

# PM RULES

Board Approved March 2015

## **EBENSBURG LITTLE LEAGUE 2015 PITCHING MACHINE RULES**

1. Unless otherwise stated, official Little League International rules apply.
2. Players must be age eight or under as of April 30, 2015.
3. The Ebensburg Little League will not be responsible for any injuries sustained.
4. Only the Manager, 2 Coaches, 1 Scorekeeper & Players are permitted in the dugout.
5. All equipment must be kept inside the dugout.
6. The manager is NOT responsible for the behavior of his/her fans, but is responsible for the behavior his/her team
  - a. Abusive language, unsportsmanlike conduct, or damage to league equipment will result in expulsion from the game & may result in further action by the Board of Directors.
  - b. The umpire retains the right to forfeit the game if either group is out of control.
7. Each team is responsible for keeping score. It is recommended that scorekeepers verify their totals after each completed inning.
8. Roster sizes must be at least 10 players and a maximum of 14 players.
9. Each team must have at least nine players present at the scheduled starting time or the game will be forfeited. Players showing up late will be placed at the end of the batting order unless 4 completed innings have been played the late arriving player must be placed in the lineup.
10. Each player will be assigned a spot in the batting order & will stay in that spot throughout the game. This applies whether or not they are playing defensively in the field. Example: A team has 12 players for the game. All 12 must bat before turning over the lineup.
11. A team may bat only ten players an inning or three outs whichever comes first.
  - a. If a team has only nine players, they will be limited to nine batters.
  - b. No player may bat more than one time per inning.
12. The manager must notify the umpire when the final batter comes to the plate. If the coach fails to notify the umpire of his/her last batter, the batter will be called out and no runs shall score.
13. PITCHING MACHINE: The pitching machine will be set up over the rubber and the speed will be set at 40MPH
  - a. The chute will be placed 45 feet from the front of the plate (46 feet from back of home plate) which should correspond to the rubber in little league.
  - b. To start a half-inning, the pitching machine is adjusted so that the ball crosses the middle of the plate waist high for a player of average height. Batters may adjust their position relative to the ball. A taller batter may want to move up or a shorter batter may want to move back.
  - c. The umpire may stop play to adjust the pitching machine at his/her discretion
  - d. The pitching machine and the cord are part of the field. If a batted ball touches the pitching machine, the part of the cord not in contact with the ground or the umpire before any fielder touches it, the batter will be awarded first base and all runners occupying a base will advance one base. Any other ball, thrown or batted, that touches the machine or umpire is a live ball.

- e. The machine will sit inside of a circle about 8 feet in diameter which is determined as the dead ball zone
14. An umpire will operate the pitching machine.
- a. Each batter will receive 5 pitches.
  - b. The batter may swing at any or all the pitches (3 strikes is not an out).
  - c. If the batter swings and misses the fifth pitch or does not swing, the batter is out.
  - d. If the batter fouls the fifth and final pitch he/she will receive 1 additional pitch.
  - e. Additional pitches will be given if each final pitch is fouled off until he/she hits the ball fair, swings / misses or does not swing.
15. Five minutes before the game, umpires will meet with coaches to exchange lineups/discuss rules.
16. The game shall be 6 innings. If the score is tied at the end of 6 complete innings, extra innings will be played until the tie is broken.
17. MERCY RULE:
- a. If a team is behind by 15 or more runs after 4 complete innings, the game is over.
  - b. If a team is behind by 11 runs or more after the 5 complete innings the game is over.
  - c. The home team must have their opportunity to bat.
18. **The time limit for each game is 1:50.**
- a. No new inning will begin after the time limit is reached but the current inning will be completed.
  - b. Only the umpire is in charge of keeping the official time.
19. Regulation game:
- a. 3 1/2 innings if called due to weather or darkness and home team is leading.
  - b. 4 innings if called due to weather or darkness and either team is leading.
  - c. Games suspended before they become regulation game but after one or more innings will be resumed exactly where left off (all stats still count).
  - d. Games suspended after 4 or more innings that are tied at the end of the most recently completed inning will be resumed exactly where left off.
20. LAST BATTER RULE – SAFETY CONCERN:
- a. If a team is batting their last batter of the inning, the defensive team may choose to complete the inning by bringing the ball within the pitcher's circle or having the pitcher touch the ball within the circle.
  - b. The play will be dead and umpires will make judgment on where the runners were when the pitcher got into the circle.
- EXAMPLE: Batter hits the ball back to the pitcher. If caught cleanly and no other play made then inning is over. If pitcher makes a play to any base then the play will continue until the ball returns back to the pitcher in the circle.**
21. CATCHER POSITION: The defensive team must field a catcher regardless if using 9 or 10 players.
- a. The catcher must wear a chest protector, shin guards, mask & protective cup.
  - b. The catcher **will** squat down in the regular defensive position & catch pitches.
22. PITCHER POSITION:
- a. Must be within the pitcher's circle when the pitch crosses home plate.
  - b. Must be no closer to home plate than the center of the wheel of the machine itself.
  - c. VIOLATION: the batter's manager will have the option of 1) his hitter being awarded 1st base, 2) the result of the play, or 3) hitting again.
  - d. Play is stopped when the pitcher touches the ball in the circle with at least one foot touching the circle. Umpire at pitching machine will call "dead ball".

23. **RUNNERS IN PROGRESS:** When a play is called dead (see 22.c), runner's location is determined by the umpire at the "dead ball" call.
- a. If their lead foot is on the ground beyond the halfway marker, they will be awarded the next base.
  - b. If their lead foot is not on the ground beyond the halfway marker, they will be returned to the previous base.
  - c. At that time the ball is returned to the umpire, when all players are in position the umpire shall call "Ball In" and the next batter is up.
24. **THE INFIELD FLY RULE DOES NOT APPLY.**
25. **INJURY:** If an injury occurs while the ball is in play, the umpire may stop play. When play resumes, the umpire will award those bases which would have been reached safely.
26. **NO BUNTING:** The batter must take a full swing. If an illegal swing occurs, the plate umpire will allow the play to continue. At the end of the play the manager of the opposing team may take the result of the play or have a strike called on the batter. The strike shall be a swinging strike or a foul ball if contact was made.
27. There is no batter's box.
28. A batter who throws the bat whether or not he makes contact with the ball will be warned by the umpire for the first offense. After all subsequent offenses the umpire will let play continue and the opposing manager will have the choice of 1) the result of the play or 2) have the batter declared out and all runners returned to their bases.
29. **BAT SIZE:** standard official little league bat size which can be no bigger than 2 ¼ inches in barrel diameter and must be BBCOR certified or be labeled with a BPF (bat performance factor) of 1.15 or less.
- a. No wooden bats will be used.
  - b. **VIOLATION:** The batter will be called out and any runners occupying a base must return to their previous base if the ball is hit in play. With second violation, that team will forfeit that game. Your team is to monitor its own equipment.
30. **Stealing or leading off is not permitted.**
- a. If a runner leaves the base before the ball is hit (fair or foul), the umpire shall allow the play to continue. At the conclusion of the play, the manager of the opposing team may 1) take the result of the play or 2) have the runner declared out; all runners returned to their bases and the batter hits again.
  - b. In the latter case, the swing does not count against the batter. **INTERPRETATION:** the intent of the rule is to prevent runners from getting a running start. If the batter swings and misses and the runner did not leave before the swing, this rule should not be invoked if the runner takes only one or two steps off the base.
31. When a runner is rounding a base where NO play is being made, the defensive player(s) must vacate the base or base path to allow the runner a clear path to the next base.
- VIOLATION:** Umpire will call interference on the defensive player and the runner will be awarded the last base they were attempting.
32. Each batter shall wear a batting helmet until returning to the bench.
- a. If a batter, in the opinion of the umpire, loses his/her helmet intentionally, the umpire shall allow the play to continue and at the end of the play declare that runner out. All other results of the play stand.
  - b. If the runner loses his/her helmet unintentionally, the play stands.
33. **OVERTHROWS:**
- a. On throws initiated from the infield and go out of play, 1 base is awarded.

- b. On throws initiated from the outfield and go out of play, 2 bases are awarded.
- 34. On appeals for missed bases or tagging up on fly balls, ONLY THE MANAGER may appeal to the umpire of the base in question. No play with the ball is required
- 35. Coaching Placement
  - a. Offense 1st base, 3rd base, dugout and behind batter until June 1, then 2 coaches in dugout 1<sup>st</sup> base and 3<sup>rd</sup> base
  - b. Defense 1 coach outfield, 1 coach infield (deep shortstop or deep 2<sup>nd</sup> base) 2 in the dugout.
- 36. Obstruction of a runner or interference with a fielder shall not be called if, in the opinion of the umpire, the action did not affect the play.