



Bantams Baseball

Playing Field:

- Coaches will be responsible for preparation of the playing field.
- The bases will be 60 feet from the tip of home plate to back of base.

Length of the Game:

- Games must start no later than fifteen (15) minutes after the scheduled starting time. Coaches may agree to extend the 15 minute cutoff pending field schedules for the day.
- All games will be six (6) innings or a maximum of 2 hours in duration.
- Games tied after 6 innings that cannot be extended shall be concluded in a tie.
- No full inning will begin with only 15 minutes remaining in the game time unless agreed on by both coaches.

Playing Rules:

- A late player can be inserted into the lineup at any time during the game at the bottom of the lineup.
- In the event a player must be taken out of a game due to injury or illness and is unable to bat in his/her spot in the batting order, that team WILL NOT be penalized with an out for each time it is his/her time to bat. That player's position in the lineup will be skipped for the remainder of the game.
- Ten (10) players will comprise a team, with four (4) evenly spaced outfielders. A game may still be played if a team can only field 8 players. The position of those 8 players will be determined by the coach and agreed upon by both coaches.
- The batting rotation shall consist of the entire team. It is the coach's discretion as to the positions his players play, however each player must play at least 2 innings in the infield. No player should sit a second inning until every player on the team has sat one inning.
- Coaches must rotate defensive players every three innings.
- **There is a seven (7) pitch maximum for each batter or 3 strikes whichever comes first. If the player fouls the third strike or 7th pitch off, the player will use a tee to complete their at bat.**
- There will be no leading, bunting or stealing bases. A runner cannot leave the base until the ball is hit.
- Play is considered dead when an infielder has possession of the ball while in the infield.
- A ball hit into the outfield, must be thrown into an infield player and possessed by an infielder in the infield field of play. The play is live until the runner is out or reaches a base safely. If a runner has both feet off the base in the direction of the next forward base from which he is occupying, he is permitted to attempt to advance one base after possession is called
- Runners cannot advance on an overthrow by an infielder.
- Runners can only advance one base on a ball that does not leave the infield and do not have to have both feet off the base before the ball is fielded.
- The infield fly rule does not apply. Runners cannot tag on an infield fly ball.
- There is a 5 run per inning rule. There is no continuation. Unlimited runs in the 6th inning.
- If after 5 complete innings either team is ahead by ten (10) runs, (4 1/2 innings if home team), the game is complete.
- A maximum of two (2) coaches may be present on the field while their team is on defense, provided they remain behind the outfielders.



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- Free substitution of defensive players is permitted.
- Headfirst slides are prohibited except for when returning to a base.
- Any runner that runs out of the baseline by more than 3' to avoid being tagged will be called out.

Pitching Rules:

- The pitching circle shall be located 38 feet from the front of the circle to the back point of home plate. The coach must have at least one foot inside the circle (coaches may move up as needed). The defensive pitcher must have at least one foot inside the circle when the ball is being pitched.
- Only managers or coaches will pitch.
- If the adult pitcher is hit with the ball, the ball shall be ruled "dead" and the pitch does not count.

Equipment:

- Little League Approved baseball bats only (2/14; barrel size only) ; No big barrel bats.
- All batters must wear protective helmets when at bat and while on the base path.
- Catchers must wear chest protectors, protective helmets, and a preferably a protective cup while catching and warming up pitchers.
- No metal spikes allowed.

Umpires:

- Coaches/Adults will umpire games for the this age group.
- All judgment calls are final and not available for a protest.

General Conduct:

- Managers, coaches, players, and spectators must be kept from around the backstop. Spectators must be kept off the field and any playing area in which a foul ball can be caught.
- Sportsmanship shall be stressed by managers and coaches. Both teams shall shake hands after each game.
- Excessive rough play is forbidden. If a runner deliberately runs into another player in a rough or malicious manner, the runner shall be ruled out and ejected from the game. Runner must avoid contact.
- If a batter throws the bat, a team warning will be issued. A second offense could result in the batter not being allowed to hit again for that game.