



# BASEBALL RULES

## Machine Pitch Divisions

Revised: May 7, 2016

## **PURPOSE**

These rules are established for the Machine Pitch Baseball Divisions of University East Little League. The purpose of these rules is to establish regulations by which all participants can have a structured, enjoyable experience. This includes rules that assist with equitable playing time and ultimately increasing the skill level of all players. The current Little League baseball rulebook shall govern all play, except for local rule modifications as outlined below.

## **GAME MANAGEMENT**

1. Games consist of 6 innings of play. A game becomes official once 4 innings have been completed in accordance with Little League Rule 4.10.
2. **MERCY RULE:** Per Little League Rule 4.10(e), a game will be ruled over after 4 official innings when one team is ahead by 10 runs or more.
3. **RUN LIMITS PER INNING:** Each team has a 5 run limit per inning. A half-inning ends after 3 outs or once 5 runs have scored.
4. **GAME TIME LIMITS:** 1 hour and 30 minutes from the start of play.
  - a) The umpire will announce the game start time prior to the first at bat and will be the official timekeeper.
  - b) The official scorekeeper shall note the game start time in the scorebook.
  - c) In the case of game stoppage for any reason, the game clock is not stopped.
  - d) A new inning shall be considered underway immediately upon the last out or last batter of the previous inning. Once an inning is started it will be played to completion.
  - e) A new inning shall not be started after the time limit has expired, except in the event of a tie.
  - f) If a game is tied after 6 innings and the time limit has not been reached, extra innings will be played. If a game is still tied after the time limit expires, one additional inning shall be played. If no winner is determined, then the game will be final and recorded as a tie.
5. The Division Commissioner will notify head coaches and The Chief Umpire at least 30 minutes prior to game time of cancellation due to weather. Cancellations due to weather within 30 minutes of game time shall be called at the field of play. The Division Commissioner will reschedule cancelled games for the earliest available date.
6. **LIGHTNING RULE:** All participants must clear the fields upon recognition of thunder or

lightning and shall return to their cars until all is clear. Players cannot remain on the field or in the dugouts. Umpires must wait 10 minutes after the last visible lightning before allowing play to resume.

7. Home teams must provide the pitching machine, one official scorer and one official scoreboard operator.
8. The home team scorekeeper maintains the official game record. To avoid discrepancies, it is recommended that both team's scorekeepers sit together to reconcile any discrepancies after each half inning.
9. Coaches should coordinate player lineups in advance to ensure timely changeover between innings.
10. Four adult coaches shall be allowed in the dugout. The batting team is allowed two coaches on the field during the game to coach first and third base, and one coach to operate the pitching machine. The fielding team is allowed two coaches behind the outfielders during play. One coach, or an approved league volunteer, must be in the dugout at all times. Coaches are not to engage umpires until time is called and play is determined dead.
11. Parents and spectators are not allowed on the field unless invited to help prepare the field for play or to help an injured player. All parents and spectators are asked to remain outside the ball field fences and not sit or stand behind the back stop or behind the dugout fences.
12. All participants are responsible for cleaning up trash in their respective dugout and their side of the field after each game.
13. No jewelry is to be worn by any player.
14. Unsportsmanlike conduct by players, coaches or fans will not be tolerated. Any participant throwing equipment in anger will be warned for the first occurrence. Additional instances will result in the participant being ejected from the game.
15. Any participant ejected from the game must leave the property. Any player or coach ejected from a game will also be suspended and not allowed to participate in their next game. Additionally, any coach ejected from the game must have approval from the University East Little League Board of Directors, including the Division Commissioner, prior to resuming coaching duties.

16. Following each game, the Home Team Head Coach must email the final score of the game to the Division Commissioner and copy the Away Team Head Coach. This information should be submitted no later than noon the day after the game is completed.

## **BATTING**

17. All bats must be Little League approved. It is the responsibility of the head coach to ensure the proper equipment is on the field at all times. A batter discovered to be using a non-approved bat, for even 1 pitch, will be called out for that at bat. Subsequent violations of this rule will result in the ejections of the player and the player's head coach from the game.
18. The batting order shall consist of all players in attendance. All players shall bat in a consecutive and continuous batting order. Any late arrivals shall be placed at the bottom of the batting order. Any player permanently leaving prior to the end of the game will be skipped in the batting order and no out will be recorded.
19. Bunting is not allowed.
20. On deck batters are not allowed. It is the responsibility of the coaches to keep kids in the dugout until the play is completed for the previous hitter. Practice swings are not allowed until a batter reaches the plate.
21. Players shall get two warnings for slinging the bat. Any subsequent infractions called by the umpire shall be ruled a dead ball, the batter shall be ruled out and all runners will return to their original base. An out shall be recorded in the scorebook.
22. A batter will be out after 5 pitches or 3 strikes, whichever comes first. The batter stays alive on a fouled 3<sup>rd</sup> strike unless the catcher holds onto the ball without the ball striking the ground.
23. If the machine or the coach running the machine is struck by a batted ball, the play is dead. Base runners will advance one base and the batter is awarded first base.

## **BASE RUNNING**

24. A two out courtesy pinch runner is allowed for the next inning's catcher. The pinch runner shall be the player who made the previous out.
25. **RUNNER ADVANCEMENT:**  
Unless they are more than halfway to the next base, base runners may not advance to the next base when an

infielder (1) has possession of the baseball on the pitching mound, or (2) has the baseball under control in the infield, asks for time and is granted time by the Umpire.

26. NO BASE STEALING allowed.
27. Any runner deliberately crashing into or throwing a block on a fielder is automatically out and will be ejected from the game.

## **FIELDING**

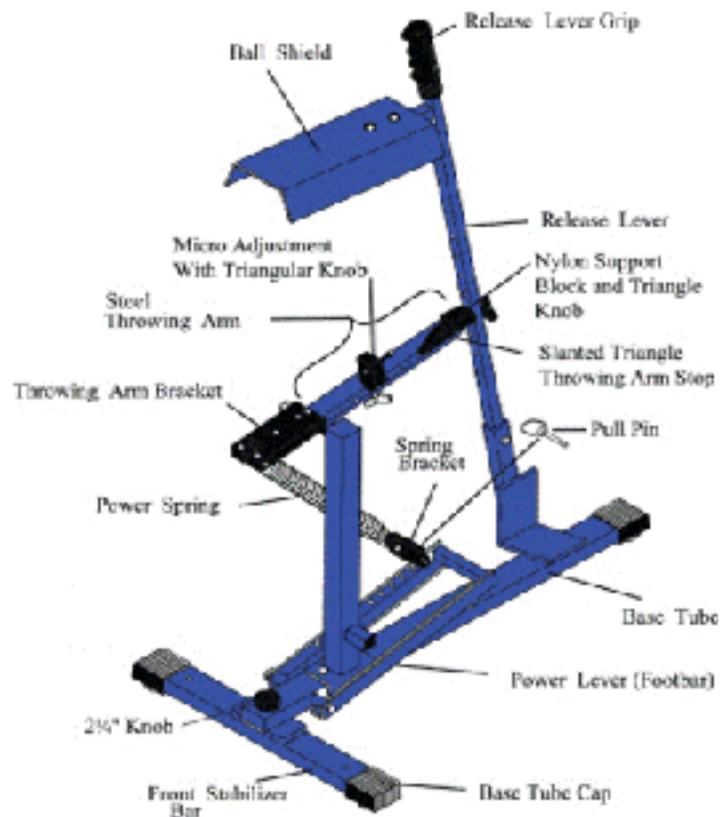
28. MINIMUM NUMBER OF FIELDERS: A team may play with 7 fielders or borrow defensive players from the opposing team each inning. A 5 minute grace period for the specific purpose of the arrival of a final player will be permitted.
29. MAXIMUM NUMBER OF FIELDERS: 9 fielders are permitted (3 outfielders)
30. A catcher is recommended, but not mandatory.
31. Outfielders must start on the outfield grass when the ball is pitched. Outfielders may not make a play on the infield. If this does occur, runners may attempt to advance until the outfielder throws or hands the ball to an infielder who must have ball under control in the infield, ask for time, and be granted time by the Umpire. Runners will be awarded the next base if they have advanced over half way. This will be a judgement call by the Umpire. Play can only be stopped by the Umpire.
32. Infielders must play within their assigned position area of the field and shall not interfere with base runners.
33. Defensive players shall not chase after a runner in order to record an out. Except in a normal rundown, defensive players are expected to throw the ball to make a play on the runner.
34. All players must play 2 innings in the field by the fourth inning and should play a minimum of 4 innings in a 6 inning game. No player may sit out consecutive innings unless it is for disciplinary reasons. No player may sit twice before another player sits. Failure of the head coach to provide all players the minimum playing time shall result in a forfeit.

37. Free substitution of players is allowed throughout the game.

38. No infield fly rule.

## PITCHING

39. The pitching machine will be used the entire season.



40. PITCHING MACHINE SETTINGS:

Spring	7
Release Lever	4
Micro Adjustment	3

41. PITCHING MACHINE DISTANCE FROM HOME PLATE:  
46 feet from the front bar of the machine to the back tip of the plate
42. The defensive pitcher position player must play to the right or left side of the pitching machine within the pitching circles (if provided) or within one foot (1-ft) of pitching machine on either side. The pitcher should only move forward once the ball has been hit. The pitcher should attempt a throw to a base or home plate.
43. The coach should have two game balls at the machine prior to each at-bat.
44. The catcher should attempt to catch the pitched balls, then drop the balls behind to the coach or umpire behind home plate to help speed up the game. Players are allowed to throw the ball back to the pitcher between pitches.