

# Baseball Queensland Development Shield

## Little League Division 3 Event Rules

### **Hierarchy of Rule:**

These rules are to be read in conjunction with the [Little League Baseball Rules](#) and the Baseball Australia (BA) rules imposed in the [BA Governance Documents](#). Where these rules contradict a rule in the BA Gov docs or the Little League Rules, these rules apply for Division 3.

### **ELIGIBILITY:**

Players selected for Little League teams in the Development Shield **must not** have played any Little League Division I games during the regular season and **must not** have played in the Little League Division I QLD State Titles 14-16 April 2023.

### **GAME BALLS:**

Safety baseballs (RIF – Reduced Injury Factor) will be in use for this tournament and are supplied by Baseball QLD.

### **FIELDS:**

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

### **REGULATION GAME:**

All games are six (6) innings or 1.5 Hours, whichever comes first. A regulation game is 30 minutes.

### **RUN LIMITATIONS:**

The maximum number of runs that can be scored is four (4) per inning.

For the purposes of scoring, while the four (4) run rule is in effect, a batter who 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, will add **all runs** from that inning 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, one team has a lead of ten (10) runs, 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.

### **PARTICIPATION/MANDATORY PLAY:**

In addition to continuous batting order provisions in Little League rules, 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.

### **BATTING**

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

If the count on a batter 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.

For the purposes of scoring, scorers will add ball four (4) into gamechanger and if the player gets out from their hit off the tee, drag them off the base to out and select 'other' and touch the glove of players involved in the out. If the player moves to second base (or a home run over the outfield boundary on the full), the scorer will drag the player to the base and select 'other' and the fielder who picked up the ball.

**PITCHING RESTRICTIONS:**

Please refer to the Baseball Australia Little League Governance Rules and the Little League Rule Book.