

2023

ETJ MACHINE PITCH RULES

1. Players must be age eight or under as of **August 31st, 2023**.
2. Only the Manager, 3 Coaches, scorekeeper and Players are permitted in the dugout.
3. All equipment must be kept inside the dugout.
4. Abusive language, unsportsmanlike conduct, or damage to league equipment will result in expulsion from the game.
5. Unless otherwise stated, official Little League rules apply.
6. Each team is responsible for keeping score. It is recommended that scorekeepers verify their totals after each completed inning.
7. Players showing up late will be placed at the end of the batting order.
8. Each player on the roster will be assigned a spot in the batting order and will stay in that spot throughout the game. This applies whether or not they are playing defensively in the field. Example, a team has 13 players for the game, all 13 must bat before turning over the lineup.
9. The game shall be six innings.
10. If a game is not completed due to bad weather, power failure, or any other reason, the game will be suspended and will be resumed from the point of interruption.
11. The Manager is responsible for the behavior of the team and their fans.
12. The defensive team may have nine players in fair territory and a catcher in foul territory (10 total). The catcher must wear a chest protector, shin guards, mask, and protective cup. The catcher may stand along the backstop or squat down in the regular defensive position and catch. The 10th position must be an outfielder.
13. The player in the pitcher's position must have one foot in the circle and even with or behind the rubber when the pitch crosses home plate.
14. The infield fly rule does not apply.
15. Each player must play a minimum of six defensive outs in the field. They may play more than one position; however, they must play the same position for the complete inning. If a game ends before a player has played the field for six outs, the player must start the next game in the field.
16. 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.
17. Each team may bat through it order or three outs which would complete the half an inning
18. Any player playing the pitchers position must wear a face mask.

BATTERS

1. No bunting is allowed, the batter must take a full swing. If an illegal swing occurs, the batter is out and the runners will return to their base. There will be an arc in front of home plate. The ball must pass the arc or it is treated as a foul ball.
2. The pitching machine shall be set up behind the baseball rubber and the speed shall be set at 40 MPH - 42 MPH.
3. There is no batter's box. 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. The machine may only be adjusted at the start of a new inning.
4. First half of the season with coach pitch and out is 3 strikes.
Second half the season: A coach from the batting team will operate the machine. Each batter will receive 5 pitches. The batter may swing at any or all of the pitches (3 strikes is not an out). If the batter swings and misses the fifth pitch or does not swing, the batter is out. If the batter fouls the fifth pitch, he/she will receive additional pitches until he/she hits the ball fair, swings and misses,

or does not swing. If the batter does not swing, it will be the umpires discretion whether the pitch was hittable. All swings count whether ball was too high or too low.

5. 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 ball is dead, all runners will advance one base, and the batter shall be awarded first base. Any other ball, thrown or, batted, that touches the machine or umpire is a live ball.
6. A batter, who throws the bat, whether or not he/she makes contact with the ball, will be warned by the umpire after the first offense. After all subsequent offenses the umpire will let play continue and the batter will be declared out and all runners returned to their bases.

RUNNERS

1. Runners must hold tight bag until ball is hit. If runner leaves without contact, team will be warned. Second offense by the team will result in an out.
2. Each batter shall wear a batting helmet until returning to the bench. If a batter, in the opinion of the umpire, loses his 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. If the runner loses his helmet unintentionally, the play stands.
3. The ball remains in play until the ball is touched by a player with at least one foot on or in the circle and no runner is attempting to advance. At that time the ball is returned to the umpire and when all players are in position the umpire shall call "play" and the next batter is up.
4. On any thrown ball that goes out of play, the runners may advance one base from the base last touched.
5. On appeals for missed bases or tagging up on fly balls, any player or the Manager may appeal to the umpire of the base in question. No play with the ball is required. 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.
6. On plays at home plate, the runner must slide feet first or he/she will be called out.

UMPIRES

1. Umpires will be provided by the League for some games. Any game without an umpire it will be up to coaches to fill the role of umpire.
2. All prevailing ground rules of the playing field shall be explained to all managers and shall be enforced by the umpires.
3. **ZERO TOLERANCE RULE:** Unsportsmanlike conduct will not be tolerated during this tournament by any team member, managers, coaches, parents, fans, etc. Any coach or team roster member who is ejected from the game must remove him or herself from the property and may not participate in any events whatsoever concerning that game or the rest of the tournament. **MANAGERS WILL BE HELD RESPONSIBLE FOR THE ENFORCEMENT OF THIS RULE.**

THE LEAGUE SHALL NOT BE HELD LIABLE FOR ANY INJURIES WHICH MAY OCCUR ON OR OFF THE BALL FIELD AND/OR THE PROPERTY DURING THIS . WE SHALL NOT BE HELD RESPONSIBLE FOR DAMAGE TO VEHICLES OR PERSONAL PROPERTY WHILE ON PROPERTY, THIS WOULD ALSO INCLUDE THEFT FROM VEHICLES OR LOSS OF PROPERTY WHILE SITUATED ON THE PROPERTY.

ADDITIONAL NOTES:

***** All bats must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. The USA Baseball Bat stamp must be visible on the bat.**

*** There will be an arc across the field of play from the back of home plate. The ball must pass the line to be fair. Foul ball will be called if the ball does not pass the line.

*** The pitchers circle will be roughly ten feet in diameter.

*** There will be hash lines half way between each base in the base path and parallel to the pitching rubber outside the circle.

*** There will be a 15-run mercy rule after 3 complete innings and a 10-run mercy rule after four complete innings.

*** Starting times for weekday games will be 5:15 PM and 6:45PM. A ten (10) minute grace period will be granted to field a team. A minimum of eight (8) players is required for a legal game. There will be a 1 hour and 30-minute time limit for each game. Home team must bat if losing regardless when the time limit elapses. No inning will start after 1 hour and 25 minutes. There will be no time limit for championship and third place games.

*** There shall be NO infield practice time permitted on any of the fields prior to any of the tournament games being played.

*** No one under the age of 18 will be permitted to be in the batting cage unless accompanied by a responsible adult (older than the age of 18).