

# Davie American Little League

## Machine Pitch

### Summary of Local Rules, 2018

#### Playing Time and Batting Order:

- **Offense**
  - All players present shall be in the batting order for the entire game
  - It is encouraged to move kids around in the lineup. Batting last every game is not fun.
  - If a player is injured or become sick – skip the spot in the lineup. If player can return reinsert them into the original spot
- **Defense**
  - 10 players to play in the field
  - All players present shall play a minimum of three (3) full defensive innings per game
  - All players shall play at least one (1) inning in an infield position that is 1B, 2B, SS, 3B or P. It is encouraged that every player gets to play as many position as they capable of playing (move them around let they learn other positions)
  - Safety first, some kids may not be able to play everywhere. If you have a player that will hurt himself if he plays infield that is your call.

#### Game Scorekeeping and Time Limits:

- Machine Pitch Baseball: 1 hour 30 min time limit
- Start with players you have and add to end of the batting order as they come in.
- A new inning starts as soon as the third out is made. No new inning will start after time limit.
- **On a school nights, hard stop at 7:40 pm** we will have games being played after ours it is imperative that the games start on time.
  - **Note on weekday games: If time is up and visiting team goes ahead in the last inning you musts revert back to the previous inning. (ex. End of 4<sup>th</sup> Home 3 Visitors 2, time runs out in top of 5<sup>th</sup> and Visitors went up 4-3 please revert back to end of 4<sup>th</sup> since the home team did not get a final at-bat the final score would be Home 3 Visitors 2)**
- An inning shall end when 3 outs are made or when 5 runs have scored.
- Score will be kept in the books only. Home team is official score, communicate periodically during game to ensure both teams are correct. NO SCOREBOARDS

#### Coaching:

- Machines pitch allows up to 4 coaches per team on the field
- Team mom is allowed in the dugout (great asset to keep things organized and moving)
- Base Coaches - while on offense, a team may use two adult base coaches if desired provided an adult is in the dugout.
- Defensive Coaches - two or three in the outfield to help the kids stay in their positions and stay focused. Safety first. You are there to help them learn the game. As the season progresses please try to put less coaches on defensive if possible. One coach to help the catcher will ball retrieval if needed.

#### Game Control:

- Have your line up done for the entire game before it starts. We all know changes may have to be made but a lineup on paper will make it much easier.
- Copies for all coaches keep everyone on the same page.
- No digging or playing in the dirt is allowed: Keep them in the game. Safety first.
- Baseball Rules Apply (no infield fly rule)
- Out/Safe will be called by defense
- If there is a question on rule discuss it quietly and quickly and move on.
- Out and safe should never be talked about. Make a call and move on if we make it a big deal so will the parents

### **Ball Hit in the Infield:**

- If the ball does not leave the infield (dirt) all runners may advance one base only (no runner may advance on over throws)
- If there is no throw ball is dead.
- Encourage your infielder to make a throw to a base to make a play on a runner.

### **Ball Hit to the Outfield (in the grass):**

- All runners may run until the ball is return to the infield and picked up by an infielder, runners are to stop at the next base.
- If an outfielder runs the ball back to the infield, runners will stop at the next base (work to get the outfielder to throw the ball to a base or infielder).
- When the ball is secured by an infielder, runners that are over half way (between bases) will be allow to advance to the next base
- Runners less than half way will be sent back to the previous base after the play is over
- If an infielder catches, picks up or throws the ball and make a play on a runner advancing or returning to a base if an out is made that out stands.
- After the infielder secured the ball he may throw to try to retire a runner without penalty. (No runner make advance on an over throw)
- The offense send will runners either back to original bag or advance the runners based on halfway rule

### **Pitching Machines:**

- Set up:
  - Louisville Slugger Blue Flame Ultimate Pitching machine
  - Distance is set at **46 feet** within **3'x12'** lined box
  - Pitching Machine Setting: RELEASE BLOCK: 4 POWER LEVER: 6 MICRO ADJUSTMENT 3
  - If machines needs adjustments don't hesitate to back player out of the box to dial it back in.
  - Home team to provide pitching machine for game
- Defensive team's pitcher must keep one foot in lined box until ball is released from machine. (If need for safety put pitcher behind box but within lines)
- If a batted ball hits the machine or person operating the machine, the ball is dead the batter and any runner(s) are awarded one base.
- A thrown ball that hits machine or operator from the infield will be dead, batter and any runner(s) will be awarded one base.
- Thrown ball that hits the machine or operator from the outfield will be dead and ruled as if the infielder has possession of the ball. (Half way rule)
- A struck ball that the pitcher (or fielder touches first) then hits the machine or operator is a live ball
- **5 strikes or three swings.** Use discretion, if 5th pitch is unhittable give player another pitch
- Team supplies own balls

### **Playoff Rules (rules below differ from regular season)**

- All players must play a minimum of 6 outs on defense (any position)
- Halfway lines must be lined on field to determine if base running must return to previous base. 30ft between 1<sup>st</sup> and 2<sup>nd</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>, 3<sup>rd</sup> and home
- Time limit – still 1 ½ hour time limit however, no ties. Game must have a winner.
- Umpire will be provided for playoff games

### **Equipment:**

- Bats: USA Stamped 2 ¼" or 2 5/8" barrel maximum
- Helmets: All batter/runner must wear helmets with face mask.
- Catchers are to wear full gear to catch the pitching machine, cup is required.
- It is ENCOURAGED that all player wear athletic supports with a cup.