



# Del Mar Little League

## A:Machine Pitch Rules of Play

### OVERVIEW of DIVISION

The Single A/Machine-Pitch is the final instructional division before “kid pitch” and it is guided by the philosophy that this is to be a fun and positive learning experience for players, as well as for parents and fans. Participants should remember to never criticize, but to encourage players on both teams.

### DEL MAR LITTLE LEAGUE RULES

As a general rule, The A:Machine Pitch Division plays according to the 2010 official Regulations and Playing Rules of Little League Baseball. However, there are a number of exceptions to the official rules specified within this DMLL Rules handout, as adopted by the DMLL Board of Directors. Please be aware of these exceptions before stepping on the field. Please also keep these rules with you during each game so as to avoid any confusion.

### GAME PRELIMINARIES

- Players and Positions: Ten defensive players are on the field at one time. The positions are pitcher, catcher, first, second, third base and shortstop, along with left field, left-center field, right-center field and right field.
- Game Length - Game consists of four innings or 90-minute time limit although managers may agree to play a fifth inning provided the fourth inning has ended within one hour and fifteen minutes of start time. No new inning may start within 30 minutes of the next scheduled game.
- All games must start on time.
- Base Distance: Bases are regulation Little League distance, (60 feet).
- Baseballs: Official Machine Pitch baseballs are used.

### FIELD SETUP

Pitching Machines: Both Managers from the day’s first game are responsible for setting up the pitching machine and calibrating it for their field. This usually requires a minimum of 30 minutes prior to game time and includes pulling the electrical extension cords from each diamond to the outlets on the deck of the Boys & Girls Club building. Both managers from the day’s final game are responsible for breaking down the machines and securing them, and the electrical cords in the storage facility.

Prior to each game both Managers are responsible for “walking the field” to ensure it is free of debris and that there are no unsafe areas. Managers must be sure that bases are secured on pegs.

#### **Home Team:**

- The home team is responsible for prepping the field prior to the game. Prepping the field includes, dragging the infield, watering down the infield if necessary, chalking the batters box & base lines, and putting out the bases.
- The home team will occupy the first base dugout.



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- The home team supplies at least three game balls.

### **Visiting Team:**

- The visiting team will be responsible for the field breakdown after the completion of the game. Field breakdown includes, dragging and watering down the infield, repairing the batters' box, cleaning up trash and putting all equipment away (if final game of day).
- The visiting team will occupy the third base dugout.

### **RULES of PLAY**

#### ***Substitutions & Rotation of Players:***

- Managers should rotate players, so no player plays more than one inning at any one position.
- No player may play more than two innings in the outfield in a four-inning game.
- Substitutes will rotate each defensive inning so that no player sits out more than one inning in a row. All players must sit out one inning before any player sits out a second.

#### ***Batting:***

- The coach or manager of the hitting team will feed the baseballs to the machine. Important Note: No players or children can be allowed to feed balls or be near the machine. It is critical that the defensive player who is in the "pitcher" position stands well away from the machine and not attempt to field balls hit in the machine's vicinity.
- A batting order consists of all players, regardless of whether or not the player is in a defensive position prior to batting in a particular inning.
- End of Inning: The side is retired when 1) three outs are made by the defensive team or 2) when every offensive player has batted in the half-inning. (This rule may be modified at Coordinator's discretion to allow for 6 outs in an inning with a clearing of the bases after 3 outs, but teams remain in the field and at bat, respectively).
- If one team has substantially more players at a game, the managers may agree to allow the smaller team to bat an equal number of times in the order, which could entail some players batting more than once per inning. If this rule is invoked it is required that the lineup be shuffled so as to not be the same players who bat more than once in the order each inning.
- There are no strikeouts or walks. Each batter must hit a fair ball during his/her at bat.
- If a batter has not hit a fair ball after 6 pitches, a batting tee or coach pitch should be used to allow a player a successful completion at bat. The manager at his/her discretion may make minor exceptions to this rule so as to allow one or two more pitches as warranted. However, it is necessary to remember that there are 20+ other players waiting for action at each at-bat so the tee or coach pitch format must be used in a timely manner if a player is not successful hitting the machine pitch.



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- There is no bunting allowed.
- Bat throwing will not be tolerated. First offenses should result in a one-on-one talk between coach and player. A second offense results in the player missing his next turn at bat.

### ***Base Running:***

- Base runners must stay in contact with the base until the ball is hit, therefore, no leading off or stealing is allowed.
- Players may run until the ball is controlled by an infielder, at which time they must return to the closest base.
- Base runners may only take one base on an over throw, even if the ball remains in a position that would normally be considered "in play".
- Head first sliding is NOT allowed.

### ***Defensive Field Makeup:***

- Players and Positions: Ten defensive players are on the field at one time. The positions are pitcher, catcher, first, second, third base and shortstop, along with left field, left-center field, right-center field and right field. (There is to be NO Rover position). The pitcher must be positioned on either side of the pitching machine and in no event closer to the batter than the rear of the machine.
- All outfielders are to play on the outfield grass, no closer than 10 yards from the dirt portion of the infield in any position.
- Outfielders shall not make plays in the infield.
- A catcher, with full protective gear, may be used for plays at home plate.
- Prior to a batted ball the catcher must stand out of play, against the backstop where there is no danger of being hit by a thrown bat, until the ball is put in play by the batter. The catcher may then come into position to be involved in play.
- An adult coach, from the offensive team, will act as batting coach and retrieve pitches for the coach who is pitching.

### ***Scoring:***

Scorebooks are not to be maintained and league standings are not to be kept. Informal scores are not encouraged. There are no playoffs or "league championships."

### **TEAM ROSTERS**

- A team shall consist of 12 players.
- A team reduced to less than 10 players will need to add a player if there is one available. Players considered will be any players on the Waitlist that are at least 8 years old.

### **GENERAL and ADMINISTRATIVE RULES**

#### ***Equipment:***

- The league will provide batting helmets, bats and balls for each game. Report damaged or missing equipment to the division coordinator as soon as possible.



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- Each player should be in team jersey, cap and long pants (no shorts) for games. Cleats are recommended, no metal cleats are allowed. Jerseys must be tucked in and caps are required in the field.
- All players are encouraged to wear an athletic cup. Cups are mandatory for those playing catcher.

### **Safety:**

- Prior to start of a game, the home team Manager must confirm the DMLL First Aid Kit provided by the DMLL is present and accessible. Each manager will be supplied with a first aid kit and ice packs. There should be extra items available on site at each field location. These items must be with the team at every practice and game. If additional kits or ice packs are needed, contact the Safety Coordinator/Equipment Manager.
- Only LL approved bats, 2 ¼" inch in diameter and having a Bat Performance Factor (BPF) of 1.15 or less are allowed per LL International 2010 Rules. Big Barrel Bats are NOT allowed.
- No player is allowed to pick up a bat without wearing a helmet.
- There is no "on-deck batter" position. Players should come from the bench to the plate, after the play has stopped. If desired, they may practice swing the bat on the way to the plate.
- All offensive players out of the dugout and on the field of play must wear a helmet. The helmet must be worn until the player is behind the fence and back in the dugout. This includes warm-ups.
- All equipment (bats, helmets, bags, etc.) must be confined within the dugout and may not be stored along the fences within the field of play.
- Players must be taught to throw to another player only if that player is paying attention and looking for the throw.
- Managers must carry medical releases for all players at all times.
- An adult needs to be in the dugout at all times. His/her function is to keep players in batting order and maintain order, but mainly to ensure safety.
- Managers and coaches must strictly enforce all additional safety rules as defined by Little League International and Del Mar Little League. Contact league Safety Officer for full information.
- Players may not leave the dugout or the field of play during the game. The only exception is to use the restroom or in the event of an injury.
- Parents or visitors are not allowed in the dugout.

### **Rules Enforcement:**

Managers/coaches will be responsible for all on field rule enforcement as well as dugout rule enforcement. Register all formal complaints and problems to the Division Coordinator in writing and copy to Del Mar Little League Board.

### **Games:**

There will be one Manager and two Coaches in the dugout, maximum. Coaches are allowed at first and third bases. The Coaches must remain in the dugout unless coaching a base.



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### ***Umpires:***

- Umpires are not used. Rulings on the field are made by the managers/coaches.
- The League may opt to use player from Majors Division to umpire games. Under no circumstances should any adult make a youth umpire feel embarrassed, harassed or uncomfortable in any way. All calls made are final, and not to be argued. There should be no attempts to influence calls. Youth umpires will report sportsmanship to the Division Coordinator and there will be zero tolerance of poor behavior.

### ***Behavior:***

The league will not tolerate any unsportsmanlike behavior by managers, coaches, players, or parents. This includes hitting, grabbing, pushing, swearing or any other behavior that disrupts the games. Disciplinary actions will be taken at the discretion of the Board of Directors.

- Under no circumstances shall managers, coaches, or other adults criticize any calls made during the game, or do anything that would be considered counter to the philosophical principles and objectives of Little League.
- Adults shall act as positive role models for players.