

MJCCA MACHINE PITCH LEAGUE RULES 2012

If there is no local rule for a situation, then the "Official Little League Rules" apply.

BASICS

1. Teams shall field a maximum of 9 players for each inning/game.
2. **The Pitching Machine will be positioned 40 feet from home plate (Marked position) and set at 36mph**
3. **The game shall be 6 innings or 1 hr & 30 mins, whichever is reached first. See 'Game Rules' #2 for more details.**
4. **Teams shall exchange a roster & batting line up prior to the game.**
5. All players will bat continuously through the batting order for the entire game.
6. No player will remain out of the game for two (2) consecutive innings during a game and no more than 2 innings per game. Ex.: If player #5 bats second in the batting order, does not get to start in the field in the first inning. Therefore, player #5 must play in the field in the second inning.
7. The umpire will also inspect all bats at this time. Coaches should have players lay all bats out in front of the dug-out for inspection.

MANAGERS AND COACHES

8. 5 minutes prior to each game the umpire and head coaches will meet at home plate. Head Coaches will present a line-up card to the umpire. This will be accepted as the batting line up and no player can be inserted into the line up once submitted. If a child is late to the game he will be overlooked until he arrives, upon which point he will resume his position in the batting line up.
 1. The Head Coach Line up is determined by manager or approved coach.
 2. The batting order consists of the entire roster.
9. No arguing with umpire will be tolerated. If a dispute over a rule occurs, settle it peacefully and quickly or back off. Do not prolong an argument in front of your team and their parents. Each manager is responsible for the conduct of his coaches, team, and parents. Only the head coach may approach the umpire for rule clarification. If any other person enters the field for rule clarification they shall be ejected from the game and must leave the site of players, fans, and officials.
10. No smoking or use of tobacco, drugs or alcohol at any time.
11. If a player or coach is ejected for any reason, they shall not be permitted to coach or communicate with players for the remainder of that game. If they fail to do this they may be asked to leave the fields and or the facility.

12. A second ejection for the same player or coach during the course of the season shall result in an immediate review by the Sports Director & could result in suspensions up to and including expulsion from the league permanently.
13. Keep your parents under control! Parents or fans that are ejected will endure the same consequences as coaches or players.
14. **First Aid kits will be available on Field #1 and Field #3 sheds at Zaban.**
15. **Coaches are responsible for cleaning their dugout and remaindering parents to clean up bleacher areas after each game.**

GAME RULES

1. All games governed by 1:30 hour:min time limit (Umpire's watch is official time).
2. All games are 6 innings. If the score is tied after 6 innings, extra innings may be played but no inning shall begin after 1 1/2 hour time limit. If still tied, game will be completed from where it left off at a later date if necessary to determine league champion.
3. If a game is called due to rain it is official if 4 innings have been completed; or 3 1/2 innings if the home team is ahead.
4. Rain – Sports Dept. staff or league official will make the final decision concerning calling a game because of rain. The umpire will stop play when they hear the horn from the Thorough-Gaud Warning System. After a 30-minute minimum delay the Staff or league official will determine whether to call the game. But a decision must be made within 45 minutes. Rain out time will be added to the playing time but cannot exceed 30 minutes. If a game is called due to rain, it is official if 4 innings have been completed; or 3 1/2 innings if home team is ahead.
5. The umpire can announce the last inning at any time as long as he does so in the top half of inning. If after both teams have batted there is time remaining the game may continue until time has expired or six innings have been played.
6. Home team is responsible for supplying an ADULT scoreboard operator and official scorebook. Home team will occupy the first base dugout.
7. If time allows there will be accommodations for warm-up on the field between games.
8. A team may not begin a game with less than 7 players. The umpire will declare a forfeit against any team that has less than 7 players available to participate at the time play is scheduled to begin. On Sundays, the scheduled time is forfeit time. On weekdays, the scheduled game time is forfeit time, unless you have less than 7 players then teams will get 10 additional minutes before a forfeit is declared. A player fielding in the pitchers position must be used regardless of number of players a team has. The borrowing of other players from the league is only permitted if the team cannot field 7 (if they can they play as is). In addition the team must first approach the coach from whom they seek to borrow a player

and they can only approach a player ranked in an equal or lower round as the player they are seeking to replace (in the case of multiple absences the team must replace players from the bottom up).

EQUIPMENT

1. League will furnish new game baseballs for each team at the start of the season.
2. Aluminum bats are allowed. Max bat barrel diameter is 2 1/4". Personal bats may be used with manager's approval and Little League approved. T-Ball bat may be used. Must conform to the BSF = 1:15 standard and markings. The Umpire will inspect all bats prior to the game.
3. **No composite or big barrel bats are allowed in this league – This includes no 2 5/8' bats.**
4. All players in the game must wear proper full uniform. Shirt must be tucked in. Proper hat must be worn. Baseball jersey and pants must be worn.

BATTING

1. The defensive team will provide a coach as catcher. The batting team will provide a coach to control the pitching machine.
2. No more than 6 runs may be scored by a team in an inning unless a batter hits the ball over the fence. However, there is no maximum run limitation in the last or extra inning.
3. A batter will be allowed 6 pitches or 3 swinging strikes. A batter cannot be retired on a foul ball. If the umpire determines that the pitch was not hittable then it will not count toward the 6 pitch limit. There is no bunting, base on balls, hit by pitch, etc.
4. Any hit ball striking the pitching machine, the ball bucket, or the umpire will be a ground rule single. A thrown ball that hits the machine is in play.
5. A batted ball in the dirt in front of the plate is a dead ball. It counts as a pitch and strike.
6. One adult coach may coach at 1st and one at 3rd, but may not touch a base runner unless time has been called. A runner may be called out if touched by a coach or manager during regular play. No other adult coaches permitted on the field.
7. If a batter "slings" the bat, the umpire will warn the players. If it happens a second time or more, the umpire will declare him out each time.

BASE RUNNING

1. No stealing
2. Runner cannot leave base until batter hits ball.

5. When runner leaves too soon –
 - a. If ball is not hit, or is foul, umpire sends runner back. No out is called on runner in this situation.
 - b. If batter makes contact and hits it fair and runner left too soon, the runner is automatically out and the rest of the play stands. However, if the runner leaves too soon and this becomes the third out, the inning is over and no runs can score from that point. If this happens, the batter who was up gets to lead off the next inning.
6. Base runner must slide into any base (except 1st) to avoid a collision with a defensive player making a play. Runner is out if he runs upright into the fielder.
7. Balls are live on all over throws unless it goes over the fence, then the runner automatically advances to the next base beyond the base he was attempting to reach. (The base he is approaching plus one more).

DEFENSE

1. No infield fly rule.
2. Each player must play minimum of 3 innings. In addition no player shall sit twice before every player has sat once.
3. Regular baseball positions will be played. Four (4) outfielders shall be used making 9 players per team. The coach may position any player except the pitcher. Outfielders may not play in the infield (marked by white line). Pitcher must start behind the designated marker & have one foot inside or on the 'pitchers circle'. No fielding in the base paths
4. Adult coaches may stand in foul territory beyond 1st & 3rd to instruct their team while on the field. (Only one coach per team on each foul line). No other coaches permitted.
5. Players at those defensive positions may only wear a catcher's mitt or a first baseman's mitt. Catchers must wear a helmet and male catchers must wear a protective cup. It is recommended that all male players wear a protective cup (buy your own cup!). Skull caps are not permitted.
6. Substitutions may be made at any time while ball is dead and time has been called. Any player may re-enter the game at any time. In accordance with the 'participation' rule ("The Basics #6).
7. Play is dead when the umpire calls "time". The umpire will call "time" when the runners have stopped their advancement and the ball is held by an infielder in the infield. If a defensive player attempts a play in the infield, time will not be called until the play is over. Upon calling time out, the umpire will direct runners to automatically take the closest base.

