is caught by the catcher only if the ball has gone *above* the height of the batter's shoulder. A foul tip which is deflected into the catcher's mitt is not out except on the 3rd strike.
- 8.8. A ball hit fair beyond the outfield cones on the full shall be deemed a home run
- 8.9. A ball hit fair beyond the outfield cones on the bounce, the batter and all runners shall be advanced 2 bases
- 8.10. If a batted ball hits (unassisted) the pitching machine or umpire it shall be called a dead ball. The count defers back to as it was prior to that pitch.
- 8.11. Normal baseballs are to be used for the games. It is not necessary to use new baseballs for a game, as long as the balls are in good clean condition and approved by the umpire.
- 8.12. Cheering for your team is mandatory
- 8.13. Chewing bubblegum during the game is to be encouraged, just don't leave it on the field or any equipment.
- 8.14. Any kid that hits a home run is allowed to ask their parents for ice-cream after the game.

9. Results:

- 9.1. Scores are kept during the game, results are posted, score need to be emailed to bwareresults@amnet.net.au or faxed to 9377 4502, but no league table is kept.

10. Charter:

- 10.1. The Charter Committee shall run and administer all aspects of the Minor League Little League competition.
- 10.2. The Charter Committee may implement any local by-laws deemed appropriate for local conditions.