

### DBLL Machine Pitch A and AA Baseball Rules

1. Games will be played according to official Little League baseball rules, unless otherwise noted.
2. Games will be a minimum of 4 innings with a complete game being 6 innings. Each inning will have a 5 run limit, with a 10 run mercy rule after 4 innings. The time limit is 80 minutes for all games. The game is over if the home team is up by 10 or more runs in the bottom of the 4<sup>th</sup> inning. In order to keep our games on time, the game will end immediately after 80 minutes has expired. The inning will not be completed.
3. Each half inning will end when 5 runs are scored or the 3<sup>rd</sup> out is made, whichever comes first.
4. 10 players are recommended in the field on defense. No more than 6 players including the catcher can occupy the infield. Outfielders must be 15' behind the base line or in the outfield grass until the ball is in play.
5. Balls will be delivered to the pitching machine by a coach from the batting team. The pitching machine will be set to deliver pitches at approximately 35-40 mph from approximately 40 feet from home plate. The machine should not be adjusted by the coaches. If the umpire determines the machine needs adjustment, it should be done between innings.
6. Players should not play the same position on defense for more than 2 consecutive innings. All players must play the field for at least 2 innings.
7. Players will take 3 swings or receive 5 good pitches before being called out. There are no walks. If a foul ball is hit on the 5<sup>th</sup> pitch, the player may receive a 6<sup>th</sup> pitch, unless the foul was a caught fly ball or caught by the catcher.
8. If a batted or thrown ball hits the machine, umpire or coach it is a dead ball. Everyone is awarded the next base.
9. Teams will bat their full line-up. Players that show up late will be placed at the end of the line-up. All players on the roster will bat before returning to the top of the batting order.
10. If a player throws a bat at any time, the umpire will issue a warning to the whole team. After the warning, any member of the team will be called out for throwing a bat.
11. The infield fly rule will not be used in this league.
12. Once the ball is in the control of an infielder, including pitcher and catcher, the umpire will call time, and no runners will advance. If a runner is more than half way to the next base they may proceed on to that base. If not, they must return to the last "touched" base. This will be up to the umpire's discretion.
13. There will be no protests. All umpires calls are final
14. Players may only take one extra base on overthrows.

15. Teams may start a game with 8 players.
16. Teams may use free substitutions in the field, but the batting order will remain the same.
17. Offensive coaches may have a 1<sup>st</sup> base coach, a 3<sup>rd</sup> base coach, and either team may place a coach behind home plate to throw balls back to the umpire to help speed up the game.
18. The defensive coaches will not be allowed on the field of play and are asked to coach from the dugout.
19. The batter and base runners must always wear a helmet. The pitcher must always wear a face mask. DBLL will provide a helmet with mask to all teams to use. There will be no on-deck batter.
20. The catcher must wear complete catching equipment. The player must be in a squat position when the ball is pitched. It's expected that in Machine Pitch AA that the catcher make an attempt to catch the pitches.
21. Bunting is not allowed.
22. Stealing is not allowed. Lead offs are not allowed.
23. There shall be a 10 foot diameter pitching circle. The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.
24. The home team will keep score. This is for game attendance only. Standings will not be kept.
25. It is each team's responsibility to clean up their dugout and bleachers after every game. No food or glass containers are allowed in the dugout during game time. Plastic drink bottles are allowed.
26. The Little League Bat Standard changed in 2018. Bats must be marked with USA Baseball to be used in a game. The bats approved using the USABat Standard will be made in 2 1/4-, 2 1/2-, and 2 5/8- inch dimensions. There is no "drop" limitation.
27. In case of a lightning strike, a 20 minute game delay will commence. If no other lightning is seen or registered on the lightning meter within the 20 minute delay, the game will continue. If another strike is seen or registered, the 20 minute window commences again. Games may be postponed in the case of multiple delays. Players will be asked to leave the field and playing area and to report to their parents and not stay inside the dugout area to wait out the delay(s).