

## Salem Little League Machine Pitch League Rules

1. All Minor league games are 5 innings and will have 1:30 time limit. No inning shall start after time limit has been reached. If there is less than 10 min. between games. No infield practice will be permitted. No inning shall start after 10:00 P.M.
2. No on deck batter is allowed!
3. Players must maintain control of the bat after swinging. A player will be warned the first time and called out anytime throwing the bat after the warning has been issued.
4. At the managers discretion, a courtesy runner may be used for an injured player or to run for the catcher of record provided he has reached base safely and there are 2 outs in the inning. The courtesy runner must be the last batted out.
5. The home team occupies the 3rd base dugout. The home team will keep the official score book if a league scorekeeper is not available. No one except eligible players in uniform, a manager, and not more than 2 coaches shall occupy the dugout area. No bat boy is allowed.
6. The batter, all base runners and players acting as a coach must wear helmets at all times.
7. There shall be no headfirst sliding to the base a runner is attempting to reach. A player will be called out for sliding head first attempting to advance. A player is allowed to slide headfirst to the base he already legally has possession of.
8. A player may re-enter anytime.
9. COMPLETE ROSTER WILL BAT
10. All Players will play the minimum (1 at bat and 6 defensive outs) . The league will not tolerate any manager who just plays a child the minimum on a regular basis.
11. In all games played for determining a tie-breaker for the regular season standings and tournament games, the home team will be determined by a coin flip
12. Mercy Rule: 15 runs after 2 1/2 - 3 innings 10 runs after 3 1/2 - 4 innings
13. If a game is called before 1 inning is complete, it shall be played over in its entirety. If a game is called before an Official game but after 1 inning is complete, it will pick up where it left off. Official game is 3 1/2 - 4 innings.
14. If a team has less than 10 players available, they may use call up players. (see call up procedure). If a team has less than 9 players, they will take an out for each missing spot in the lineup.
15. Base runners may advance after the pitch crosses the plate. A runner cannot score on an overthrown ball from the catcher or a pass ball. A runner can advance and score after a hit ball and overthrow from a fielder.
16. Only 5 runs are allowed to score each inning. There will be no open inning. If a team is down by 6 or more runs going into the last inning, the game will be over.

17. A batter will receive a maximum of 5 pitches from the machine unless pitch 5 is fouled off. A batter will be called out on swinging strikes after 3.

18. If a batted ball hits the machine or coach feeding the machine, the play will be dead and the pitch will not count. The coach feeding the machine will exit the to foul territory as soon as contact is made.

19. Play will be dead as soon as the player pitcher has the ball within the pitcher's circle or all runners have retreated to their base and time has been called.