



MONARCH LITTLE LEAGUE

P.O. Box 270150
Louisville, Colorado 80027

LOCAL LEAGUE RULES 2023 SEASON

Minors A Division (Machine Pitch)

Download the **FREE Rulebook app** on the [Apple App Store](#) or [Google Play Store](#).

All Little League International Rules for Minors A Division apply, unless specifically noted below.

GOLDEN RULES

1. Little league is about the kids! It is not for the managers, coaches, or parents.
2. Have Fun.
3. Focus on teaching good fundamentals of baseball. If your players develop good fundamentals, they will be successful.
4. Read and understand the Little League Rule Book, particularly Rule Sections 1.00 through 9.00. If you are familiar with these rules, disagreements will be minimized.
5. Treat your players, managers, coaches, umpires, and parents with respect.
6. The MLL Board of Directors will resolve all disputes based on recommendation from the Machine Pitch Division Coordinator.

PRE-GAME MEETING

1. Prior to the start of the game, the coaches from both teams shall meet at home plate to agree on the ground rules for the game and to negotiate any unusual circumstances.

GAME TIME LIMIT

1. Games will be limited to 1 hour and 50 minutes.
2. No inning will begin after the time limit has expired. If an inning begins prior to the time limit expiring, the inning may be completed.

HOME TEAM

1. Dugouts are first come, first serve.
2. The home team sets up the pitching machine before the first game of the day or takes down the pitching machine after the last game of the day.
3. The home team provides the bucket of game balls.
4. The batting team's base coaches will act as umpires.

5. The batting team will provide someone to feed the machine. All calls by these coaches/assistants are final.
6. Music between innings and walk-up songs are only permitted to be played by the designated home team. As MLB does. All music must stop before a pitch is delivered. And music must only be played at a nominal volume. Music is not required to be played by the home team.

SCOREKEEPING

1. We do not officially keep score. Keep track of outs in an inning as the unofficial score for the game. It is a good idea to make the kids aware of the "out" score, this help encourage base running and fielding.

FIELDERS

1. Every child must play every position an equal number of innings throughout the season.
2. It is recommended that players switch between infield and outfield positions every inning (or as much as possible).
3. When playing defense, a traditional infield defense is recommended (pitcher, first baseman, second baseman, third baseman, shortstop), except no catcher. A catcher is not permitted at this division of play. If any non-traditional infield is being proposed (ex. two pitcher positions), both coaches shall agree on the changes during the pre-game meeting and play with the same infield layout.
 - a. All other players should be evenly distributed in the outfield.
4. All outfielders should play on the edge of the outfield grass. Coaches should reinforce that outfielders play the important role of backing up their teammates in the infield.
5. During the game, players should make a throw to first base (or other base, as appropriate) on every play.
6. Players should not be encouraged to "eat" the baseball if it isn't fielded cleanly. Every effort should be made to reinforce what the "right" play is, even if the play does not result in an out.

BATTING

1. The batting team coach who is feeding the machine is permitted to bring a bucket of balls to the mound. New or used balls in quality condition shall be used to ensure quality pitches from the machine to the batter.
2. A maximum of 6/7 pitches during an at bat (at discretion of coaches) – batter is given all 6/7 pitches to put the ball in play. If the 6th pitch is fouled off, the batter receives a 7th pitch. At that point the batter is given the option to use a tee to put the ball in play. Batter is not out if misses the ball and hits the tee. Batter continues until the ball is put in play.
3. No Bunting. Have your kids swing away.
4. If a batted ball hits the pitching machine, it is an automatic hit. No runners can advance except if forced to advance.
5. An out is an out. The runner is not awarded the base on an out. Make sure the runner understands why he/she is out, and escort the runner back to the dugout. Fielding team score one point for an out.
6. If the pitching machine is not on target, stop the at bat and adjust the machine and/or abrade the wheel to remove buildup. It is not necessary to wait for the end of the inning before adjusting the machine.
7. The pitching machine should be set to **~35 mph**.

BATTING ORDER

1. A continuous batting order system will be followed.
2. If a team bats their entire roster before 3 outs are recorded, the half inning is over.
3. Coaches may decide whether to end an inning after 3 outs are recorded or to continue through the batting order. This should be decided upon at the pre-game meeting.
4. For safety reasons, no players may be on deck, and no players should be swinging a bat either inside or outside of the dugout unless he/she is at bat or on his/her way to the plate.
5. All players should be watching the ball as it is pitched.

ADVANCING RUNNERS

1. If a runner is less than 1/2 way between two bases when the ball crosses the grass to dirt threshold, they must return to the previous base.
2. Runners cannot advance on any overthrow.
3. Stealing and lead-offs are not allowed. Base runners must remain on the base until the ball is hit.

SLIDE RULE

1. Runners must try to avoid the tag. If there is a collision and the runner did not slide, the runner is out. If there is no collision and the runner tags the base safely, the runner is safe. Runners advancing to a base cannot slide headfirst (the runner will be ruled out).
2. If you don't slide and you collide, you're out. So, play it safe and slide.

PLAYERS EQUIPMENT

1. Players cannot wear metal spikes.
2. All offensive players must wear protective helmets while on the playing field at all times.

SAFETY

1. No batter "on deck" batter is permitted on the field until it is that player's turn to bat.
2. No siblings (whether older or younger) are permitted in the dugout or on the field during game play.

WEATHER & RAINOUTS

1. Field Closures:
 - a. Field Closures are determined by an agreement between the MLL Board of Directors, the City of Louisville Parks & Recreation Dept, and the Town of Superior Parks & Recreation Dept.
 - b. MLL will notify folks that the fields are closed at their earliest possible opportunity.
 - c. MLL closes fields on the website, which automatically generates a "Schedule Change" email to all teams scheduled to use those fields.
 - d. If a field is closed, no play or practice can take place on those fields.
2. Game Day:
 - a. Typically, the City or Town will not close a field after they have prepared it for play.
 - b. This will come into play when a team is out to a game or practice and a storm comes through.
 - c. It is up to the team coaches whether or not to play the game.

3. Lightning:

- a. MLL observes a 30/30 rule about lightning and any other storm that could cause a delay.
- b. The 30/30 Rule is as follows:
 - i. If lightning is seen and thunder is heard within 30 seconds of the lightning, the fields will be cleared, and the game will be delayed.
 - ii. If the storm clears within 30 minutes of the start of the delay, play will resume so long as the field conditions are safe.
 - iii. If it is still storming after a 30-minute delay, the game will be called off.
- c. When a lightning delay is called, all players must clear the field and take shelter in a nearby storm shelter or a car. Players may NOT stay in the dugouts.

*** Local rules are subject to revision by Monarch Little League Board of Directors ***

Revised on 1/31/2023