

Oviedo Little League

Machine Pitch Division Rules

1. GENERAL RULES

- 1.1. All games shall be played consistent with the rules for Little League Baseball, unless otherwise modified or addressed by these League rules or by a decision rendered by the Oviedo Little League Board of Directors.
- 1.2. No player shall modify his or her uniform or hat.
- 1.3. All players must be wearing their assigned uniform, including cap, while playing defense.
- 1.4. All players must wear a protective cup during games and practices.
- 1.5. All batters must wear protective helmets outside of the dugout.
- 1.6. Any player coaching a base must wear a protective helmet.
- 1.7. Only bats certified for use in Little League games may be used.
- 1.8. Each team shall provide one new ball for each game at the start of each game.
- 1.9. The home team for each game shall be responsible for keeping the official score book for the game and the visiting team for each game shall be responsible for operating the scoreboard.

2. GAME TIME LIMITS

- 2.1. Games consist of a maximum of six (6) full innings, unless otherwise indicated by the League President or the Machine Pitch Vice President.
- 2.2. Regular season games may end in a tie game unless otherwise indicated by the League President or the Machine Pitch Vice President.

- 2.3. No more than five (5) runs may be scored in one-half inning. Once five (5) runs have been scored, the half the inning is over irrespective of the number of outs or if there are runners remaining on base.
- 2.4. If one team is ahead by ten (10) or more runs at the completion of the fourth inning, the game shall be declared over. This is called the "***ten run rule.***"
- 2.5. The Board of Directors shall schedule the official start time of the game and the scheduled game start time shall be recorded in the official score book of the game.
- 2.6. No new inning may start after one hour and twenty-five minutes has elapsed after the official start time of the game. Innings started before the one hour and twenty-five minute time limit may conclude.
- 2.7. Notwithstanding any other rule, all games will immediately conclude after one hour and forty-five minutes of play after the official start time of the game. This will be called the "***drop dead***" time.
- 2.8. If a game is concluded at the drop dead time, the score reverts to the last full inning, which will be the final score.

3. UMPIRES AND OFFICIATING

- 3.1. There are no umpires for regular season Machine Pitch games.
- 3.2. The manager or a coach of the team batting operates the pitching machine.
- 3.3. The manager or a coach of the team batting calls the balls and strikes for his team.
- 3.4. The manager or a coach of the team batting shall umpire the bases from the coaching boxes. Exception -

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If a team does not have sufficient numbers of coaches, the team at bat may use a team parent to assist umpiring.

3.5. Once a manager or a coach makes a call on the field, the call will be considered final and play will proceed. The manager or coach making the call, at his sole discretion, may consult the other manager, coach or assisting parent to ensure the call is correct.

3.6. In Machine Pitch, there is no "In Field Fly Rule."

4. PITCHING RULES

4.1. Machine Pitch Division shall utilize the blue pitching machine for its games.

4.2. Oviedo Little League will determine the appropriate settings for the machine.

4.3. Home team manager is responsible for getting the machine set up and calibrated for each game at least ten minutes before the scheduled game time.

4.4. Home team manager is responsible for putting the machine away after the game.

4.5. Coaches shall not throw pitched balls during the game.

5. DEFENSIVE AND FIELDING RULES

5.1. There may be ten (10) defensive players on the field at any time: one (1) catcher, one (1) pitcher, four (4) infielders, and four (4) outfielders.

5.2. Infielders must be in the infield dirt, and outfielders must be in the outfield grass.

5.3. The pitcher must have one foot in the pitcher's circle and be parallel or behind the pitcher's rubber.

5.4. Coaches shall ensure that the catcher is in the catcher's box area, not several yards behind home plate.

5.5. The catcher must use a catcher's glove and may not use a regular fielder's glove at the catcher's position.

5.6. The catcher shall be encouraged to catch the machine's pitch and return the ball to the pitcher. To speed play, if the catcher is not able to catch and throw the ball back to the pitcher, the coach standing behind the catcher can assist.

5.7. On balls hit to the outfield, the outfielders should be taught to retrieve the ball as quickly as possible to return the ball to the infield.

5.8. All players must play a minimum of six (6) defensive outs in each game, and must play at least three (3) consecutive defensive outs.

5.9. There are free substitutions in Machine Pitch.

6. OFFENSIVE GAME RULES

6.1. All players shall bat in the line-up.

6.2. Each batter shall receive six (6) hittable pitches per at bat.

6.3. All pitches shall be considered hittable with the following exceptions: pitches that strike the batter, pitches that bounce prior to reaching home plate or pitches that are over the head of the batter.

6.4. Three (3) swinging strikes constitute a strikeout and failure to put the ball into fair play after six (6) hittable pitches from the machine shall constitute a strikeout.

6.5. Foul balls shall be ruled strikes. However, a

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batter shall not be called out on a foul ball if it is the third strike or the sixth pitch. In such cases, the batter shall receive an additional pitch.

6.6. There are **no** walks in Machine Pitch.

6.7. There is **no** hit-by-pitcher in Machine Pitch.

7. BASERUNNING

7.1. On a ball hit to an infielder, in which the ball remains on the infield dirt (or infield grass), the batter and runner may attempt to advance one base.

7.2. On a ball hit to the outfield grass the batter and runners may attempt to advance until the fielders return the ball to the infield. Once the ball is returned from the outfield to the infield, any runner who has started advancing to the next base may continue his attempt. The infielders may try to put the runners out by throwing to the unoccupied base. Any trailing runner who has not begun advancing must remain at the base currently occupied.

7.3. A baserunner may not advance on over-throws

7.4. Baserunners must wear helmets at all times.

7.5. Baserunners may not leave their base until the pitched ball has passed the front edge of home plate.

8. COACHING RULES AND ADVISEMENTS

8.1. OLL desires to maximize the instruction given to players in the Machine Pitch Division. Therefore, it is encouraged that two coaches station themselves in the outfield during their team's defensive play in order to provide instruction and encouragement.

8.2. At least one adult, who has been certified by the League, must be in the dugout at all times to supervise players who are not on the field.

8.3. OLL particularly expects its managers, coaches, and other team volunteers to demonstrate the best sportsmanship for the children of the Oviedo Little League.

8.4. No alcohol or tobacco products are allowed in the dugouts.

8.5. Managers and coaches shall ensure that all trash is removed from the dugouts after a game.

8.6. Managers and coaches are encouraged to keep play proceeding without interruption. For example, have players run on and off the field, know where their gloves and hats are, don't let players leave the dugout during the game, and discourage parents from interrupting the players' focus on the game by entering the dugout during the game, or otherwise interrupting the player's focus on the game.

8.7. Managers and coaches will not allow unsportsmanlike conduct from their players.

8.8. Both managers are responsible for preparing the field for play, to include lining the field and the batters boxes and raking, at minimum, the pitcher's mound and the home plate area.

8.9. Managers will **closely** monitor their players to ensure they are not digging holes in the field with their cleats, damaging the dugouts or fences between innings, or causing other damage to the fields or facilities.

9. BOARD OF DIRECTORS

9.1. The Board of Directors of the Oviedo Little League reserves to itself the right to augment, modify, change, interpret and fully enforce these rules in a manner that

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it may, at its sole discretion, determine to be necessary and responsible.

9.2. Disputes between the managers or coaches in the Machine Pitch Division shall be presented to the Machine Pitch Division Vice President and a ruling shall be made.

9.3. Failure by any manager or coach to follow the rules set forth herein may constitute sufficient justification, at the sole discretion of the Board of Directors of the Oviedo Little League, to remove a manager or a coach immediately from his position, or may cause a manager or coach to be determined ineligible to manage or coach teams for future seasons.

9.4. Should these rules conflict with the By-Laws of the Oviedo Little League, the By-Laws shall control.

***Adopted by the Oviedo Little League
Board of Directors.***

Save Date: September 1, 2015