

SOFTBALL LOCAL RULES FOR MACHINE PITCH DIVISION SPRING 2019

February 2019

- A. Unless amended below, the LL official rules will be played. Managers are not permitted to agree to any rule changes and the umpires shall not allow any changes.
- B. No new inning will begin after 1:45 hours have elapsed, regardless if the game is tied. The final out in the bottom half of an inning constitutes the beginning of the next inning.
- C. All players present at a game shall bat (Rule 4.04). If a player is unable to bat due to illness, injury, or early departure, there will be no penalty to that player's team as long as it still has seven or more players. Players arriving after the game starts are added to the bottom of the order in the order they show up.
- D. Coaches may freely substitute players in the field. No position changes during an inning unless related to an injury, illness, late arrival, or early departure.
- E. No player may sit out a 2nd defensive inning until every player has sat 1 inning. Exceptions include discipline, illness, or injury. Umpires and the opposing manager must be notified of such exceptions.
- F. Teams may play with as few as 7 players. There is a 10-minute start of game grace period after which (and at any time during the game) a team short of players forfeits the game. Coaches shall share players and play a scrimmage in the event of a forfeit for the remainder of the time limit.

Machine Pitch Division

- 1. Each player must play at least 1 full inning at 1st, 2nd, SS, 3rd or Pitcher, regardless of game length.
- 2. A player can play a maximum of 2 innings total at 1st or Pitcher, regardless of game length. For example, Player A can play either 2 innings at pitcher, 2 innings at 1st, or a single inning at both pitcher and 1st.
- 3. Pitchers shall wear a face mask.
- 4. The batter will receive 7 pitches to put the ball in play or they are out. Foul balls on the 7th or later pitch entitle the batter to another pitch. No bunting or "hit by pitch" (treat as one pitch and if it's the 7th pitch, they are out and no runners may advance).
- 5. A batted ball that strikes the pitching machine or a ball hits an adult at any time is "Dead". Batter gets 1st base and runners advance only if forced.
- 6. Runners may advance without limit on a hit that passes the infielders at their own risk.
- 7. Defensively, teams shall have a pitcher (must be within a few feet of the machine, but not in front of it), a catcher, 4 infielders in traditional positions, and 4 outfielders (must stay in the outfield grass until the ball is hit). If a team is short players, they must have a catcher and may otherwise place players on the field in any of the positions described previously, up to the limits.
- 8. A defensive player (not a coach) may call time if 1) they have possession of the ball AND 2) they are inside the baselines. When time is called, base runners move immediately to the nearest base (start with the runner closest to home and work backwards around the bases, allowing for being forced ahead by other runners or the batter).
- 9. 2 defensive coaches may be in the outfield BEHIND the players.
- 10. Teams may score 5 runs per inning. After the 5th inning, the limit is 10 runs per inning.
- 11. Rule 4.10(e) is in force (mercy rule is 10 run lead after 4).
- 12. Catcher must be in the catcher's box.
- 13. NO Infield Fly (Rule 2).
- 14. Pitching machine shall be set 35 feet from home plate.
- 15. 1 adult or older sibling shall be a backup catcher to speed up the game.