

# Florida District 1 Machine Pitch Softball Interleague

## Rules/Tournament Rules 2019

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 Softball 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 **35 feet** from the point of the plate.
- b. An eight-foot radius circle (Pitching Circle) will be drawn around the center of the pitching mound. Refer to Rule 1.07 in the LL Softball Rulebook
- c. A four-foot radius circle (Safety Circle) will be drawn around the center of the pitching machine. This is the safety area around the pitching mound and machine, which fielders may not enter.
- d. Machine must be set up on short legs **ONLY**.

### 2. RULINGS INVOLVING THE MACHINE AND SAFETY CIRCLE:

- a. 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.
- b. 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 1<sup>st</sup> base.
- c. 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 1<sup>st</sup> 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.
- d. 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.
- e. Batted ball rolls or passes directly through safety circle without touching anything.  
**RULING:** Ball is live and in play.

3. **THE "PLAYER PITCHER":** The Player Pitcher on the team in the field does not pitch; she is a fielder only. She 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. She cannot leave this position, even on an attempted bunt, until the ball exits the pitching machine. The player pitcher must wear an approved device consistent with protecting the face. This can be a NOCSAE approved batting helmet with a full wire face-guard, a single piece catcher's helmet or an approved softball face mask. Skull caps are not permitted.

# Florida District 1 Machine Pitch Softball Interleague

## Rules/Tournament Rules 2019

4. **SAFETY:** For safety reasons, no fielder shall be closer than 30 feet away from the batters' box until the ball crosses the plate or is hit. A solid or dashed 30' arc will be striped for reference. Unintentional violation by a fielder will be ruled a no pitch to the batter. At the Umpire's discretion bases may be awarded to the batter/runner(s) for any intentional violations of a fielder.
5. **FIELDER-SAFETY CIRCLE:** 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 headed. 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 judgment, for extra-base hits or intentional safety circle violations.
6. **ADJUSTMENT OF MACHINE:**
- The machine will be set at **33 MPH** (typically 36% with the variable speed switch).
  - The machine may be adjusted for accuracy at the beginning of a team's at bat half inning before the 1st batter.
  - The machine may be adjusted for accuracy during the game at the umpire's discretion.
  - The ball must be pitched from the **top of the machine – no exceptions**
7. **ADULT PLACEMENT:**
- During **regular season play only** there will be **four adults per team** and will be utilized in the following positions as described below in b. and c.
  - 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.
  - 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:
    - An approved volunteer with a background check on file with the local league.
    - A coach/manager from the offensive team.
  - 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.
  - The adult feeding the machine will not coach in any manner during this half of the inning.
  - 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.
  - 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.**

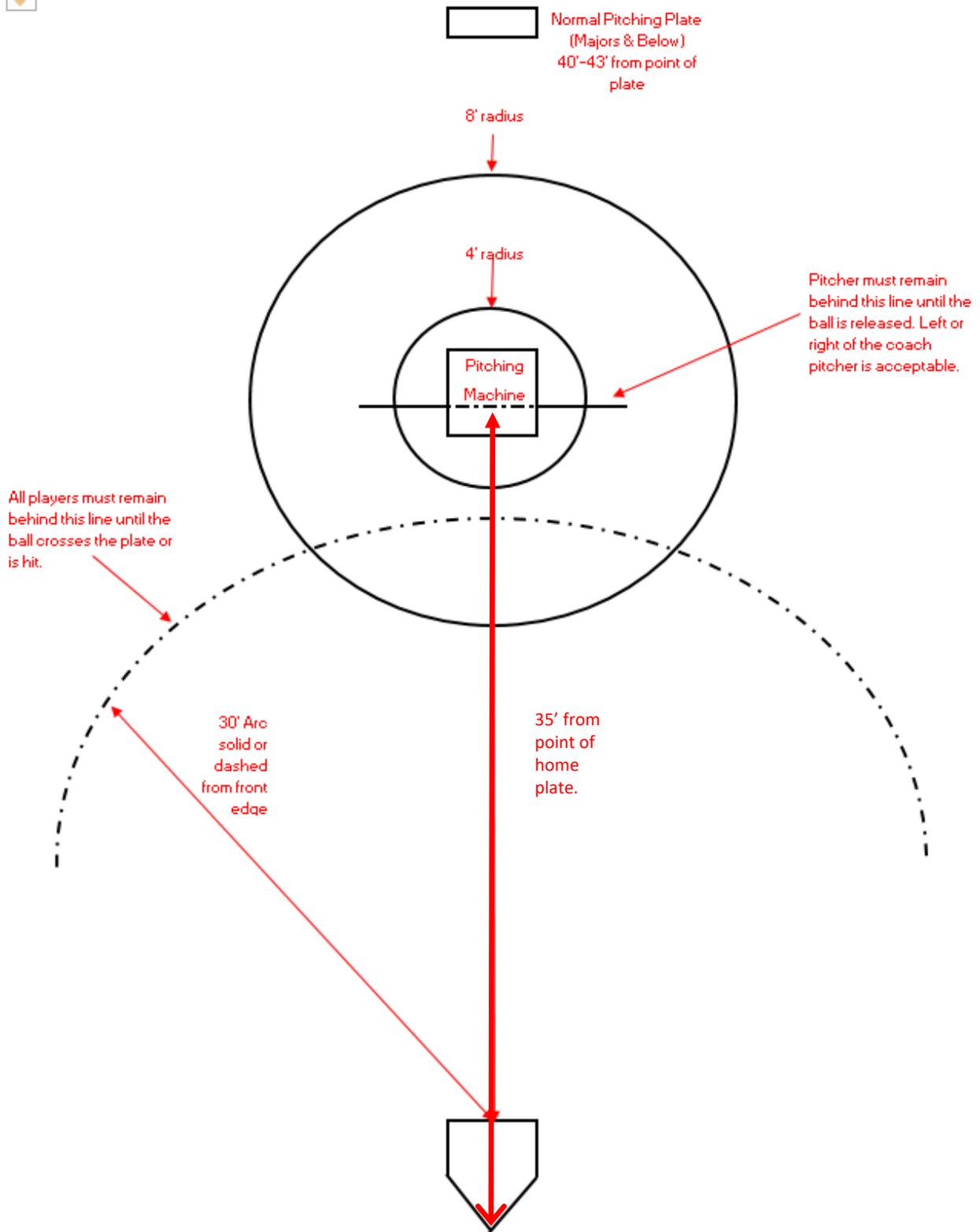
# Florida District 1 Machine Pitch Softball Interleague

## Rules/Tournament Rules 2019

8. **TEAMS:** Each team will play with 10 players on the field. If a team cannot field ten players, they may play with nine players. No game shall be allowed to continue with less than 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.
9. **BATTING:** The batting team will be retired when they have accumulated three outs or five runs, whichever comes first. **During special games tournament play, the five run rule will be suspended for the sixth inning (and extra innings, if necessary).**
  - a. Each batter will receive four pitches or three strikes to get a hit. There will be no called balls or walks. If it is obvious, to the umpire, that a 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. Missed swings and foul balls count as strikes just as in Little League softball. Foul balls on the third strike or the fourth pitch do not count against the batter, just as in Little League softball. If a third strike or fourth pitch is bunted foul, the batter is out.
10. Runners may advance in accordance with rule 7.13. This rule will be implemented **ONLY** during tournament play at the Special Games. During all regular season - interleague games, runners are not allowed to advance unless the ball is hit.
11. **INFIELD FLY RULE:** Will not apply.
12. **BUNTING:** Will be allowed during the entire season.
13. **HALTING PLAY:** Will be in accordance with Little League Rules.

**APPROVED BY:**     //Signed//  
Ronald W. Covey  
District 1 Administrator  
17 Feb 2019

# Florida District 1 Machine Pitch Softball Interleague Rules/Tournament Rules 2019



Attachment 1