

Baseball Queensland Division II State Championships

Event Rules

GAME BALLS: Standard baseballs will be in use for this tournament and are supplied by BQ.

FIELDS:

All fields are considered neutral. Home team is listed last on the Draw and will occupy 3B dugout

REGULATION GAME:

Little League Div II: All games are six (6) innings or 1.5 Hours. A regulation game is after 30 minutes.

Junior League and Senior League Div II: All games are seven (7) innings or 1.5 Hours. A regulation game is after 30 minutes.

RUN LIMITATIONS:

The maximum number of runs that can be scored is four (4) per inning. While the four (4) run rule is in effect, for the purposes of scoring; in the event a batter hits the ball out of play and is ruled by the Umpire(s) to have hit either a Ground Rule Double or a Homerun (excluding inside the park homerun) that drives in excess of four (4) runs for the inning, all runs from that inning will be added to the team's score and the Umpire shall declare side away at the completion of that play.

TEN-RUN RULE:

If at the end of 4 innings (LL), 5 innings (Junior League/SL) one team has a lead of ten (10) runs or more the manager of the team with the least runs shall concede the victory to the opponent.

NOTE: If the visiting team has a lead of ten (10) or more runs, the home team must bat in their half of the inning.

ON-DECK BATTER:

The on-deck batter's position is not permitted in Little League Divisions.

PARTICIPATION/MANDATORY PLAY:

All teams shall field 9 players. Any player not in the starting defensive line-up must be entered into the game at the half-way mark of the time allowed for that game. A 5-minute leeway either side of the time is permitted.

If teams in Little League and Junior League have more than 9 players present for the game, teams must use a continuous batting order whereby all players (up to 12 players) must bat.

BATTING (Little League Div II)

There is no "dropped third strike rule" in Little League Division II (i.e if the catcher drops the third strike the batter is automatically out).

In the event that the count upon a batter in the Little League Division II competition reaches ball four (4), the batter shall utilise a batting tee to hit the ball in play. When the tee is used the following shall apply:

- a) The batter cannot bunt. Any ball that fails to travel at least fifteen (15) feet from home plate shall be called foul.
- b) The catcher must take up position in the catcher's box.
- c) The pitcher must stand behind the pitcher's plate.
- d) The coach/Umpire shall place the ball on a tee.
- e) The batted ball shall remain in play with all regular rules in effect.
- f) When the tee is in use, the runners are not permitted to advance until the ball has been batted.
- g) The batter continues their turn at bat until they hit the ball in play – The batter cannot be struck out.
- h). When using the tee, the hitter and any base runners may not advance more than two bases unless the batted ball is deemed to be a homerun (hit past or over the outfield boundary on the full), in which case it will be awarded a homerun.

PITCHING RESTRICTIONS:

7-8 Years = 50 pitches per day

9-10 Years = 75 pitches per day

For all other pitching and catching restrictions please refer to the Little League Tournament Rules

VISITS TO THE MOUND:

A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher. The manager or coach may come out three times in a game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher.

MANDATORY SLIDE RULE - Imminent Play Rule

No mandatory slide rule applies. The runner is out when – the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.

No head first slides while advancing in Little League Division II. The runner is out when – the runner slides head first while advancing. (May slide head first when returning/retreating to a base).