



BASEBALL WA LITTLE LEAGUE MINOR MACHINE PITCH BYLAWS

SPECIFIC FOR LITTLE LEAGUE MINOR - MACHINE PITCH

Playing Field:

1. The outfield boundary (i.e. home run "fence") is to be marked out with cones, the distance being 165 feet from home plate.
2. The back-net should be no less than 25 feet and not more than 35 feet from the back point of home plate.

Duration:

1. Games will be played for 1 hour and a maximum of 6 innings - and minimum of 3 innings.
2. The inning in progress at the end of the 60th minute shall be deemed the final inning unless the minimum innings requirement has not been met. **There is NO reverting back to even innings.**

Participation:

1. Players are to rotate fielding position every defensive innings. (Catchers position exempt, however, no more than 2 innings in the catchers position)
2. Coaches are to provide a fielding position roster for the game in advance to the scorers.
3. No player may sit on the bench for 2 or more consecutive defensive innings.
4. Players must wear full baseball uniform – shorts are not permitted.

Machine Pitch:

1. The game will be machine pitched, using a Louisville Slugger Blue Flame (UPM45) machine.
2. The machines settings will be agreed to by both coaches prior to the commencement of the game.
3. The machine shall be placed so that its front T Bar is a distance of 42 feet from home plate (MP60) and 50 feet from home plate (MP70).
4. A coach / responsible person from the batting team is to operate the machine.
5. For the first 3 games of the season only; if a batter cannot put the ball into play after 3 strikes the teams coach shall soft toss from the opposite batter's box to the batter, until the ball is batted in play.

Catchers:

1. Catchers must suit up in catching attire of: Skull cap and mask (including **dangling-type** throat guard), Chest Plate and leggings. Protectors are mandatory for all male catchers.
2. Catchers must not remove their Skull cap and mask whilst a batter is attempting to hit a pitched ball. The skull cap and mask can only be removed once a batter has hit the pitched ball.
3. No player may play in the catching position for more than 2 defensive innings per game.
4. In lieu of a suited up catcher in the traditional position, a team may elect to have a non-suited up catcher. This player must start each play safely behind the back net and can only enter the field if the ball is missed by the hitter and needs to be retrieved or the ball is put in play by the hitter.

Scoring:

1. The game shall be scored exactly as a Major League Little League game.



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Playing Rules:

1. The fielder playing the pitcher position shall stand to the side or diagonally behind the pitching machine. They may not stand closer to home plate than the T Bar of the pitching machine.
2. No bunting allowed.
3. No infield Fly rule.
4. No Stealing of bases allowed.
5. No warm up pitches for the catcher is allowed.
6. On a ball in play (batted balls) runners may advance until the ball is in possession of the pitcher and the pitcher is inside the infield diamond.
7. On an overthrow that passes the 1st or 3rd base foul line runners may advance until the ball rolls dead. In this case the runners are awarded the base they were approaching (when the ball went dead) only. At home plate the ball is in play on an overthrow if it rebounds off the backstop into fair territory.
8. Runners do not advance on errant pitches by the pitching machine, or errors by the catcher in trying to catch the pitched ball.
9. Dropped 3rd strike by the catcher is an automatic out.
10. Caught foul tip – the batter is out if the ball is caught by the catcher only if the ball has gone *above* the height of the batter's shoulder. A foul tip which is deflected into the catcher's mitt is not out except on the 3rd strike.
11. A ball hit fair beyond the outfield cones on the full shall be deemed a home run.
12. A ball hit fair beyond the outfield cones on the bounce, the batter and all runners shall be advanced 2 bases.
13. If a batted ball hits (unassisted) the pitching machine or umpire it shall be called a dead ball. The count defers back to as it was prior to that pitch.
14. Change of innings are to take no more than 60 seconds.
15. Official baseballs are to be used for the games. It is not necessary to use new baseballs for a game, as long as the balls are in good clean condition and approved by the umpire.