

Florida District 1 2019 Machine Pitch Baseball Interleague Rules/Tournament Rules

The Presidents of the Florida District One Little League approved these rules for play on 17 Feb 2019. These supplemental rules are to be used in conjunction with the 2019 Little League Baseball rulebook and this is therefore not a stand-alone document.

1. Placement of the Machine (see Attachment 1):

- a. Games will be played with a pitching machine placed at **46 feet** from the point of home plate.
- b. A 4 foot radius circle (safety circle) will be drawn around the center of the pitching mound. This is the safety area around the pitching mound and machine, which fielders may not enter.

2. Adjustment of the Machine:

- a. The machine will be set at **38 MPH** (typically 52% with the variable speed switch).
- b. The machine may be adjusted for accuracy at the beginning of a team's half inning at bat before the 1st batter.
- c. The machine may be adjusted for accuracy during the game at the umpire's discretion.

3. Adult Placement:

- a. During **regular season play only**; there will be **four adults** allowed per team and will be utilized in the following positions as described below in b. and c.
- b. When a team is batting, **two adult base coaches** and **one adult coach 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.
- c. **An adult coach/manager 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:
 - i. An approved volunteer with a background check on file with the local league.
 - ii. A coach/manager from the offensive team.
- d. The adult feeding the machine must remain within the safety circle at all times during play unless it is to prevent being hit by a batted or thrown ball.
- e. The adult feeding the machine will not coach in any manner during this half of the inning.
- 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.

NOTE: During special games tournament play, a designated person from the tournament committee will feed the pitching machine. No exceptions to this rule will be permitted.

4. **Rulings Involving the Machine and Safety Circle:**

h. If a batted ball hits the pitching machine, associated equipment (power box, cord, etc.), or the coach feeding the machine.

RULING: Batter is awarded 1st base. Any runners will advance only if forced.

i. If a batted ball is popped up; lands in the safety circle, and comes to rest without touching anything.

RULING: *Dead ball* and batter is awarded 1st base.

j. If a batted ball is popped up between home and safety circle and is untouched as it hits the ground and rolls into the circle where it comes to rest.

RULING: Batter will be awarded 1st base. Any runner(s) will be allowed to advance to the next base, which in the judgement of the umpire, the runner(s) would have advanced to if a play could have been made on the ball.

k. If a batted ball is popped up and lands in the safety circle, does not touch anything, and then rolls out of the circle.

RULING: Ball is live and in play.

l. Batted ball rolls or passes directly through safety circle without touching anything.

RULING: Ball is live and in play.

5. 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. For clarity, a 3 foot line extending from the edge of the safety circle shall be drawn on both sides of the pitching machine. The foot closest to the “**safety circle**” must be touching, but not on top of or inside the circle. For safety reasons, he cannot leave this position, even on an attempted bunt, until the ball exits the pitching machine. The player pitcher may choose to wear a Batting Helmet which meets NOCSAE standards. A facemask, if worn, must be permanently attached using the manufacturers’ guidelines. Pursuant to rule 1.17; Skull Caps are not permitted for use.

6. If any player crosses the safety circle during play or deflects or throws a live ball into the circle, the umpire will halt play and award the runner(s) the next base to which the base runner was advancing. Entering the safety circle includes stepping into, falling into and/or placing any part of the player inside the circle. Additional bases may be awarded, per the umpire’s judgement, for extra-base hits or intentional safety circle violations.

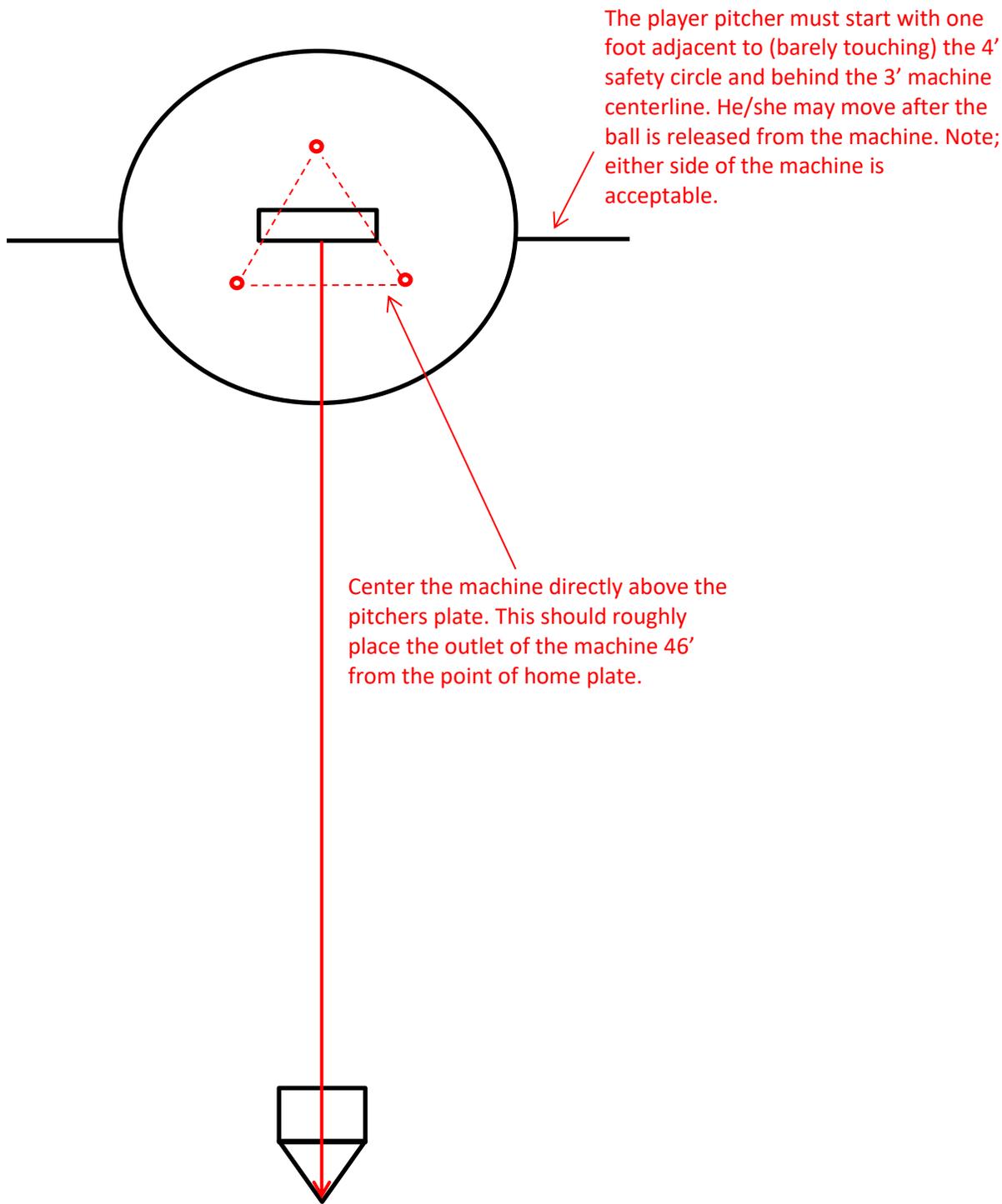
7. **TEAMS:** Each team will play with ten (10) players on the field. If a team cannot field ten (10) players, they may play with nine (9) players. No game shall be allowed to continue with less than nine (9) players on each team – borrowing players from the other team for defense will not be allowed. The defensive team will have four outfielders all playing at outfield depth (no closer than 10’ from the infield dirt on a normally skinned infield). No “short fielder” or extra fielder will be allowed.

8. The offensive team will be retired when they have accumulated three outs or five runs; whichever comes first.

Note: During Special Games the five run rule will be suspended for the sixth inning (and extra innings if necessary).

9. Each batter will receive four pitches or three strikes to get a hit.
 - a. There will be no called balls or walks. If it is obvious, to the umpire, that the ball cannot be hit, the umpire will call “No Pitch” and award the batter an additional pitch. A “No pitch” is a dead ball situation.
 - b. There will be no called strikes. However, missed swings and foul balls count as strikes. Foul balls on third strike or fourth pitch do not count against the batter just as in Little League Baseball. If a bunted ball on a third strike or fourth pitch goes foul, the batter is out.
10. Runners may advance in accordance with rule 7.13. **During regular season, interleague play only**; Local leagues may elect to not allow runners to advance unless the ball is hit. This shall be discussed with the Umpires during the plate meeting.
11. **Infield Fly rule:** Will not apply.
12. **Bunting:** Will be allowed.

Approved By: //Signed//
Ron W. Covey
District 1 Administrator
17 Feb 2019



Attachment 1