

Baseball Queensland Division II State Championships

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 2.

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 2 Hours. Regulation game after 45 minutes. **Junior League and Senior League Div II:** All games are seven (7) innings or 2 Hours. Regulation game after 45 minutes.

No new inning may be commenced with less than 10 minutes of play remaining. An inning started before 10 minutes shall be completed unless the home team is in the lead during their turn at bat. An inning starts immediately after the final out of the previous inning.

RUN LIMITATIONS:

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

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 a defensive position at the half-way mark of the time allowed for that game. A 5-minute leeway either side of the time is permitted.

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).

If 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.

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. Please note the pitching restrictions change based on the league age of the individual player.