



Local Intermediate Machine Pitch

The goal of the league is to prepare the players to advance to the next level; to have a fun experience; to learn the rules; to learn the basic skills of all positions; to learn sportsmanship

LENGTH OF GAME/SPEED OF GAME

1. All games will be played as scheduled unless canceled by the Umpire in Chief
2. Six (6) innings will constitute a complete game
 - A. A one hour and 20 minute (80 min) time limit will be enforced on all games
 - B. The umpire and the coaches will **mutually** declare the game in the last inning if there are ten minutes or less to play when that inning begins
 - C. Once the last inning is declared, no new innings will be started even if time is left unless the declared last inning ends in a tie. ***If the umpire and coaches declare that the current inning is the last inning and the losing team is behind by 6 or more runs, the game will be declared over at that point***
 - D. In all games, the slaughter rule will apply otherwise; that is, 15 run lead after 3 innings, 10 run lead after 4
 - E. Regular season games can end in a tie. There will not be any extra innings played. If the game is tied, after (6) innings and/or at the expiration of time, the game will end in a tie
3. A limit of 5 runs per inning will be enforced during **all** innings of the game – regardless of whether a team is leading or losing. Each team may only score 5 runs during their turn at bat in the half inning
4. In order to speed up the game, a courtesy runner is allowed for the catcher when there are two outs in an inning. This runner will be the runner who made the last out of the inning

PREGAME

The Home Team

1. Will be stationed in the first base dugout.
2. Will hit in the cage for 30 minutes starting one hour before game time.
3. Will have the field (if not in use) for 30 minutes starting 30 minutes before game time.
4. Is responsible for lining the field and the batter's boxes (chalk and chalk machine are in the shed behind Field #6).
5. Is responsible for Setting up the pitching machine on the field
6. Is responsible for setting up the scoreboard and designating someone to run the scoreboard during the game.
7. Provides (2) new games balls and any backup balls requested by the umpire.

8. Is responsible for any field cleanup, including storing the pitching machine back in the shed and ensuring that the shed padlock is placed and locked
9. Turning off the scoreboard and shutting off the field lights if you are the last game of the day.

The Visiting Team

1. Will be stationed in the third base dugout.
2. Will hit in the cage for 30 minutes starting 30 minutes before game time.
3. Will have the field (if not in use) for 30 minutes starting one hour before game time.

Both teams are responsible for cleaning up their dugouts.

GAME START

1. Each team must have at least **eight** players to begin a game
 - A. If a team does not have at least eight players at game time, that team will be given a **ten-minute extension** before the game will be declared a forfeit
 - B. See Call Ups section below for cases where you believe you will be short of players.
 - C. The entire team will be the batting order. If your roster has 11 players, all 11 players must bat in the order
 - D. All players are strongly encouraged to wear protective wear including cups and chest plates
 - E. Catchers are **required** to wear all league issued safety gear

CALL UPS

The intention of this rule is to let the game be played. It is the intention for games to be determined on the field by the players, not by a forfeit. Players on the active roster should not be sitting on the bench in lieu of a call up

1. Call ups should only be made when a team is going to be short a player. In other words, less than 10 players available at time of game. Failure to abide by this rule will result in a forfeit
 - A. The Call up must be on the approved list provided by the commissioner
 - B. The Call up should be Baseball Age 7
 - C. The exception is if the coach knows a player has to leave the game early for church or school function, etc....
 - D. If the team has 10 players expected to play, then a call up **cannot** be used. **It is not the intent of the rule to have an active player on a team have to sit on the bench**
2. If the team has 9 or less, a call up can be used, but is not required
3. The call up must bat last and must be used defensively as any other player (ie, he must be rotated)

POSITIONING OF COACHES

1. Two defensive coaches are allowed on the field while their team is on defense.
 - A. These coaches must stand in foul territory along the left field and right field lines
 - B. These coaches may speak to, and coach their players at any time.
 - C. A Coach may stand behind his own defensive catcher.
2. When the team is batting, the head coach is allowed outside the fence and two base coaches are allowed, one at first base and one at third base

GAME RULES

Batting

USA Stamped Bats ONLY PERMITTED. NO USSSA BATS

1. The Umpire will operate the machine during the game
2. Machine Settings: These will be determined prior to the season by the League Commissioner.
 - a. 7-4-3 (machine should be placed behind rubber)
3. Each batter will receive a maximum of **five** pitches. After the **fifth** pitch, if the batter has not successfully hit the ball, he will be declared out unless the **fifth** or last pitch is a foul ball. The batter will then receive another pitch. If the final pitch is declared “un-hittable” by the umpire, the batter will receive an additional pitch
4. The umpire may declare a pitch “un-hittable” at any time. ***The intention of this rule is to let the game be played. It is the intention for games to be determined by the players on the field, not by a pitching machine that may throw a pitch that is either too high or too low for a player to hit***
 - a. **The umpire and coaches should discuss this before the game**
5. If a batter hits a foul tip with two strikes and is caught by the catcher, an out will be recorded
6. If a batted ball hits the machine prior to being touched by the player pitcher, it is a dead ball. The batter is awarded first base and any other base runners are allowed to advance one base.
7. **The “must slide” rule at home plate will be strictly enforced; the runner must slide if there is a potential play at home.** If an attempt is not made to slide on the play, the runner will automatically be called out. **This is umpires discretion and cannot be disputed**
8. The on-deck batter may not be out of the dugout at any time.
9. Slingshotting the bat can be very dangerous. The batter will be warned the first time this occurs. If the same batter slings the bat a second time during the game, an “out” will be recorded and no runners may advance

10. In order to speed up the game, a courtesy runner must be used for the catcher when there are two outs in an inning. This runner will be the runner who made the last out of the inning
11. No bunting is allowed

Fielding Rotation Rules for Players

The intention of the rule is to ensure players get the most opportunity possible to play every position and learn the required skills for each position. The effect of this rule, will also ensure every player have played in the infield as well.

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1. A 'unique position' is defined as any of the ten defensive positions on the baseball field.
 - a. The catcher's position can be considered infield or outfield, this is at the discretion of the coach.
 - b. Infield Positions are; Pitcher, First, Second, SS, Third, and Catcher
 - c. Outfield Positons are: Left Field, Left Center, Right Center, Right Field, and Catcher
2. (10) defenders are allowed on the field: 6 at 'normal' baseball infield positions, the other 4 in the outfield)
 - d. Outfielders must be at least 12 feet deep in the OF grass
3. Pitcher can only record an out at home when there is no catcher in lineup. Or backing up a play or a rundown.
 - A. EX: Bases loaded and ground ball to pitcher. Pitcher needs to throw home.
 - B. EX: Man on third ground ball to pitcher he must throw to catcher for tag out. If he gets runner in a rundown then he now can get tagged by the pitcher.
 - C. If a team is playing with no catcher then the pitcher can record outs at home.
 - D. **If a team has 9 players they must play with a catcher. With 8 no catcher is required.**
4. To ensure compliance with these rules, all managers will be required to exchange lineup cards before each game. Line up cards should include:
 - A. The full name of the player
 - B. Player number
 - C. Full line-up by inning
5. Players are permitted to play a unique position up to two (2) times in a six (6) inning game.
 - A. **Example: No player may play SS more than (2) times in any game**
 - B. Players must play one of the unique Outfield positions once (1) by the fourth inning. Players must play in the Outfield at least twice in a six (6) inning game

- C. **Example: Players must play in the Outfield at least (2) times in a six (6) inning game. (1) time in the first (4) innings, and again by inning (6)**
 - D. Sitting on the bench counts as playing an Outfield position
 - E. Players must play one of the unique Infield positions once by the fourth inning. Players must play in the Infield at least twice in a (6) inning game
 - F. **Example: Players must play in the Infield (P,C,SS,3B,2B,1B) at least (1) times in a six (6) inning game.**
- 6. No player can be on the bench for a second time until each player has sat on the bench for one inning**

Fielding/Base Running

1. The player-pitcher must stand within six feet of the machine; he may not play in front of the machine
2. All infielder players must maintain a minimum distance from the batter, and must be behind the pitching machine until the ball is hit
3. All outfielders must play on the grass
4. An outfielder may make a throw to any base to record an out
 - A. **An outfielder may NOT come in from the outfield to make a play/record and out;** that is, a player may not run the ball in to tag a runner, they may not receive a throw at a bag for a force out or tag out of a runner.
 - B. **The outfielder MUST make a throw into the infield**
5. Plays at the plate are to be made by the catcher rather than another position player, unless the other player is backing up the play. The umpire will allow the runner to score if this happens during the game.
6. **The “must slide” rule at home plate will be strictly enforced; the runner must slide if there is a potential play at home.** If an attempt is not made to slide on the play, the runner will automatically be called out. **This is umpires discretion and cannot be disputed.**
7. When a player is injured during a game, time should be called immediately. The base runners will be allowed the base that they are going to plus one extra base.
8. If a player is injured or sick during the game, his batting spot will be skipped and no out will be recorded. The umpire must agree with the coach that the player is injured or sick. If a player leaves for any other reason, he is called out the first missed at bat. If a player leaves the game due to a school or church function, an out will not be recorded. A late player will be added at the end of the batting order and may be put in the game upon arrival.
9. When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game.
 - A. They may not sit in the stands and may not be recalled.
 - B. Any manager, coach or player ejected from a game is suspended for his teams’ next physically played game and may not be in attendance at the game site from which they are suspended.
 - C. After a manager, coach or player has been disqualified, the league president MAY require such manager, coach or player to appear before at least three members of the Board of Directors to explain their conduct. The members of the Board present at the meeting shall impose such penalty as they feel is justified, but not lessen the one game mandatory suspension.

Overthrows

1. All throws originating from the infield, or within 10ft from the edge of the grass, will NOT result in any extra bases being awarded to the runner
 - A. **No extra bases on overthrows at 1st base**
 - B. Runners cannot advance beyond the base they were headed to at the moment an attempted throw is made. This rule applies to all baserunners, not just the batter or lead runner
 - C. **Example:** There's a runner standing on 2B, the batter hits a ball to the SS and the offense begins to run the bases. The SS fields the ball and makes a wild throw to 1B. The runner who started out standing on 2B will be allowed to go to 3B, but the will **NOT** be permitted to score.

Also, the batter will NOT be permitted to advance to 2B - regardless of how many subsequent throws may be attempted during that sequence

Fielders should still be coached to play the ball until it is controlled by the defense but runners will not be permitted to advance beyond the base they are moving toward. The purpose of this rule is to encourage the defense to make plays on baserunners without coaches having to worry about giving up extra bases due to errant throws or missed catches. This allows more emphasis on developing defensive skills and minimizes anxiety from players

2. All throws originating from the outfield, or beyond 10ft from the edge of the grass, once the ball leaves the outfielders hand the runners will be allowed to continue to advance towards the base they were going to only.

A. Example: A batter hits a ball to the fence and is running toward 2B for a double. The outfielder attempts to throw the ball in, the batter has rounded first and is headed towards second, he will be allowed to go to second at his own risk.

B. Example: A runner is on second base, batter hits the ball to the outfield. When the outfield throws the ball, the runner has not reached third yet, he can only stay at third.

The umpire will use his discretion to assess the fielder's 10ft. proximity to the grass

TOURNAMENT RULES

1. No changes will be made to the Regular Season Rules for Tournament play, except for the following:
 - A. Tournament seeding will be based on seeding from regular season results.
 - B. Championship game of tournament will not have a time limit and will played in its entirety, pending the slaughter rule