



Hills Holiday Little League

January 2010 RULES



Anything not explicitly dealt with below is governed by the Hills Juniors Rulebook (Rev 3.8, published 20/10/09) and/or the Official Australian Baseball Rules, in that order of precedence.

Pitching Restrictions

- Approved balls.....Kenko C
- Approved bats31" max, -10 @ 2¼" diameter OR
Purpose-built Nankyu bats are acceptable
- Approved shoesFlexible soft-stops and similar
- Defence.....9 players
- Base Paths.....60' (18.30m)
- Pitching Distance.....**Majors:** 46' (14.03m), **Minors:** 42' (12.80m)
- Legal pitchesNo breaking pitches or knuckle balls.
- ParticipationAll available players must bat (ie: be on the lineup)
Managers are expected to give roughly equal game time to all players.
- Game Duration.....As per The Draw. 6 innings maximum.
- Run Scoring7 runs per inning maximum.
- Game CompletionNo new dig to start inside 10 minutes of the scheduled completion time.
Bottom half of the final inning to progress only when the Home Team can tie or win the game {Consider the 7-run rule when deciding whether to call a game}
- Battery RestrictionsCannot pitch & catch, or vice versa, on the same day.
Pitchers on mandatory rest (see table at right) cannot catch during that rest period either.
- Regulation Game60 minutes or 3 innings - (or 2½ if home team leads)
- Innings changeover.....Lesser of 60 seconds or 5 pitches
- Automatic outs?No, not even for missing players
- Dropped 3rd StrikeBatter is out, ball is live
- Infield Fly.....Applies this year: as per Official Rules
- Stealing home**Majors:** Allowed when the ball evades the catcher, wild throw back to the pitcher, or after any play is attempted by the defence.
Minors: Allowed only after any play is attempted by the defence. The offence cannot steal on balls evading the catcher or balls thrown {wild} back to the pitcher.
- Balk?Not in force.
- Runners' LeadsS/he may leave once the pitch crosses the plate or goes into foul territory.
- Stealing after a walk.....Prohibited
- Official Rules?Pass Ball, Base on Balls (Walk) and bunting. All apply.

	Major League	Minor League	Major League	Minor League
The Tuesday after a Saturday game				
A game played three days later, after a pitcher threw a total on Day 1 of-	< 30	< 30	Up to 70	Up to 60
The Thursday after a Tuesday game, or the Saturday after a Thursday game				
A game played two days later, after a pitcher threw a total on Day 1 of-	< 30	< 30	Up to 70	Up to 60
Relevant to Saturday doubleheaders only				
The second game that same day Pitches allowed in Game #2	70 pitches minus whatever was thrown in Game #1	60 pitches minus whatever was thrown in Game #1		
Tuesday, Thursday or Saturday games				
The first game on any day:- Pitches per assignment	29	29	49	44
Minor Substantial	49	49	70	60
Major	70	70		

Etiquette? Play to win! However, remember that this competition is either fun [Minors] or part of a trial process for those who aspire to a Tournament Team [Majors]. Let the former have fun, and let the latter show off their skills, as well as having fun. Example: stealing within the rules is fine, until you're ahead by 10 runs. At the end of the day, there ain't no sheep-stations involved here. Work with that concept. Make friends with your opponents, and encourage the kids to do the same.