

ATLEE LITTLE LEAGUE
2016 Local Ground Rules

Approved December 14, 2015

Minors 6/7 (Machine Pitch1) Division

6 year olds may play up and 8 year olds may play down

The Machine Pitch 1 Division is considered an instructional division and while the intent is to play by Little League rules, there are exceptions to the rules that are being made below. These exceptions are being made to promote instruction, a safe playing environment, and a positive experience for all that are involved.

General Policies

1. Before the regular season begins, teams are limited to three practices (includes practice games) per calendar week (Sunday through Saturday). Once the regular season begins, teams are limited to one practice per calendar week. Batting practice and warm up drills prior to games do not count as practices. Practices shall not exceed two hours.
2. No more than four practice games may be played between league teams before league play. No such practice games are allowed once league play has begun.
3. Players, managers, and coaches from each team will meet at home plate after each game to shake hands.

Managers, Coaches, and Umpires

1. Machine Pitch 1 teams may have up to three coaches and one manager in the dugout.
2. Managers shall notify the respective division director of any problems related to players, umpires and/or parents.

Local Ground Rules

1. Except as noted herein, Little League Official Regulations and Playing Rules will govern all play at Atlee Little League including Inter-league games.
2. No new inning will start after one hour and forty-five minutes of total playing time or six innings whichever comes first. If the home team is winning in the last inning and time permits, the home team should still bat the last half of the inning.
3. Teams shall divide available time before a scheduled game for infield practice, with the home team being first. If applicable, batting cage use for one hour before game time will be limited to thirty minutes for each team, with home team being first.
4. All players will be in the batting lineup and must play in the field at least every other inning.

5. All players must play at least one inning in the infield per game.
6. A half inning will be complete when the batting team has scored five runs or three outs are made, whichever occurs first. Any runs that score on the last play of an inning which exceed five for the inning will not count toward the game score. As allowed under the Little League Rule 4.10(e) Note (2), the 10-run slaughter rule will NOT be utilized.
7. The pitching machine will be set at a distance of 46feet from the front of machine to the back tip of home plate. Speed shall be set at 34mph.
8. The player pitcher will stand outside the pitchers circle and even with the pitcher's rubber. The ball is dead if it strikes the pitching machine or a coach on the field, or if it comes to rest inside the pitchers circle. In the event of a dead ball, the batter is awarded first base and all other base runners advance one base.
9. A coach from the hitting team will feed the pitching machine and call balls and strikes. Batters will not walk and will not be awarded first base if hit by a pitch. The batter will be out after three strikes. A batter will receive no more than seven (7) pitches in an "at bat". A strike is a pitch that is swung at by the batter and is missed, or is fouled by the batter when there are fewer than two strikes; or touches the batter as the batter strikes at it. If the 7th or subsequent pitch is fouled, the batter will continue until he gets a hit or makes an out.
10. If a pitching machine is not available for any game, such game shall be played using coach pitch. If coach pitch is employed, the coach pitcher may stand or kneel anywhere in the vicinity of the pitcher's mound.
11. There will be no bunting or base stealing.
12. Base runners may, at their own risk, advance only one base on initial overthrow for a ball that remains in play. Runners may only advance one base for a ball ruled out of play.
13. Teams play with ten (10) defensive players with the additional player positioned in the outfield. Two defensive coaches are allowed on the field positioned behind the outfielders.

Protective Equipment

1. Players must wear batting helmets with face shields when batting, running the bases, or coaching 1st or 3rd base during regular season play. This includes batting practice in the batting cages.
2. All male players must wear a protective cup