



## BOYS 'A' MACHINE PITCH DIVISION

### The responsibilities of the "A" League Director are:

- A. Ensure league compliance with Little League Baseball, Inc. Official Regulations and Playing Rules
- B. Ensure league compliance with the LSCLL local rules
- C. Conduct manager meetings as necessary.

### THE TEAMS

All players of league age 6 or 7 years old are eligible to play in A League. Under certain circumstances, subject to approval from the LSCLL Board of Directors, a player of league age 5 years old may play in A League (but MUST have proof of having played at least one (1) year or instructional/T ball.

The number of teams in the "A" League shall be determined by the number of players available to play. If possible, all teams shall have the same number of players per team with a target of 12

### Parents may not specify the manager and/or team they wish their child(ren) to play for.

All players who register after the selection of the teams shall be placed on a team in the order his/her application is received by the Director of the A League. The responsible League representative shall place these players according to the following priorities: FIRST: The team or teams with the fewest number of players. SECOND: Continuation of the player draft order.

The Head Coach and two Assistant Coach's children are the only players allowed to be 'protected' for purpose of building the teams. A coach with siblings of league age in the same division must be protected and will be placed on same team unless otherwise requested by parents.

### GENERAL RULES

The placement on the pitcher's mound and adjustment of the pitching machine shall be made prior to the start of the game by the umpire and representatives of both teams.

If the pitching machine is hit by a batted ball the play is declared "dead" and the batter shall advance to first base. Any other base runner may advance to the next base only if forced by the batter awarded first base.

The HOME TEAM will set up and the VISITING TEAM will take down the pitching machine.

The pitcher shall be positioned even with the pitching machine and 3 to 4 feet to either the left or right of the machine until the ball is pitched.

A ball in play is considered dead when a defensive player, in an attempt to return the ball to the infield, throws the ball beyond the edge of the outfield/infield grass. Runners who have not advanced more than half way to the next base must return to the base last occupied. Note: A runner past half way is advancing at their own risk and is eligible to be tagged out. No advancement on overthrows.

All defensive players at infield positions, other than pitcher, shall be positioned at "NORMAL" infield depth until the pitch has been delivered.



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In the event of pitching machine failure, it shall be removed, and the game continues under regular rules, except that the following will also apply: A. The manager or coach will pitch to his/her own team from a position within 5 feet of the pitching rubber. B. A defensive player will be positioned near the pitcher's mound and play the position of pitcher. C. For purposes of clarity, the pitch count will be resumed from the point of the machine failure (not reset).

The batting order must be provided to the League Director prior to the start of the first game of the season. Once presented these batting orders may not be changed. The batting order must indicate the player's name and jersey number. An updated batting order can be submitted to the Director on June 1<sup>st</sup> as well as for play-off games. The leadoff batter in each game shall be the batter following the batter who made the last out in the previous game. All players present at each game must bat around in order through the roster before beginning with the first batter again.

The LSCLL Board of Directors requires that every player sit out one defensive inning per game before any player can sit out a second inning, consecutive or not. No player shall sit out two (2) consecutive innings except in the case of injury or illness.

During each turn at bat, the player will receive five (5) pitches. If, after five (5) pitches, the hitter has not hit the ball into fair territory, the hitter will be called out. If the hitter fouls the 5th pitch, further pitches will be delivered until the ball is not fouled. There are no called balls or strikes – no strikeouts.

On the last pitch to a batter, a foul tip will result in an out if the ball is caught by the catcher.

There is no base stealing. The runner must remain in contact with the base until the ball is hit.

Bunting is not allowed.

There may be unlimited substitutions. No one player shall play more than four (4) innings combined at 1st, 2nd, shortstop, third base and pitcher. At a minimum, all players must play one (1) defensive inning in the outfield.

Play-offs only: if a game is tied at the end of regulation, teams may "reset" their defense positions.

Ten players, including four (4) outfielders, will play defense during an inning. All outfielders must play on the grass portion of the outfield or a similar distance behind the base paths. All outfielders must remain on the grass in the "outfield" area for that inning and in their appropriate "baseball" positions and not stacked in front of another player or positioned in such a way to support or reinforce one area of the field of play.

A team's time at bat shall terminate prior to the third out under the following conditions: A. Immediately upon scoring of the fifth run for the team that is ahead or tied at the start of that half-inning. B. When a team begins an at bat behind in the score, the at bat will end when that team has tied the score and gone ahead by five runs. A Mercy Rule will be in effect of a team up 15runs after 4 innings or 10runs after 5 innings.

During the season, one coach/manager from the defensive team shall be allowed to coach from the outfield while his/her team is in the field.