



MACHINE PITCH 7/8 SUPPLEMENTAL RULES

These supplemental rules are to be used in conjunction with the Little League® Rule Book and are meant to supplement and/or clarify rules for the regular season and end of season tournament. Please refer to the Little League® Rule Book for complete rules.

Player Pool

A pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game within their respective division. (Regulation V)

NOTE: Players may not be “borrowed” from an opponent. They must be assigned by the Player Agent.

1. The Player Agent shall create and administer the pool.
2. The league’s Player Agent shall use the pool to assign players within their respective division to teams that are short of players on a rotating basis.
3. Managers and/or coaches shall not have the right to randomly pick and choose players from the pool within their respective division.
4. Pool players that are called and show up at the game site must play at least six (6) defensive outs and bat once.

Equipment & Uniform

1. Bats must be USA Bat stamped bats no more than 33 inches in length; nor more than 2 3/4 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30”) at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end. NOTE: Wood bats do not require the USA Bat stamp. (Bat Rule 1.10)
2. TPU and Hard Plastic (non-flexible) cleats (no metal)
3. Catchers must wear:
 - long- or short-model chest protector with neck collar
 - baseball-style shin guards
 - catcher face mask
 - catcher helmet which meets NOCSAE standards
 - dangling throat protector attached to face mask (must hang freely)
 - catcher’s mitt Rule (1.12)
 - male catcher shall wear a protective athletic cup

Length of Games

1. Games shall last 90 minutes or 6 innings, whichever comes first. No inning shall start after 90 minutes. Innings started prior to the 90-minute mark shall be completed. An inning officially begins at the completion of the previous inning.
2. No inning shall start after 10:00pm.

Managers & Coaches

1. All volunteers on the field/in the dugout must have a valid Volunteer Badge
2. One (1) Manager & Three (3) Coaches permitted. Coaches may not interfere with a play in progress.
3. One (1) Defensive coaches is allowed on field during gameplay. One Coach will be positioned along the

outfield arc and their role is to provide in-game coaching and feedback to their defensive players. They must not interfere with gameplay. One adult must always remain in the dugout to supervise players

4. Base coaches shall be situated in foul territory within the base coach's box when their team is on offense. Coaches must vacate the box to provide ample room for a fielder attempting to field a batter or thrown ball.
5. Only the Manager may confer with the umpire
6. When not in the coach's box, managers and coaches shall remain within one (1) arm's length of the dugout.
7. Base coaches, other than the team manager, may not confer with an umpire regarding any on- field ruling.

General Rules

1. One (1) Umpire shall be provided.
2. Infield Fly Rule is **not** in effect.
3. No lead offs or balks.
4. No walks or intentional walks.
5. No stealing.
6. No headfirst slides while advancing.
7. On deck batters are not permitted.
8. The batter is out whether strike three is caught by the catcher.
9. Swinging strikes will be called, after 3 strikes the batter is out, unless the 3rd strike is a foul
10. Batters are allowed four pitches per at bat. If the batter fouls off the fourth pitch, they will continue until the ball is either put in play, or a swing and miss. They can foul off as many pitches until one of those two outcomes happens.
11. If a third strike is bunted foul the batter is out.
12. Strikes can be called by the umpire.
13. Bunting is allowed but no player can fake bunt then swing. If the batter squares around to bunt and then swings the bat, he/she is automatically out.
14. Double first base shall be treated as an extension of first base and no appeals will be made on whether the batter/runner touched the white or orange part of the bag.
15. Protests are permitted. (4.19)
16. When is a play considered dead?
 - On a ball put into play, the play is dead when the pitcher has possession of the ball within the pitching circle. On a batted ball the play will also be considered dead if the catcher has control of the ball in the home plate circle.
 - The ball must go back to the pitcher to give to the coach feeding the machine. Other fielders should not give the ball to the coach feeding the machine.
 - The umpire will make the final determination when the play is dead.

Number of Players

Teams must start with a minimum of nine (9) players [eight (8) players in the fall] and maintain a minimum of nine (9) players for the duration of the game. Dropping below nine (9) players [eight [8] players in the fall] at any time during the game shall constitute a forfeit.

Placement of the Machine

1. Games will be played with a pitching machine placed at 46 feet from the plate
2. The safety circle area is designated as the area of dirt around which the machine sits. The pitcher must stand to the side of the machine in the mound circle while the ball is placed in the machine. Other fielders may not enter this safety circle at any time in the game.

Rules Involving the Machine

1. If a batted ball hits the pitching machine, electrical cord, or the coach/umpire feeding the machine, the

ball is dead. The batter is awarded 1st base and runners advance one base, if forced. If not forced, the runners will remain at the base that they occupied prior to the pitch.

2. If a batted ball lands within the pitching mound and comes to rest without touching anything the play is live and the pitcher must retrieve the ball
3. All other balls put into play near or around pitching machine are treated as live balls.

Adjustments of Machine

1. The pitching machine will be set at 42 MPH for the MP division.
2. The machine will be adjusted for accuracy at the beginning of the game by both managers or the umpire.
3. The machine may be adjusted for accuracy at the beginning of each offensive half inning by the coaches of the batting team. Any subsequent adjustment is at the umpire's discretion or after two consecutive pitched balls.
4. If the umpire adjusts the machine during 'at-bat', the count will go back to 0-0 on the batter.

Adult Placement

1. An adult will pitch to the offensive team's batters by feeding balls into the pitching machine from within the safety circle. This adult shall be one of the following:
 - A parent from the offensive team who is an approved volunteer.
 - A coach/manager from the offensive team
2. The adult feeding the machine must remain within the pitcher's mound circle at all times during play.
3. The adult feeding the machine will not be allowed to coach players during this half of the inning.
4. The adult feeding the machine shall feed the machine with the laces of the baseball running parallel with the wheel to pitch a straight ball. The adult shall not turn the ball with laces running perpendicular to the wheel as this will result in a ball that drops much like a curve ball.
5. If, in the umpire's judgment, any action by the adult pitcher interferes with a play in progress, the umpire will declare a "dead ball" and will take such action, as the umpire deems appropriate to the situation.
6. The adult feeding the machine will place the ball into the machine immediately after presenting it to the batter.

Machine Pitch 7 /8 Pitcher

1. The pitcher shall wear a batting helmet for safety.
2. The player playing the position of pitcher on the team in the field does not pitch; he/she is a fielder only. He/She must begin each pitch even with the pitching machine to the right or left of the machine. For safety reasons, he/she cannot leave this position, even on an attempted bunt, until the ball exits the pitching machine and crosses home plate.
3. When the player pitcher fields a batted ball, he/she must attempt a defensive throw.
4. Player pitcher may not field a batted ball and return to the mound for the purpose of calling time.
5. On a batted ball fielded by the player pitcher within the pitchers' mound, he/she may not leave the circle to attempt to tag out a batter/runner or block a base path.
 - *If a batted ball is fielded by the pitcher, which carries the pitcher into the runner without giving chase, the pitcher may attempt an unassisted out. (Judgement call by umpires and CANNOT be challenged)

Machine Pitch 7 /8 Defense

1. **Infield:** traditional infield (six [6] infielders – P, C, 1B, 2B, 3B, SS). No defensive player may take a position closer than the pitcher to the batter. For purposes of this rule, the distance between home plate and the pitcher's plate shall be used as a radius to project an infield "arc," from the axis at home plate between the foul lines.

2. **Outfield:** Four (4) outfielders (LF, LC, RC, RF) may be positioned no closer to the infield than midway between the back of the infield and the outfield fence and may not cross that line until the ball is put in play. **Outfielders may not tag out any base runner nor touch any base to make a force out.**
3. **Throwing the ball:** Defensive players may not “roll” or “bowl” the ball to another defensive player to put-out a runner or batter-runner in lieu of the natural and commonly accepted throwing mechanics associated with the game of baseball.

Closed Base Division

When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has crossed the plane of the plate.

If the lead runner is not advancing, time may be called at the umpire's discretion.

Advancing Bases

Time shall be called when:

1. (if) Lead Runner is not advancing, either in the base path or on base. (Umpire's discretion)
2. (if) Lead runner retreats to last base touched.
3. (if) Player pitcher receives and has possession of a thrown ball within the pitchers' mound after a defensive play has already been attempted.

Run Rules & Limits

1. Each team is permitted a maximum of **5 runs per inning** before three outs for first 5 innings. If game advances to the 6th inning, each team is permitted to score up to 10 runs.
2. **The 15-run rule (after 3rd inning) and 10 run rule (after 4th inning) is in effect.**

Ejections

1. Any manager, coach, player, or spectator ejected from a game must leave the game site immediately (this includes the parking lot) for the duration of the game. They may not sit in the stands or be recalled.
2. Any ejected manager, coach, player or spectator may neither be present for his/her team's next physically played game, including pre- and post-game activities, nor are they allowed to be in the parking lot except for dropping off/picking up players.
 - For purposes of this rule, if the next scheduled game cannot be physically played due to the inability of either team to field nine (9) players and is scored as an official game due to forfeit, it shall be considered a physically played game.
3. A manager or coach ejected from the game may not be replaced by another volunteer in the same game in which the ejection occurred.
 - Exception: one (1) adult must always remain in the dugout. If all adults have been ejected from the field of play, game will be stopped and reviewed by the competition committee.
4. The team may provide other eligible volunteers to fulfill managing or coaching duties at the next scheduled game when a coach or manager is serving his/her additional game suspension.



**Download the Official
Little League Rulebook
app on Apple**



**Download the Official
Little League Rulebook
app on Google**