



#### Little League Div 2 / Rookie League / Intermediate Schools

**AGE** All players must be **under 13 years** as at 31<sup>st</sup> December 2010

#### Little League Div 1 / Peanut League

All players must be **under 11 years** as at 31<sup>st</sup> December 2010

**ALL SAFETY EQUIPMENT IS REQUIRED**

### **LITTLE LEAGUE DIV 1 & PEANUT LEAGUE – NO STEALING PERMITTED**

#### 1. **THE GAME**

- The game is played with a minimum of **Nine** players per team
- Duration of a game is **ONE HOUR**
- Draws are permissible, in this instance teams share competition points.
- An innings is complete once **BOTH** teams have completed their turn at bat.
- At the conclusion of the one hour time limit the game ceases, if the team batting second is ahead, then the result is taken at that point. If the team batting second is unable to complete their turn at bat within the time limit, then the result is taken from the last completed innings that is when both teams have had the same number of turns batting.

#### 2. **PLAYING RULES**

##### **Pitchers & Catchers**

**No player who pitches or catches in the first half of the scheduled playing time of the game is allowed to pitch or catch in the second half of the game. If a player is currently at bat when the half time point is reached that batter shall complete their at bat prior to the change of the pitcher and catcher.**

##### **Fielding**

- The fielding team consists of a maximum of nine players.
- There are only SIX players in the infield, positioned, a pitcher, catcher, 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> baseperson and a shortstop.
- The remaining players fill the outfield.
- Pitcher shall pitch from a distance of 10m.
- If a fielder impedes the progress of a baserunner when they are not in possession of the ball or they are not in the process of fielding a batted ball, this is fielder's obstruction. When the play is over, the baserunner that was obstructed shall be awarded the bases they would have reached had there not been any obstruction. If the obstructed runner is put out before reaching base safely, dead ball is called and the baserunner is awarded the base that they would have reached had there not been any obstruction.
- An OUT** is taken when:
  - The ball is hit into the air and is caught by a fielder.
  - A ground ball is hit and the batter/baserunner is thrown out before they reach 1<sup>st</sup> base. (ball hit to an infielder who picks up the ball and throws it to 1<sup>st</sup> base, where the 1<sup>st</sup> base person catches the ball and places their foot on the base before the batter/baserunner arrives)
  - A **FORCE** play is executed:  
With runner/runners on base, a batted ball is thrown to a base that the runner/s has advanced to. The fielder must catch the ball and place their foot on the base before the runner arrives. The fielder **MUST** be in control of the ball. No tag is necessary in a force play situation.  
A **DOUBLE** play is executed when:
    - With runner/s on base, a ground ball is fielded and thrown to the closest forced base (see iii), and then thrown to the next open base before the next runner arrives or to 1<sup>st</sup> base to get the batter/baserunner out as in (ii).

- With runner/s on base and a batted fly ball is caught (the batter is out). If a runner is not in contact with the base when the ball is caught, the ball can be thrown to the base the runner occupied before the ball was hit. If the fielder catches the ball and touches the base before the runner returns to that base then the runner is also given out. **NOTE the** runner may also be tagged before they return to the base.

#### vi. **TAG play**

Any baserunner can be tagged out if not in contact with a base from:

- An infield hit which is fielded and the fielder tags the advancing runner between bases and makes no other play.
- Where a baserunner forgets to run on a hit and stays at the base they occupied before the ball was hit and is tagged by a fielder with the ball except in a FORCE play situation (f iii).
- When a baserunner leaves the base on a hit ball in the air which is caught and they fail to return to that base before they are either tagged out or forced out by the fielder touching the base.

#### vii. **DEAD Ball**

The ball is dead and the play stops when an overthrow occurs at 1<sup>st</sup>, 3<sup>rd</sup> base or at home plate, where the ball goes past the fielder and beyond approx. 5M into the spectator area or is touched by a spectator or opposing player. (In this instance the runner/s may advance **ONE** base only, that is a throw to get the runner out at first is missed by the 1<sup>st</sup> base person and the ball travels into the spectators, then that runner is awarded 2<sup>nd</sup> base. If other runners are on base then they are also awarded **ONE** extra base from the one they are advancing to).

##### **Batting**

- The batting line up should consist of the same number of players as the fielding team.
- Players must bat in the order that has been recorded on the score sheet.
- An innings begins as soon as the 3<sup>rd</sup> out of the previous innings is taken.
- The **HITTER**
  - Adopts a good hitting stance in the appropriate batters box.
  - Three strikes and the hitter is out.
  - On a ball hit into fair territory the hitter attempts to make 1<sup>st</sup> base or beyond. They then become a baserunner.
  - A hitter dropping the bat on home plate will be called out after one warning.
  - Four balls and the batter is awarded a walk.

#### **MERCY RULE APPLIES – INNINGS ENDS WHEN THE TEAM BATTING IS 10 RUNS AHEAD OF THE OPPOSITION**

##### **Base running**

- The baserunner must be in contact with the base until the ball has left the pitcher's hand.
- Only one base runner is allowed on a base at any time.
- If a baserunner passes another runner, the runner who passes is OUT.
- Baserunners must touch bases in the correct order.
- Runners are awarded ONE base only on and overthrow (no bases awarded on passed balls or wild pitches).
- A batter / baserunner is out if they interfere with a fielder.
- If a baserunner is hit by a batted ball before is passes or is touched by a fielder (other than the pitcher) the ball is dead, the baserunner is out and the batter/baserunner is safe on first.
- If a baserunner is hit by a ball that has already been touched or has already passed a fielder (other than the pitcher) the ball is alive and the runners may advance.

##### **Pitching**

- The strike zone is any part of the ball that crosses the plate between the knees and armpits.
- The ball must be delivered in an underhand action.
- The pitcher may use a windup.
- A no pitch is called if the batter or umpire is not ready to play.
- A pitcher must have both feet in contact with the ground or rubber mat and must deliver the ball within 10 seconds once the pitching position has been taken.