



MEGA BASEBALL LEAGUE

1st/2nd GRADE MACHINE PITCH BASEBALL RULES

- Season-** Consists of min. 6 games to be played on Mon, Thurs and Sats.
- Equipment-** Game balls will be provided by teams(5 per game). Balls should be relatively new. Additional equipment (batting helmets, catching helmet, etc.) will be available w/ a deposit
- Uniforms-** T-shirt and hat will be provided with all individual registrations
- Base length-** 60 feet and pitching distance approximately 35 feet.
- Game Length-**
1. Four innings or 75 min shall constitute a complete game unless the game is called due to rain, darkness, or other cause which makes further play impossible.
 - a. If the game has played 2 complete innings and a game cancelled due to weather, darkness, or any other cause will deemed a complete game.
- Game Time-**
1. The umpire shall record the game starting time in the scorebook. The time limit is determined by when the last out of the complete inning is made. A new inning shall not start after time is expired (again, determined by when the last out is made). Any inning started shall be played to completion.
- Batting-**
1. All players will bat.
 - a. All teams will use a continuous batting lineup which is set on the first game of the season. Therefore, if batter #5 bats last in game 3, batter #6 will be the leadoff hitter in game 4.
 2. Each ½ inning is complete after 3 defensive outs or one time thru the batting order, whichever occurs first. Strikeouts do not count as defensive outs.
 3. Field umpire will run the pitching machine and each batter will receive up to 5 pitches. If last pitch is a foul ball, batter will continue to receive pitches until the ball is put in play or batter misses. If the batter does not hit the ball after 5 pitches, they will return to the dugout and next batter will be up. While we prefer that players hit from the machine, coaches will be allowed to pitch to some players if they are not capable of hitting off the machine.
 4. Ball must travel ten (10) feet or more between the baselines to be counted fair.
 5. Base runners may only advance on a hit ball. There are no leadoffs or steals. If the ball is hit to the outfield, the runner can advance until the ball is returned to the infield area, whether or not the defensive team has control of the ball.
 6. Offensive team will clearly announce when the Last Batter of the inning is up. The half inning will end when a player from the field has control of the ball and touches home plate. The last batter can keep running the bases until the put-out is made at home plate.

General Rules-

1. All players will play in the field each inning. We don't want anyone sitting on the bench! All teams will play a standard six (6) player infield. The rest of the players shall be placed in the outfield. Outfielders must play behind the radius, thus creating a true separation between infield and outfield. Up to two (2) coaches per team are permitted on the field of play to assist in the positioning of players and the giving of instruction.
2. Home team has the 3rd base dugout in all Leagues
3. Players are not allowed to wear metal spikes
4. Thrown Bats will not be tolerated. A warning shall be given to the managers in the pre-game meeting with the umpires. Violations will be enforced as indicated: Penalty- 1st offense- ball is dead and the batter is out. 2nd offense- ball is dead, batter is out and ejected from the game. Violations must occur in the same game and must be determined by the umpire. Intentionally thrown bats and/or helmets may be cause for ejection at the discretion of the umpire.
5. Obstruction Rule. Obstruction is the act of a fielder who while not in possession of the ball and not in the act of fielding the ball impedes the progress of any runner.
6. Collision Rule. A runner will be called out for failing to slide or avoid contact with a defensive player when (a) a defensive player has the ball waiting to make a tag on a base runner, (b) any other instance in which the umpire deems contact could have been avoided without unfair advantage to the defense. Note: Any defensive player taking advantage of this rule and setting up in the base path without the ball will be called for obstruction.
7. Malicious contact by any player will result in immediate ejection from the game.
8. All players shall receive a participation award.