



“Machine Pitch” DIVISION RULES

All rules according to most recent Little League Rules and Regulations.

In addition, the following “Local Rules” shall apply:

1. **Safety first** – Safety of the players, coaches and spectators is paramount. Coaches have the responsibility to stop any unsafe act immediately. Be especially vigilant for children around the batter. No on deck batter warm up.
2. **Player Development** – Machine pitch is about player development, *not* competition. ALWAYS be positive when making a correction or suggestion to a player. Have fun and teach the basics that will be the building blocks for future development.
3. **Sportsmanship** – Reinforce fair play and sportsmanship at all times. Do not tolerate temper tantrums, especially where a child throws balls, bats or other equipment in anger or frustration (see rule 1).
 - a. **Uniforms** – Reinforce with players the proper way to wear his/her uniform (especially caps). At more senior levels, players will be precluded from playing if they are not in proper uniform. Players may not wear jewelry, except for medical identification.
4. **Equipment:**
 - Bat- All bats must be tee-ball (< 27” in length) or USA Approved baseball bats
 - Batting helmet- The batter and base runners must wear a protective helmet that gives protection to the top of the head, temples, ears and base of the skull. Headgear shall be NOCSAE approved.
 - Cleats- Must be rubber cleats or athletic shoes.
 - Ball- Little League Stamps baseball
 - Machine- setting 3-4-7, The pitching machine will be placed 46 feet from home plate (the apex (point)). Micro Adjustments to the machine can be made at any time in insure quality pitches.
5. **Participation:**
 - Batting- All present players will be in the batting order. Each team must provide their line-up to the opposing team manager before the start of the game.
 - Fielding- A maximum of ten (10) players may play defensively. No player shall play any one (1) position for more than two (2) innings. Every player must play in the infield for 2 innings (six (6) defensive outs). If a team has more than 10 players for a game: A player may sit only 1 inning a game and cannot sit out an inning until all other players have sat out one inning.
6. **Score-** Score is kept. Winning team reports score. Both teams keep a book.
7. **Length of Games:** 6 Innings or 1 hour and 30 minutes. You can start the top of the next inning as long as it starts before the time limit is up; you then finish out the inning. The last game of

the day can be played until it gets too dark to play, and the coaches and umpire will agree when to call the game.

8. **Umps-** Both team head coaches or representative will umpire the game together. If there is a questionable call the umpires will get together to make the call. Remember this is for the kids so be adults.
9. **Field:**
 - **Pre-Game:** Coaches must inspect field before game and clear any hazards. It is Home teams' coach responsibility to call game if field is not in safe to play. This includes weather related issue.
 - **Post-Game:** – Coaches are responsible to ensure that their side of the field and areas used by spectators are clean of trash at the end of the game. All bases to be secured in field box.
 - Field Dimensions:
 - Distance between bases: 60 feet
 - Home plate to center of second base: 84 feet, 10 ¼ inches.
10. **Pre-game Coaches Meeting-** Coaches to meet before game to discuss start time and agree on any game specific details. ie. Weather issues, player issues, etc. both coaches must agree if any game rules are to be altered to meet game time conditions.
11. An inning will consist of 3 outs, 5 runs or a team batting through their lineup, whichever comes first. (If one team has more players, the team with the least number of players bats the same number of players as the team with more).
12. Bats must be kept within the dugout. There is no on-deck area. **Under no circumstances, should the players be swinging the bats near the dugout or inside the dugout.**
13. The continuous batting order is mandatory, Every player will bat in the line up whether playing in the field or not. All players should bat in different places in the lineup every game. No player should bat towards the top or the bottom of the lineup every game.
14. All players that are not batting must stay in the dugout.
15. **Coaches-** One coach should be in the dugout at all times. Allowed- 1st and 3rd base coaches. 2 coaches can be on field with defensive team.
16. A team must have seven (7) players to start or continue a game 2. Any player arriving late may be added to the BOTTOM of the line-up. When a player is removed from the line-up(for any reason), it WILL NOT be an out when their turn comes up in the batting order. Any player removed from line-up will not be allowed to reenter the game.

GAME

1) Offensive Team:

- a) **No on deck circle** – the only player with a bat shall be the batter. The next batter in the order should have a helmet (if available), but not a bat while waiting his/her turn.
- b) **Pitches-** Each batter will receive five (5) pitches from the pitching machine. The umpire may declare up to 3 pitches “no pitch” during an at bat if the ball is not hittable and the batter does not swing, in which case the pitch will not count towards the batter’s 5 pitches. If the batter does not put the ball in play in 5 pitches, the batter is out, with the following exception. If the batter fouls the 5th pitch or successive pitches after the 5th pitch, he/she will continue to bat until the batter does not swing, swings and misses, or puts the ball in play. During a team’s first

trip through the batting order a player that misses all 5 pitches from the machine will be allowed to take one (1) swing at the ball on a tee. If the ball has not been put into play after the swing on the tee, the batter is out. **This will only be permitted in their first at bat.** Only a swing and miss from the tee is considered a strike out.

- c) There are NO walks
- d) Bunting is **not** permitted
- e) **Running the bases** – There are NO lead-offs; No stealing. The runner must wait until the batter makes contact before leaving the base. Over throws are live ball. Runners can advance at their own risk for a maximum of one base per over throw. When a ball is hit into the outfield, and the outfielder has the ball, you run at your own risk. When the ball is returned to the infield and the defensive team says “TIME OUT” the runner must return to base. If more than halfway the runner goes to the next base if less than the runner must return to the previous. A courtesy runner for the catcher is recommended when there are 2 outs. The player making the last out will be the runner. This allows you to get your catcher ready for your next defensive inning.
- f) The runner is awarded only one base on an overthrow to 1st base if the ball goes out of play.
- g) Runners must slide or otherwise attempt to avoid contact with a fielder in possession of the ball waiting to make a tag. If the umpire deems a collision is intentional or flagrant, the offending player will be called out. In this instance, the ball is dead and trailing runners may not advance. This is a judgment call and is not open to protest.
- h) Runners must avoid a defensive player if that player is training to make a play on the ball. Any contact by the runner will result in the runner being out.

1) Defensive Team:

- a) **Machine-** If a batted ball hits the pitching machine or comes to rest under the pitching machine, it is a dead ball situation, the batter will be awarded first base and all runners will advance one base. If a thrown ball hits the machine, it is a live ball and play continues. If a thrown ball comes to rest underneath the pitching machine, a dead ball is called. Any runner, that in the judgment of the umpire is more than halfway to a base,
- b) **Players on the field** – 10 defensive players can be on the field. Catcher is optional. There can be the standard infielders plus (1) rover. Rover must be behind infielders. There can be up to five outfielders. Outfielders must be on the grass. Only 1 pitcher.
- c) **Coaches** – Use no more than two coaches on the field at one time. coaches should stand behind the infielders and not obstruct the view of the outfielders.
- d) **TIME OUT-** Any player, in possession and in control of the ball within the infield dirt may call time out. If the umpire feels that the aforementioned requisites have been met, the umpire will grant time out immediately. Any runner, that in the judgment of the umpire is more than halfway to a base, will be awarded that base. Otherwise, the base runner will be returned to the previous base.
- e) **PLAY BALL-** When all defensive players are in the proper position, the defensive manager will indicate to the opposing coach his team is ready. The opposing coach can then continue with the next pitch.
- f) **catcher** – Optional. Catcher must be in crouch position when team is pitching. When tee is being used catcher must leave field of play or assume crouch position
- g) A defensive player may not block the base/base path when there is no play on the runner. Failure to observe this rule may result in the awarding of the base to the runner.

ABOVE ALL – HAVE FUN

