



# 2016

## Tomball Little League

### 7-8 Machine Pitch Rules

REVISED 2.1.16

These supplemental rules are to be used in conjunction with the Green 2016 Little League Rulebook. League Reps/Executive Board/UIC have final discretion of any disputed rules.

#### 1. PLACEMENT OF THE MACHINE:

- a. Games will be played with a pitching machine placed at 46 feet from the plate.
- b. The safety circle area is designated as the area of dirt around which the machine sits. There will be two lines marked, one on each side of the machine, where the pitcher must stand while the ball is placed in the machine. Other fielders may not enter this safety circle at any time in the game.

#### 2. RULINGS INVOLVING THE MACHINE

- a. Batted ball hits the pitching machine, electrical cord, or the coach/umpire feeding the machine. RULING: Ball Is Dead. Batter is awarded 1st base. **Runners advance one base.**
- b. Batted ball, lands within the pitching mound, and comes to rest without touching anything. RULING: Play is live and the pitcher must retrieve the ball.
- c. All other balls put into play near or around pitching machine are treated as live balls.

3. The “player pitcher” on the team in the field does not pitch; he is a fielder only. He must begin each pitch at a distance from the plate even with the pitching machine behind one of the chalk lines (rubber) to the right or left of the machine. For safety reasons, he cannot leave this position, even on an attempted bunt, until the ball exits the pitching machine and crosses home plate. He must wear a batting helmet at all times on the field. A helmet with a facemask is "Optional".

#### 4. ADJUSTMENT OF MACHINE:

- a. The pitching machine will be set at **43 MPH** for 7yo and **45 MPH** for 8yo.
- b. The machine will be adjusted for accuracy at the beginning of the game by both managers or the umpire.

- c. The machine may be adjusted for accuracy at the beginning of each offensive ½ inning by the coaches of the batting team. Any subsequent adjustment is at the umpires' discretion or after two consecutive balls.

5. **ADULT PLACEMENT:**

- a. **When a team is batting, two adult base coaches are permitted. One adult volunteer will be in the dugout at all times to maintain order. The base coaches must stay in the coaches' boxes at all times during play. DEFENSIVE COACHES NEED TO BE IN THE DUGOUT or WITHIN THE OPENING**
- b. An adult will pitch to the offensive team's batters by feeding balls into the pitching machine from within the safety circle. This adult shall be one of the following:
  1. A parent from the offensive team who is an approved volunteer.
  2. A coach/manager from the offensive team.
- c. The adult feeding the machine must remain on the pitcher's mound at all times during play.
- d. The adult feeding the machine will not coach in any manner during this half of the inning.
- e. The adult feeding the machine shall feed the machine with the laces of the baseball running parallel with the wheel in order to pitch a straight ball. The adult shall not turn the ball with laces running perpendicular to the wheel as this will result in a ball that drops much like a curve ball. Upon first offense, the umpire will warn the adult feeding the machine and notify both managers to the warning. The second offense shall cause the batter to be declared out.
- f. If, in the umpire's judgment, any action by the adult pitcher interferes with a play in progress, the umpire will declare a "dead ball" and will take such action, as the umpire deems appropriate to the situation.
- g. Adult feeding machine will place ball into the machine immediately after presenting it to the batter.
- h. **TWO defensive coaches are allowed on the field for the first 3 games only, they must be in the OUTFIELD.**

6. **7yo teams have 10 players on the field. 8yo teams have 9 players on the field. If a team cannot field all players, they may play with as few as 8 players.**

- a. If your team is going to be short (LESS THAN NINE), you must contact the Division Player Agent at least three (3) hours before game time to obtain a player(s) who will pick from the player pool list from within the same division to get to the required minimum or up to the ninth player **Regulation V(c)**.
- b. At no time is a team allowed to pick up more than TWO players to reach their minimum number of players required to play a regulation game.
- c. They must play the outfield the entire game and they must bat at the end of the lineup.
- d. They must play at least six consecutive defensive outs and bat at least once.
- e. This pick up player rule will be suspended for the end of season tournament. Teams that can't field the minimum number of players during the end of season tournament will forfeit the game.
- f. Players are allowed to arrive late and be added to the end of the lineup.
- g. Players are allowed to switch positions in the middle of the inning.

7. Each player must play a minimum of 2 complete innings.

8. The defensive team (**7yo only**) will have four outfielders all playing in the grass. **A short fielder may be used but must play and remain in the outfield grass area.** NOTE:8yo plays with 3 outfielders only

9. **BATTING ORDER:** A continuous/perpetual batting will be used with all players batting. This lineup should be submitted to Rep prior to opening day & can be changed ONCE during the season prior to the 5<sup>th</sup> game. After the start of the 5<sup>th</sup> game, the lineup is set.

10. The batting team will be retired when they have accumulated three outs or five runs, whichever comes first. **The five run rule will be eliminated in the sixth inning (Ties are allowed).**
11. Each batter will receive **4 pitches**.
  - a. Foul balls on the third strike do not count against the batter, just as in Little League baseball. Also like regular Little League baseball, if a third strike is bunted foul, the batter is out.
  - b. STRIKES will not be called.
12. **STOPPAGE OF PLAY:** Play is over when the pitcher has control of the ball and has stopped the advancement of the lead runner. The umpire will call time at that point.
13. **STEALING:** Stealing is allowed for Machine Pitch but the base runner cannot leave base until the ball has crossed home plate. **Runners may NOT advance to the next base if there is an overthrow of the attempted steal.** Runners may steal home however ONLY on a passed ball. They cannot steal home on a throwback to the pitcher. They cannot steal home on a 'double steal'.
14. **INFIELD FLY RULE:** Will not apply.
15. **BUNTING:** IS ALLOWED during the entire season. No player is allowed to "fake bunt". If the batter squares around to bunt and then swings away he is automatically out & MRG is ejected.
16. **TIME LIMITS:** 6 innings maximum – TIES are allowed. **No NEW inning will start after 1 hour and 40 minutes** – NEW innings begin as soon as the third out (or 5<sup>th</sup> run is scored) from the previous inning. Under no circumstances will an inning start after 10:00 PM. **Games DO NOT have 'drop dead' limit,** we will finish the inning if the outcome is yet to be determined. (Ex. HOME team ahead & batting)
17. **TEN RUN RULE:** Will be in effect, rule 4.10(e) – after 4 complete innings or 3.5 if Home team leads.
18. **EQUIPMENT:** Catcher's are required to wear full gear including a cup and throat guard. Pitchers are required to wear a helmet when on the mound. Players must be in FULL Little League Uniform. Bats must be on Approved list for Little League Play. Tee Ball bats are allowed in 7YO. Tee Ball & Big Barrell bats are NOT allowed in 8yo division.
19. **TEAM DUTIES:** The home team sits in the 1<sup>st</sup> base dugout and is responsible for providing a scorekeeper. The visiting team sits in the 3<sup>rd</sup> base dugout and is responsible for working the scoreboard & announcing. EARLY GAMES: Home team is responsible for getting the machine set up. Once the game is complete clear the dugout and fields as quickly as possible to allow late games to commence. LATE GAMES: Home team is responsible for putting the machine back in the equipment shed and the visiting team is responsible for bases and raking/watering. **Everyone is responsible for picking up their dugouts and stands to keep them clean for the next game.** PLEASE empty dugout trash can into larger cans outside the fields.

The **winning team manager** is responsible for texting the score immediately to the Vice President of the board (1-2 hours) or the game will be entered as a tie. **TEXT FORMAT: division / date / teams**

**EXAMPLE: "8yo Saturday 3/23 Rangers 12 – Red Sox 9"**

**PLEASE HELP US KEEP OUR PARK CLEAN!!** After every game, the players, managers, coaches, and parents shall be expected to patrol the dugouts, stands, and fence lines on their side of the field for trash. **Losing team Manager** is responsible for putting up machine & covering mound if last game of the night.