

ATLEE LITTLE LEAGUE

2016 Local Ground Rules

Approved December 14, 2015

Minors Baseball 7-8 (Machine Pitch2)

6 year olds may play up and 9 year olds may play down

The Machine Pitch 2 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.
4. A player choosing to play up required to participate in tryouts. In addition, the player must be chosen within the first six rounds of the divisional draft to participate otherwise, they will be required to play in the appropriate age division. Also, players may only be drafted in upper divisions if authorized by the parent or guardian. Parents and/or guardians are to acknowledge that playing up may require a child to participate in games/practices scheduled for the later time slots.
5. In all divisions, players that are one (1) year above in league age may play down if approved by the Executive Committee, but will not be eligible for any post season play.

Managers, Coaches, and Umpires

1. Machine Pitch 2 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 speed will be set at 38 mph from a distance of 46ft from front of machine to back of plate.
8. A 14ft circle (pitcher's circle) will be drawn around the pitching machine. The circle will be divided with a line even with the anchor bar of the pitching machine. The player pitcher may not cross this line until the ball has been released by the machine. A play will be considered over when a player has control of the ball inside of the pitcher's circle. Runners may advance at their own risk until the ball is controlled within the pitcher's circle.
9. A 30foot progression line will be used at every base. Once the ball is controlled inside the pitcher's circle, a runner will be allowed to proceed to the next base if he/she has crossed the progression line. If the runner has not, he/she will be sent back to the last base of which he/she last rounded.
10. The ball is dead if it strikes the pitching machine or a coach on the field, or if it comes to rest inside the pitcher's circle. In the event of a dead ball, the batter is awarded first base and all other base runners advance one base.
11. 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 (5) 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 5th or subsequent pitch is fouled, the batter will continue until he gets a hit or makes an out.
12. If the fifth pitch is deemed unhittable by both managers, the batter will be awarded one (or more) additional pitches until the batter receives a hittable pitch.

13. 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.
14. There will be no base stealing. However, Bunting is allowed in Machine Pitch 2.
15. 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.
16. Teams play with ten (9) defensive players. There shall be no additional player positioned in the outfield.

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

League Playoffs

1. Minors Baseball 7/8 will have an end of the season playoffs. Each team participating in the division will be entered into the playoffs. The playoffs will consist of Atlee teams only, in the case where inter-league games were involved during the regular season. At the end of the regular season, each team will be seeded for the playoffs based on best overall win-loss record starting with first and so forth until all teams are seeded. Inter-league games played will count toward the overall win-loss record.
2. If there are any teams tied at the end of the regular season, that tie will be broken by first reviewing their head to head record. In the event they are still tied, a coin flip will determine the higher seed.

