

North Tonawanda National Little League

Machine Pitch Softball Rules

General Rules:

1. Games will consist of six (6) innings. The time limit for all weekday games will be no new inning after 1 hour 45 minutes. Any weekend game will be a hard stop of 1 hour 45 minutes, meaning if time is reached, the umpire will announce last batter, the teams will finish that at-bat and the game will end regardless of where the teams are in the inning.
2. All players must wear team uniforms with either sneakers or rubber baseball cleats only, metal cleats are not allowed in this age group.
3. Any game cancelled due to weather may or not be made up later on in the season as it will depend on field availability. If you are short players you MUST contact the division representative in order to get call-ups. Called up players will be from teams within your division not playing at that time. If there are no call-up players available, we ask that the 2 teams share players for defense only.
4. Any unsportsmanlike conduct by a player, manager, coach or spectator will result in an immediate ejection of said offender. Any player who is ejected will have to sit the next ATTENDED game on the bench in uniform. Any continued unsportsmanlike conduct by the same player, manager, coach or spectator could result in future suspensions based on the decision by the Board of Directors. Unsportsmanlike conduct includes but is not limited to intimidation of umpires, foul language, throwing or kicking of any equipment or any other unnecessary behavior.
5. Only team members are allowed in the dugouts. All players must stay in the dugout / dugout area.

Defense:

- A player may be entered and/or reentered defensively in the game anytime. There will be 6 players allowed in the infield (Pitcher, Catcher, 1st base, 2nd base, SS, 3rd base) and the remaining players in the outfield at least thirty (30) feet back onto the grass. There is an arc painted in the outfield grass to signify the 30 foot mark
 - Pitchers must wear a batting helmet at all times on the field.
 - While not mandatory, it is highly encouraged all fielders wear a fielding mask at all times while on defense outside of the pitcher and catcher.
 - Defensive players can only play a position a maximum of 2 inning per game, with the exception of catcher who can play unlimited.

- Encourage the players to make the throws to the bases even if the runner is already safe.
- Coaches may be on the field to run the pitching machine and to organize and instruct the players.
- Only a coach may run the pitching machine.
- Outfielders must stay behind the arc which is 30 feet from the infield.

Offense:

•Continuous batting order: Each team will use a continuous batting order that will include all players present for the game batting in order. Everyone bats. If you have a player who shows up late to the game, insert them at the bottom of the batting order. If a player has to leave early, skip their spot in the order and it will not count against your team as an out.

• Each team's turn at bat will end when three (3) outs are made or 5 runs are scored (whichever comes first). A team may bat as many batters as possible in the SIXTH INNING ONLY until three (3) outs have been achieved. There is a 5 run limit per inning except in the 6th inning. You may score unlimited runs in the 6th

•No bunting, stealing, or leading off.

•When the ball is hit in the infield, runner can earn one base only. Runners can be thrown or tagged out at any base. There is no advancing on overthrows.

• If the ball is hit to the outfield, runners may advance no more than 2 bases from the time of the hit, but it is at their own risk. Runners can be thrown out at a base or tagged out on the base paths. When the ball is thrown or run into the infield, the play stops and the runner gets the base they were in motion towards. **Example:** if the runner is between 2nd and 3rd when the ball is returned to the infield, and she isn't thrown or tagged out, she can arrive at 3rd safely. She cannot advance to home if the ball is thrown away on the attempt to get her out.

•If a ball hit in the air and is caught, it is an out.

•Each batter gets 3 strikes or 5 good pitches. If a pitch is deemed a "bad pitch" by the umpire, the umpire will advise same and the pitch will not count towards the 5 good pitches so long as the batter does not swing. If the batter swings and misses on a bad pitch, it will be considered a strike. Once the batter has had 4 good pitches, the umpire will advise "last good pitch" and the batter must swing if the pitch is good or is out as it's the 5th good pitch.

Any batted ball that hits the machine, bucket or coach feeding the machine is considered a dead ball. Any runner who is "forced" is allowed 1 base. Any unforced runner who does not leave their base at the time of the hit will stay at their current base

•Foul balls count as strikes, but not strike 3. Batter cannot be retired on a foul ball that is not caught.

MANAGERS:

1. Must show up for all scheduled games or make arrangements for a responsible adult volunteer to run the team.
2. Must have a rulebook and a copy of these local rules at all games. Please refer to these rules if necessary.
3. MUST request time out and be recognized by an umpire before leaving the dugout. The only individual allowed to discuss a rule with the umpire is the team's manager. Judgment calls are not up for discussion with the umpire. Only questions on a rule may be discussed with the umpire. The discussion will not include any foul language nor abuse towards the umpire.
4. Managers are responsible for the clean up of their respective dugouts and surrounding area after the game.
5. Managers must report all injuries that occur during a practice or a game to the Division Vice President and make a written report to the safety officer. Please read, understand, and follow the guidelines in the attached NTNLL Concussion Protocol.
6. If there is a violation of any rule by the manager or coach, he/she will be subject to go before the Board of Directors.
7. Managers, please remember this is just a game. Please act in a responsible manner. We are trying to install a sense of responsibility and sportsmanship in our youth. Since you are their leader, please play a prominent role.
8. All Managers and coaches MUST have filled out a volunteer form.

*** THESE RULES ARE TO BE FOLLOWED BY ALL TEAMS. NO MANAGER SHALL HAVE THE RIGHT TO ALTER OR MODIFY ANY OF THESE RULES. THE UMPIRES WILL BE ASKED TO STOP THE GAME IF ANY RULE IS BEING VIOLATED.