

SHALIMAR LITTLE LEAGUE

2022 Minor 8U By-Laws

Revised November 2018

These By-Laws have been approved by the Board of Directors of Shalimar Little League and will be a supplement to the Official Little League Rule Book. By-Law changes require approval by $\frac{3}{4}$ of the Board of Directors.

1. PLACEMENT OF THE MACHINE:

- a. Games will be played with the pitching machine placed 46 feet from the plate.
- b. A four-foot radius **safety circle** (safety circle) will be drawn (2" wide chalked line) around the center of the pitching mound. This is to mark off a safety area around the pitching machine, which fielders may not enter or reach into.
- c. Machine must be set up on long legs ONLY.

2. RULINGS INVOLVING THE MACHINE AND SAFETY CIRCLE:

- a. Batted ball hits the pitching machine, associated equipment (power box, cord, etc.), or the person feeding the machine. RULING: Dead Ball and Batter is awarded 1st base and runners advance, if forced.
- b. Ball popped up, lands in the safety circle, and comes to rest (inside the safety circle) without touching anything. RULING: No pitch.
- c. Ball is popped up between home and safety circle untouched as it hits the ground and rolls into the safety circle and stops. RULING: Dead Ball and Batter is awarded 1st base and runners advance, if forced.
- d. Ball is popped up and lands in the safety circle, does not touch anything, and rolls out of the circle. RULING: Ball is live.
- e. Ball (batted or thrown) rolls or passes directly through the safety circle without touching anything. RULING: Ball is live.

3. THE "PLAYER PITCHER": ALL PLAYER PITCHERS MUST WEAR A HELMET WITH FACEMASK DURING GAMES AND PRACTICE!

- a. The Player Pitcher on the team in the field does not pitch; the player pitcher is a fielder only. Player pitcher must begin each pitch at a distance from the plate even with the pitching machine; the foot closest to the "safety circle" must be touching, but not on top of or inside the circle. Player pitcher may not leave this position, even on an attempted bunt, until the ball exits the pitching machine.
- b. The defense must stop the runners from advancing, the player pitcher having the ball does not in itself stop base runners from advancing. Once the runners are stopped and the player pitcher returns to the immediate area of the safety circle, the ball may be **HANDED** to the adult pitcher. Once runners stop and pitcher is in the immediate area of the safety circle, runners may not leave their bags (whether the player pitcher or adult pitcher has the ball). If a runner leaves the bag after the player pitcher is in the immediate area of the safety

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circle with the ball (player pitcher or adult pitcher has the ball), the runner will be stopped and sent back to their bag by the umpire

NOTE: *Only the Player Pitcher may give the ball to the adult pitcher and only after the runners have stopped forward progress and the player pitcher is within the immediate area of the safety circle. ("Immediate area of the safety circle" will be in the judgement of the umpire, but player should be close enough to hand the ball to the adult pitcher)*

4. **SAFETY:** For safety reason, no fielder shall be closer than 30' from home plate until the ball is hit or crosses the plate. A solid or dashed (2" wide painted) 30' arc may be used for reference. If no arc is used, it will be in the judgement of the umpire. NO PITCH will be called every time a fielder enters the 30' arc before the ball is hit or crosses the plate. The first "unintentional" violation by a fielder will be ruled a no pitch to the batter. At the umpire's discretion bases may be awarded to the batter/runner(s) for intentional or repeated violations of a fielder.
5. **FIELDER-SAFETY CIRCLE:** If any player crosses the safety circle during play or deflects or throws a live ball into the circle (when the ball hits something making it a dead ball), the umpire will halt play and award the runner(s) the next base to which the base runner was headed. Entering the safety circle includes stepping into, falling into, and/or placing any part of the player (to include the glove) inside the safety circle. Additional bases may be awarded, per the umpire's judgment, for extra-base hits or intentional safety circle violations. Repeated violations of safety circle can result in a change of pitcher per the umpire's discretion.
6. **ADJUSTMENT OF MACHINE:**
 - a. Machine will be set at 38 MPH.
 - b. Machine may be adjusted at the beginning of each half inning, before the 1st batter.
 - c. Machine may only be adjusted after the play in the half inning begins, at the umpire's discretion. Anyone adjusting the machine during play, to include changing speed, will be REMOVED from that position, or EJECTED from the game by the umpire.
 - d. The ball must be pitched from the top of the machine, (through the ball feeder), no exceptions.
7. **ADULT PLACEMENT:**
 - a. One Adult coach MUST remain in the dugout at all times.
 - b. Four Coaches per team will be positioned as explained below.
 - c. When team is batting there will be two adult base coaches. Base coaches must stay in the coaches' boxes at all times during play. An adult (usually the 3rd coach/manager) will pitch to their team's batters by feeding the pitching machine at the direction of the umpire from within the safety circle. The adult pitcher may be any approved SLL volunteer, at the discretion of the offensive team's coaching staff.

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- d. The adult pitcher must remain in the safety circle at all times and make every effort to avoid interfering with any live play.
 - e. The adult pitcher will not coach in any manner during his/her team's at bat.
 - f. If in the judgement of the umpire, any action of the adult pitcher interferes with a play in progress, the umpire will declare a dead ball and take such action, as the umpire deems appropriate to mitigate the interference.
 - g. The adult pitcher will place the ball into the machine immediately after presenting it to the batter.
 - h. When the team is on defense, coaches may be on the field behind the infield to instruct their team's players. They may not physically make contact with any player to help them make a play. They will not make any attempt to distract the batter or base runners. If the umpire sees such actions, he/she will call dead-ball. That coach must leave the field and remain in the dugout (to include not being a base coach or pitcher) for the remainder of that game. The umpire will decide if any further rulings are required to mitigate the interference.
8. **TEAMS:** Each team will play with 10 players on the field. If a team cannot field 10 players, they may play with 9 players. The team can have 4 outfielders all playing at outfield depth. **No Short Fielder or extra infielders will be allowed.**
9. **BATTING:** Games will be played with a continuous batting order, (all available players that are present at the start of the game must be in the lineup).
- a. Each batter will receive four pitches or three strikes to try and get a hit. There will be no called balls or walks. If it is obvious to the umpire that the ball cannot be hit, (if the batter doesn't offer at that pitch) the umpire will call Dead Ball, declare "No Pitch" and it will not count against the batter.
 - b. There will be no called strikes. Missed swings and foul balls count as a strike. Foul balls on the third strike or fourth pitch do not count against the batter. If a third strike or fourth pitch is **bunted** foul, the batter is out
 - c. If the batter fails to reach base safely on 4 pitches, and out is recorded and the batter is retired to the dugout.
10. **INFIELD FLY RULE:** Will not apply.
11. **CATCHERS:** Must crouch in the designated area when balls are being pitched.
12. **BUNTING:** Is allowed.
13. **HALTING PLAY:** Will be in accordance with Little League Rules, SLL bylaw and safety policies.

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14. **MANDATORY PLAY:** Every player that arrives before the game starts is required as a minimum to get to play for six defensive out and get at least one at bat, during the innings they are playing defense. The other team scoring five runs during the half inning counts as three defensive outs, as long as the player was in the field for the entire half inning, if not they only get credit for the outs recorded during the time the player was in the field. Only a player in the starting lineup may re-enter the game. With a continuous batting order this refers to starting player on defense, may re-enter on defense but only after the substitute has played their minimum requirement, even if they are going in for someone else. No substitute can be removed before he/she gets his/her mandatory play.

15. **TIME LIMIT:** (If we have a new field), No inning starts after 1 Hour and 50 Mins. (if no new field) No inning starts after 1 Hour and 35 mins, game is halted at 1 Hour and 45 mins.

16. **STEALING:** Stealing is not allowed, but runners may advance on a live ball in accordance with Little Leagues Rules

a. See rule 17 a, b & c.

17. **FIRST HALF OF SEASON ONLY:**

a. Runners are limited to 1 base on an overthrown ball into foul territory, unless defensive player attempts to make a subsequent play on the runner(s)

b. Runners may only advance 1 base per un-hit pitch.

c. Advancing from 3rd base on an un-hit pitch is prohibited.

NOTE 1: A FOUL TIP (See DEFINITION OF TERMS in Official Little League Rules) is a live ball and not an un-hit pitch, (so #17 b & c do not apply).

NOTE 2: The schedule will identify the change from 1st to 2nd half and when this rule is in effect.