

West Suburban Little League Interleague Rules (Revised March '21)

Machine Pitch (7-8 YEAR OLD) DIVISION PLAYING REGULATIONS

All playing regulations not covered in the following shall be imposed from the official Little League playing rules

1 Each team may not carry more than 15 players.

2 Each team must have a minimum of 8 players to start a game. If a team cannot field 8 players, that team will forfeit the game.

a. All 8 players on a team must be able to safely play the field and bat.

b. In the event that neither team can field a minimum of 8 players, the team managers will automatically reschedule the game for a future time.

c. Any team with only 8 players will be required to record an out each time their 9th player would have batted (No penalty for vacant 10th spot in the batting order).

If a team with 8 players has a player that is injured or must leave **during the game**, the team may finish the game with 7 players

d. The team with 7 players must record an out for the spot that the injured/departed player was to bat.

e. If a second player is injured or leaves (placing a team in a situation where they only have 6 kids available to play), the game is to be called immediately. No additional baseball is to be played if a team only has 6 players available to play.

i. If the game is in the 5th or 6th inning, whatever team is leading at that point will be awarded the victory. If the game is in the 1st through 4th inning, the game will be rescheduled to be finished from that point of the game at a later date.

ii. If this scenario occurs during a playoff game, the game will be rescheduled to be finished at a later date no matter what inning the game is in.

iii. This also applies to teams that have more than 8 players starting a game. If injuries (or players leaving early) during a game take any team to the point where they only have 6 players available to play, the game is to be called at that point and the same process as above will be used to determine rescheduling/awarding a victory.

3 Games shall be six innings. **In the event of a tie after six innings, one extra inning shall be played. If the game is tied after seven innings, it is called at a tie.** In case of a rainout or suspended game, the game shall be played at the scheduled site in the next available spot for both teams. A game may be considered regulation after four innings (refer to Little League playing rules).

4 The infield fly rule does NOT apply.

5 All players on a team shall be in the batting lineup. Only 10 players play on defense, and the 10th player must be an outfielder. Exception: if both teams agree, extra players may be placed in the outfield beyond the 10 player limit. Players arriving late will be placed at the end of the batting lineup.

6 **Batting helmets will not be required to contain face masks.** Each batter will receive 5 pitches. **Call-up players will receive 7 pitches.** The batter may swing at any or all of the pitches (3 strikes is not an out). If the batter swings and misses the last pitch or does not swing, the batter is out. If the batter fouls the last pitch, he/she will receive additional pitches until he/she hits the ball fair, swings and misses, or does not swing. No bunting is allowed; the batter must take a full swing.

7 Call-ups

a. Any team that cannot field 8, 9 or 10 players at the start of a game (or that has injuries/player departures during a game that take a team to only 6 players able to play) has the option to call-up a player(s) from the Division directly below

i. Minor Division (7-8 year old) teams may **ONLY** call up players from the T-Ball/Farm Division (5-6 year old).

b. Any team that that is calling up a player(s) must reach out to their local league for call-ups first.

c. In the event that no players are available from the local league, the team that has the player shortage may reach out to another LLoJ local league to see if any call-ups are available to play.

i. The Local League President from where the call-up originates must approve the call-up that is being used prior to the player taking the field

d. Players that are NOT on an active LLoJ season roster may NOT be used at any time as a call-up.

e. Any call-up used in a game must play in the outfield and must bat last in the order.

g. A team may call-up a player **during a game** if injuries or player departures take the team to the point to where they cannot field at least 7 players. It is important to note – a game cannot start without each team having 8 players able to safely play the field and bat.

i. A team that requires to call-up a player after the game has started has 15 minutes to find and have a call-up ready to play. If after 15 minutes a call-up is not at the field ready to play and the team only has 6 players available to play, the game is to be called at that point and the same process as above will be used to determine rescheduling/awarding a victory.

h. Once a team has 8, 9 or 10 players available to play, no additional players are to be called up.

i. If for some reason a call-up is used and a player or players from the original team roster unexpectedly shows up to give a team more than 10 players before 10 minutes prior to the game, both the callup and regular roster player shall play.

j. Any team utilizing a call-up must notify the other team Manager of the situation prior to the game.

k. A call-up cannot be used in a game to replace a player that is ejected from a game for any unsportsmanlike reasons.

8 Two coaches may take the field (standing in the outfield) when on defense to assist fielders in positioning and direction of where to make the play. **One coach for the team at bat will feed the**

balls to the machine. This coach cannot make umpire calls, and an umpire is still responsible for calling pitches high/low (see rule 17).

9 Runners are not permitted to lead off or steal bases.

10 In the case of an injury occurring to a runner on the base paths, a team may insert the player who made the last out. If the injured player is not immediately ready to assume his defensive position at the start of the next half inning, a legal substitution shall immediately be made. **If the player playing the catcher position in the next half inning is on base when two outs are incurred, the batting team MUST substitute a runner for the catcher, using the player who made the last out.**

11 The pitching machine and cord are part of the field. If a batted ball touches the pitching machine, the part of the cord not in contact with the ground, or the umpire before any fielder touches it, **the batter will be awarded first base.** Any other ball, thrown or batted, that touches the machine or umpire is a live ball.

12 All players present on the roster at the start of the game must play six consecutive defensive outs and complete one turn at bat. Any player not fulfilling this requirement due to a shortened game must start the team's next game.

13 A mercy rule shall be in effect. If a team is ahead by fifteen or more runs after 4 innings, or 10 or more runs after 5 innings, the game shall end and be considered a regulation game.

14 During the first five innings of a game, a team may bat until three outs are made or score a max of 5 runs, whichever comes first. If a team only has 8 or 9 players, they will be limited to that number of batters per inning. During the sixth inning, runs are unlimited until three outs are made.

15 Special field lining requirements:

a) There shall be an arc across the field 6 feet from the back of home plate. A batted ball must pass the arc or else it is a foul ball.

b) There will be hash lines half way between each base in the base paths (except from home to first).

c) There will be a circle 10 feet in diameter around the pitcher's mound. There will be hash lines on each side of the circle, even with the pitching rubber.

16 There will be no batter's box. Players may adjust their position relative to where the ball is arriving from the machine. An umpire may call "no pitch" if a ball is unhittable (see rule 8). **If the machine needs adjusted, it should be done at the top of an inning if at all possible, so that both teams have equal opportunity. It may be adjusted otherwise at the discretion of both managers.**

17 The pitching machine shall be set up directly on top of the pitching rubber (approximately 46' from the back tip of home plate) and the speed shall be set at 40 MPH.

18 The player in the pitcher's position on defense must be outside the circle on either hash line, with one foot touching the circle, when the pitch crosses home plate. **The player at the pitcher position must be wearing a face mask, or play may not continue.**

19 The ball remains in play until it is touched by **any** player with at least one foot on or in the circle. If any runners are attempting to advance they will get the next base if they have passed the halfway line between those two bases; if not past the line, the runner must return to the previous base.

20 On an overthrow, runners may only advance one base (at their own risk), regardless of how many overthrows occur while the ball is still in play. Runners may advance one base when a ball is thrown out of play (i.e. runner advancing from 2nd to 3rd . . . throw to 3rd baseman goes over his head and out of play . . . runner awarded home.

21 At the start of each game, the home team must supply 3 new baseballs, and 2 used baseballs that are in good shape.

22 In the event of wet weather, which causes the balls to begin to come out of the machine poorly, the game can be played with coach pitch, assuming the field conditions are suitable for the game to continue. Batters will receive a max of 7 pitches per at bat.

23 Umpires and league officials shall be in authority to take action on any and all conduct and/or unsportsmanlike behavior of any player, coach, or observer during all regular season games and playoffs. If a player, coach, or observer is ejected from the game or grounds for the second time, said person shall not be permitted to be present for said teams next scheduled game. If a third ejection occurs, said person shall not be permitted at league games for the remainder of the season (including playoffs).

24 No profane language, alcoholic beverages, or tobacco products shall be permitted on the premises. Penalty is removal from game and/or grounds.

25 Each manager shall be responsible for their players' conduct and the conduct of their spectators. Penalty is possible forfeiture of game.

26 Once the game begins, the umpires of that game are in total and complete control.