SOUTHERN HILLS WARRIORS

LITTLE LEAGUE – MAJORS & MINORS

PLAYER DEVELOPMENT, PITCHING, CATCHING & COMPETITION GUIDELINES

DEVELOP PLAYERS • BUILD CONFIDENCE • GIVE EVERYONE A CHANCE TO HAVE A GO

1. Player Development

- Our goal is to develop players, build confidence and give as many players as possible the opportunity to learn different positions.
- Coaches are encouraged to give players opportunities to pitch and catch throughout the season, with appropriate instruction and support.
- The aim is to develop a wider group of confident pitchers and catchers, rather than relying on the same players each week.
- Where a player is nervous or reluctant to try a position, coaches are encouraged to support and encourage them to have a go.
- The Southern Hills Charter may review scorebooks throughout the season to help support player development. If a team needs assistance or guidance, the focus will be on working with coaches and providing support, not punishment.

2. Pitching

First 7 Weeks – Maximum 40 Pitches

- A pitcher may pitch a maximum of 40 pitches per game.
- If the pitcher reaches 40 pitches while facing a batter, they may finish that batter.
- Once that batter is completed, the pitcher must be removed from the pitching position.
- Once removed from the mound, the player cannot return to pitch in the same game.

Week 8 Onwards – Maximum 60 Pitches

- A pitcher may pitch a maximum of 60 pitches per game.
- If the pitcher reaches 60 pitches while facing a batter, they may finish that batter.
- Once that batter is completed, the pitcher must be removed from the pitching position.
- Once removed from the mound, the player cannot return to pitch in the same game.
- A player cannot pitch in two consecutive games.
- A player may pitch in one game per day, including double-headers.

3. Catching

A player may catch for a maximum of 2 innings per game throughout the entire season.

- Teams are encouraged to give as many players as possible the opportunity to experience and develop their catching skills.
- If a player is reluctant or does not want to catch in a game, coaches should not force them. Instead, encourage and support them to have a go at training.
- If the 2-inning limit creates an issue for your team — for example, there are not enough players available to cover a game — please contact the Southern Hills Charter for guidance and support.

The focus is on encouraging players to learn and enjoy catching — not forcing them into the position.

4. Game Rules

- Once the batting team scores 4 runs, the innings will end.
- On a base on balls (walk), the batter and runners may advance one base only.
- Drop 3rd Strike is in play. The batter and runners may advance one base only.
- Any rule clarification during a game should be discussed between the two Head Coaches and the Plate Umpire and should take no longer than 1 minute.
- The umpire has the final decision.
- Coaches, parents and players are expected to demonstrate good sportsmanship and remember that mistakes are part of learning the game.

5. Scorebooks

- Each team must accurately record players who pitched, the number of pitches thrown by each player, and relevant game information.
- A copy of the scorebook must be provided to the Southern Hills Competitions Manager by 5:00pm Tuesday following the Monday competition.
- Scorebooks help coaches and the Charter keep track of pitching opportunities and support the development of players throughout the season.

OUR FOCUS

Develop players. Build confidence. Give everyone a chance to have a go.

These guidelines are designed to support coaches and clubs in creating opportunities for players to develop their pitching, catching and overall baseball skills. The goal is to build a wider group of confident and capable players across Southern Hills Warriors.