

BRISBANE METRO BASEBALL

Little League Minor (U9's) Rules



It is important to note that at this age level, all emphasis should be on games and modified games that are used to help develop basic motor skills and basic Baseball skills.

Team Size

- Teams may field up to 9; and bat as many as 12 in any given game.
- Preferred team size is 7-9.

Pitching

- A designated pitcher is defined as: a coach or other delegated person from the batting team that pitches the ball to that team's batters. The designated pitcher must be 15 years and above. The designated pitcher will throw 3 pitchers, after which a tee will be provided.
- The designated pitcher (coach) is to pitch from a kneeling position. The pitcher is required to throw a flat trajectory pitch either over arm or under arm, at a speed that is conducive to the batter's ability to make contact with the ball. (Battery operated pitching machines are permitted on low settings only.)
- The fielding pitcher must be positioned approximately an arm's length to either side and behind the designated pitcher. The fielding pitcher must wear a helmet.
- 2nd year Little League Minor players (Both by age and/or experience) will be eligible to pitch in the second half of the season. These players will be limited to a maximum of 35 pitches per game and can only pitch in one game per day. These players will pitch to their own team and emphasis should be placed on pitching strikes to their team that can be hit.

Batting

- Should the batter hit the ball into the designated pitcher, the batter will be awarded a single base hit (all other runners advance one base only). Designated pitchers should wear a glove for self-protection, but must make every effort to avoid touching any batted ball.
- Only ONE baseball is allowed on the playing field at any given time although designated pitchers are encouraged to have multiple balls in their possession to speed up play.
- There are no Base on Balls (Walks) in Little League Minors
- Each batter will have three (3) swings after which a tee will provided for the batter to hit off. The batter will continue his/her at bat until such time as he/she hits the ball into fair territory. (Only full rubber tees or fold up tees are to be used.)
- When the tee is in use the batter must hit the ball a minimum of 15 feet from the tee before the ball is considered to be in fair territory.
- Once the ball is in play (either from the pitched ball or batting tee) the runner advances until the ball reaches the infield.

Base Running

- Base stealing, or advancing on passed balls and wild pitches, is prohibited.
- Runners may not leave their base until the batter makes contact with the ball.
Penalty: Should the umpire observe such an infringement, the runner is sent back to the base last legally occupied. If the pitch is hit into fair territory, the infringing runner is ruled out. All other plays resulting from that hit stand.

- Runners may not advance beyond the base they are approaching on the call of “time.” “Time” may only be called by the umpire once the ball is in the possession of a player in the infield and it is deemed that no other plays will reasonably take place.
- On overthrows at any base, the ball is automatically declared dead. NO runner(s) including the batter/runner, may advance beyond the base they are approaching.

Fielding

- The fielding pitcher is not considered an infielder. Infielders must assume their initial fielding position behind the base paths. Outfielders must be well behind their infielders before play can resume. An appropriate distance is approximately 5 meters behind the infielders. All fielders shall remain relatively stationary when the umpire calls “play ball.”
- The Infield Fly rule (see rule 2.00 of the Official Rules of Baseball) does not apply to Little League Minor. Therefore, if any fly ball is caught by an infielder, the batter is out, the ball becomes dead and NO runner(s) may advance or be put out.
NOTE: Coaches should teach players how to “tag up” in the event of a fly ball.

Coaching

- Coaches are only permitted on field if positioned behind their infielders. When on field, coaches may not physically touch a hit ball, or a player in the act of fielding.
- Appeals by a defensive coach for (1) runners leaving early, (2) bat throwing, or (3) for taking extra bases on “Time,” may only occur at the conclusion of said play. Such appeals must be in the form of a question and must occur prior to the first pitch to the next official batter.
- Coaches must wear at least the club uniform shirt and cap and be neatly attired at all times. Closed in footwear must be worn at all times.

Scoring

- Brisbane Metro Region strongly encourage all Clubs to provide a scorer for all games.
- Either the book or Game Changer app can be used. The intent is to develop the skills of scoring.
- Each innings will end when the batting team scores 6 runs across the plate or 3 outs are achieved by the fielding team.
- A score card needs to be forwarded to Brisbane Metro Registrar by the home team by Tuesday afternoon after game is played

Umpiring

- Brisbane Metro Region request each team to have an umpire with the home team to provide plate and away team to have a base.
- Plate umpires are required to wear all regulation protective equipment.

Game time is 1hr 15min. If an innings is completed after 1hr 10min then time and game is called. Play may be extended by 10min to 1hr 25 min to complete an innings already commenced.

NO LEAGUE OR PERSONAL STATISTICAL DATA IS REQUIRED AT THE LITTLE LEAGUE MINOR LEVEL.