



BOYS 'A' MACHINE PITCH DIVISION – 2021 RULES

THE TEAMS

- All players of league age 6, 7, or 8 years old are eligible to play in A League. Under certain circumstances, subject to approval from the LSCLL Board of Directors, a player of league age 5 years old may play in A League (but MUST have proof of having played at least one (1) year of instructional/T ball.
- Parents may not specify the manager and/or team they wish their child(ren) to play for.
- The Head Coach and two Assistant Coach's children are the only players allowed to be "protected" for purpose of building the teams. A coach with siblings of league age in the same division must be protected and will be placed on same team unless otherwise requested by parents.
- All players who register after the selection of teams shall be placed on a team in the order his/her application is received by the Director of the A League. The responsible League representative shall place these players according to the following priorities:
 - The team or teams with the fewest number of players
 - Continuation of the draft order
- The number of teams in the A League shall be determined by the number of players available to play. If possible, all teams shall have the same number of players per team with a target of 12. Team rosters should be balanced by age.
- The batting order must be provided to the League Director prior to the start of the first game of the season. Once presented these batting orders may not be changed. The batting order must indicate the player's name and jersey number. An updated batting order can be submitted to the Director at the halfway point of the season, as well as for playoff games.
- Teams will have a "rolling" batting order: the leadoff batter in each game shall be the batter following the batter who made the last out in the previous game. All players present at each game must bat around in order through the roster before beginning with the first batter again. Players arriving late are added to the end of the batting order.

GENERAL RULES

PRE/POST-GAME

- The HOME TEAM is designated to set up and the VISITING TEAM to take down the pitching machine. Please work together on field setup/teardown whenever possible.
- The placement of the pitcher's mound and adjustment of the pitching machine shall be made prior to the start of the game by the umpire and representatives of both teams.
 - Power cord should be buried as well as possible under the dirt, to prevent tripping and obstruction
- Encourage players to clean the bench of all garbage and bottles after the game
- After the game, the winning team must notify the A League Director with the final score.
- Umpires have the final say on calls, pitch count, game time, etc.

AT THE PLATE

- There will be 5 balls left at the mound/machine during the game; catcher sets balls to the side until end of at-bat. During each turn at bat, the player will receive five (5) pitches. If, after five (5) pitches, the hitter has not hit the ball into fair territory, the hitter will be called out. If the hitter fouls the 5th pitch, further pitches will be delivered until the ball is not fouled. There are no called balls or strikes – no strikeouts.



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- If a batted ball hits or comes to a stop under the pitching machine, the play is declared “dead” and the batter shall advance to first base. **Any other base runner may advance to the next base.** Any ball hit through the machine that doesn’t touch either the machine or the pitching coach is a live ball.
- On the last pitch to a batter, a foul tip will result in an out if the ball is caught by the catcher.
- Bunting is not allowed.
- There is NO base stealing. Runners must remain in contact with the base until the ball is hit.
- A team’s time at bat shall terminate prior to the third out under the following conditions:
 - Immediately upon scoring of the fifth run for the team that is ahead, or tied at the start of that half inning
 - When a team begins an at-bat behind in the score, the at-bat will end when that team has tied the score and gone ahead by five runs. A Mercy Rule will be in effect of a team up 15 runs after 4 innings or 10 runs after 5 innings.
- In the event of pitching machine failure, it shall be removed and the game continues under regular rules, except that the following will also apply:
 - The manager or coach will pitch to his/her own team from a position within 5 feet of the pitching rubber
 - A defensive player will be positioned near the pitcher’s mound and play the position of pitcher
 - For purposes of clarity: the pitch count will be resumed from the point of the machine failure (not reset)

IN THE FIELD

- The pitcher shall be positioned even with the pitching machine and 3 to 4 feet to either the left or right of the machine until the ball is pitched.
- Ten players, including four (4) outfielders, will play defense during an inning.
 - All defensive players at infield positions, other than the pitcher, shall be positioned at NORMAL infield depth until the pitch has been delivered. Players should stay out of the basepaths and off the bases if there’s not a play at that base.
 - All outfielders must play on the grass portion of the outfield or a similar distance behind the base paths. All outfielders must remain on the grass in the “outfield” area (or at a similar distance, if there is no grass outfield) for that inning and in their appropriate “baseball” positions and not stacked in front of another player or positioned in such a way to support or reinforce one area of the field of play.
- A ball in play is considered dead when a defensive player, in an attempt to return the ball to the infield, throws the ball beyond the edge of the outfield/infield grass. Runners who have not advanced more than half way to the next base must return to the base last occupied. Note: a runner past halfway is advancing at their own risk and is eligible to be tagged out. There is no advancement on overthrows.
- There may be unlimited substitutions. No one player shall play more than four (4) innings combined at 1st, 2nd, Shortstop, 3rd base, and pitcher. At a minimum, all players must play one (1) defensive inning in the outfield. Playoffs only: if a game is tied at the end of regulation, teams may “reset” their defense positions.
- The LSCLL Board of Directors requires that every player sit out one defensive inning per game before any player can sit out a second inning, consecutive or not. No player shall sit out two (2) consecutive innings except in the case of injury or illness.
- During the season, one coach/manager from the defensive team shall be allowed to coach from the outfield while his/her team is in the field.



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QUICK REFERENCE:

- Games are 6 innings, with 1 hour 45 minute time limit (final inning will be finished)
- Home team sits on third base side, visiting team on first base side
 - Basepaths are 60 feet
- Pitching machine is set at 35mph, 40 feet from home plate
 - Machine should only be adjusted as needed and between innings, unless umpire and teams are in agreement than an adjustment is needed immediately (for player safety or unreasonable pitch placement)
- Last inning to start before time limit is the final inning
- Games can end in a tie
- If a game cannot be played/made-up before the end of the season:
 - If one team is unable to accommodate, the game will result in a forfeit by that team
 - If neither team can accommodate and are in agreement, the game will be recorded as a 0-0- tie
- The key to the field storage box should be in a lock box on the backstop above/near the storage box
 - Please return the key to the lock box ASAP; do not leave with it or lock it in the storage box
 - Storage box should contain:
 - Pitching machine
 - Three bases
 - Measuring tape
 - Ice packs
 - Do not throw any garbage in the storage boxes
 - If anything is missing from the storage box, please notify the Director ASAP

PLAYER SAFETY:

- Only the batter can have a bat in hand
- Players on the bench are required to wear batting helmets
- Catchers masks must have throat protection
- Pitchers must wear helmet with face cage
- Protective cups are highly recommended
- **No dogs at any of the fields**

The responsibilities of the A League Director are:

- Ensure league compliance with Little League Baseball, Inc. Official Regulations and Playing Rules
- Ensure league compliance with the LSCLL local rules
- Conduct manager meetings as necessary