



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

Bantam Division Local Rules

Overview

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.

Games for the first half of the season shall be played using a pitching machine. Games in the second half shall be played with the players pitching. Make-up games shall use the pitching rule in effect at the time the rescheduled game is played.

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. The score book must be reviewed by each manager.
 - a. Player pitch counts each inning must be recorded for player pitch games.
 - b. Managers are advised to check the score book each half inning for accuracy.
3. The **visiting team** is responsible for running the scoreboard.
4. Defensive substitution is unlimited.
5. Each player must play at least **three (3)** innings per complete game.
6. Each player must play at least **two (2)** innings in the infield.
7. The manager and up to **three (3)** coaches may be in the dugout.
8. Base coaches must be adults.
9. Managers and coaches may not touch base runners while the ball is in play.
 - a. **EXCEPTION:** In the event of an injury managers/coaches are to attend to the injured player immediately.
 - i. Umpires shall declare an immediate dead-ball to allow for attention to the injured player.
 - ii. The hitter/runner will be awarded first base if the ball was in fair territory when the injury occurred, and all runners shall be granted 1 base.
10. 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. Rule decisions may be appealed before the next pitch. The appealing manager must have the rule book and rule ready when requesting time out.
 - b. 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.
11. Games will be started with **seven (7)** players. Fewer than **seven (7)** players will result in forfeit.

- a. Pool players may be used in place of absent players to allow the game to be played at schedule time, the Player Agent and Division Coordinator will assist with contacting pool players. 48-hour advance notice is required for pool players.
 - b. Defensive penalty: team(s) with **seven (7)** players will play defense with two fewer fielders; defensive manager may select the position that is vacated.
 - c. Offensive Penalty – None.
12. The home team playing the last game of the day shall rake the dirt surfaces, and putting all equipment away, including returning the league bats to the board member on duty.
 13. The visiting team shall empty the dugout trash cans and sweep out the dugouts.

II. Pitching Machine Rules

1. Each batter will be allowed **five (5)** pitches. If a batter has not hit the ball fair within those **five (5)** pitches, they shall be declared out, with a strikeout being recorded.
2. The umpire or defensive manager may call a “no-pitch” for machine pitches that vary significantly away from the strike zone.
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 return balls to the pitcher, only **one (1)** ball will be on the field.
5. The pitching machine shall be used for games through May 8th, 2025 with games moving to 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.
3. Hit by pitch will result in the batter being awarded first base.
4. After 3 hit-by-pitches, the pitcher must be removed from the game as a pitcher.

IV. Offensive Rules

1. Each player must bat in order, regardless of if they are fielding a defensive position.
2. 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.
3. 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.
4. 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.
5. The infield fly rule shall not be used.
6. 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.
- 7. When hitting off the tee, no runner may advance, at their own risk, more than 2 bases from where they started.
 - a. **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.
- 8. 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.