



Saginaw Little League – P.O. Box 6206, Saginaw, MI 48608

AA-Bantam Division Local Rules

The Bantam division is an *instructional* division. The overall objective is to develop a player's core skills (hitting, fielding, throwing, base running and overall baseball knowledge) in a fun environment. It is important that the players enjoy themselves and develop so that they continue to play in future years.

I. General Rules

1. Games shall last 4 innings. If the home team is leading after the top of the 4th, the game shall be over.
 - a. No new inning shall be started after 1 hour and 30 minutes has elapsed. The in-progress inning shall be completed.
2. The **home team** is responsible for keeping the official score book using Game Changer.
3. Defensive substitution is unlimited.
 - a. All players must sit out a defensive half-inning once before any player sits out a second defensive half-inning.
4. Each player must play defensively at least **three (3)** innings per complete game.
5. Each player must play at least **two (2)** innings in the infield.
6. The manager and up to **three (3)** coaches may be in the dugout.
7. Base coaches must be adults.
8. All judgement calls by umpires are final. Managers/coaches arguing with umpires shall be ejected by the umpire and serve an automatic 1-game suspension.
 - a. Time out must be granted by an umpire and **both** managers and umpires shall confer together. The final determination shall be made by the umpires.
9. Games will be started with **eight (8)** players. Fewer than **eight (8)** players will result in forfeit.
10. Make-up games shall use the pitching rule in effect at the time the rescheduled game is played.
11. The home team playing the last game of the day shall rake the dirt surfaces and putting all equipment away.
12. The visiting team shall empty the dugout trash cans and sweep out the dugouts.

II. Pitching Machine Rules

1. The offensive half-inning shall last 10 minutes.
 - a. Offensive runners declared out shall be removed from the base.
 - b. After 3 outs are recorded, all bases are cleared.
 - c. Once the 10-minute timer expires, the current at-bat is completed and the half inning ends.
 - d. There are no per-inning run limits while the pitching machine is in use.
2. Each batter will be allowed **three (3)** pitches. If a batter has not hit the ball fair within those **three (3)** pitches, they shall be declared out, with a strikeout being recorded.
 - a. Batters fouling the 3rd pitch can continue to foul off the 3rd pitch.
3. The pitcher must have at least **one (1)** foot in the dirt of pitcher's mound/circle until the ball crosses home plate or is put into play.

4. Catchers must catch and set balls aside. **Three (3)** balls will be on the field for use.
5. The pitching machine shall be used for games through May 15th, 2026, with player pitching for all games after that date.

III. Player Pitching Rules

1. The strike zone is expanded to the width between the batter's boxes around home plate (chalk to chalk), and from the top of the batter's shoulders to the bottom of the knee when the batter assumes a natural stance.
2. After 4 balls, a tee will be placed on home plate and the ball be allowed to be hit into play. Batters will have **two (2)** attempts at hitting a fair ball beyond the arc in front of home plate, otherwise will be declared out with a strikeout being recorded.
 - a. No runner may advance, at their own risk, more than 2 bases from where they started.
 - i) **Example:** Runners on second or third may advance to home, runners on first may advance to third, and the batter/runner may advance up to second base.
3. No more than **three (3)** runs may be scored in innings 1 through 3. The 4th inning will have unlimited runs; teams must complete 3 outs to end the half inning.
 - a. If, after 4 full innings, the game is tied, the result shall be a tie.
4. Hit by pitch will result in the batter being awarded first base.
5. After 3 hit-by-pitches, the pitcher must be removed from the game as a pitcher.

IV. Offensive Rules – Apply to Both Machine and Player Pitch

1. No bunting. Players must attempt to take full swings. Batters that square to bunt will be called out, and the ball will be dead, returning any runners to their original position.
2. No leading off or base stealing. Runners may not leave the base until the ball is put into play. Teams will be issued 1 warning on the first offense, with the runners returning to their original positions, subsequent infractions will result in the runner being declared out.
3. The infield fly rule shall not be used.
4. Runners may advance 1 base, at their own risk, on an overthrow.
 - a. Additional overthrows on a play may not result in further advancement.
 - b. Overthrows to the pitcher to reach a dead ball situation are not eligible for advancement.
5. Throwing the bat shall result in the following penalties:
 - a. First offense: warning issued to the player and coach.
 - b. Second offense: player shall be called out and a warning issued to the team.
 - c. Subsequent thrown bats by any player on that team shall be called out.

V. Defensive Rules

1. The **four (4)** outfield players must be a minimum of **ten (10)** feet behind the infield dirt area before the ball is put into play.
2. Defensive players with both feet on a base on a close play shall be called for runner interference and the runner shall be awarded the base.
3. Defensive players on first base that have both feet on the base shall always be called for interference and the hitter/runner shall be awarded first base.