

## **El Segundo Little League Local Playing Rules - Machine Pitch "A" Division**

This is a non-competitive division. No scores, standings or batting averages are kept. Although a scorebook is supplied to each team, it is for keeping track of the batting order and positions only. No score is to be kept and no winner or loser is to be declared.

The Umpire should be the coach that is pitching.

### **Pitching Rules**

Regulation VIII (d) Election: ESLL elects to utilize Machine pitch.

This division is for primarily league age seven and eight year old players. It is an instructional division where players hit regulation little league balls pitched at approximately 35-38 mph by a pitching machine. Players are taught the fundamentals of baseball such that they are exposed to playing positions, and are taught throwing, catching, batting, defensive ready positions and running the bases. All players in the Machine Pitch Single A Minor Division receive participation awards at the end of the season.

The person operating the pitching machine shall present a maximum of five (5) pitches to each batter. After Spring Break, the batter shall be out on three (3) swings or the fifth pitch, unless the final pitch is hit foul. An at bat cannot end on a foul ball not resulting in an out.

If a machine pitch is unhittable, the umpire may declare NO PITCH.

The pitcher (player) will be positioned to either side of the pitching rubber parallel to it.

In the event the pitching machine is unavailable or inoperable, the offensive team shall furnish a coach for pitching purposes. In such cases, the coach must pitch overhand from the pitcher's mound for the entire game.

- Inoperable is defined as; a condition such as weather, mechanical failure, etc. that causes the machine to malfunction or cease to function.
- The machine can be removed from the field only after both managers agree it is inoperable.

In the event that any coach determines the machine to be inoperable, for any reason other than the weather, they shall report it to the Single A Minor Division Vice President immediately so action can be taken to repair the machine

The Machine Pitch Single A Minor Division plays under a set of modified Little League Baseball Minor Division playing rules. All Little League Baseball Official Regulations and Playing Rules are in effect, unless modified below:

### **Time Limit / Game Info**

Regulation VII (h) Modification: All games have a 90 minute time limit. No new inning shall commence if the game has already reached this limit.

Each team is responsible for supplying one new ball for each game.

The Visiting team will be responsible for setting up and taking down the pitching machine. The machine shall be placed in front of the rubber as close to the rubber as physically possible.

Before Spring Break, each team bats around. After spring Break, an inning is over if 3 outs are recorded or when the team bats around.

### **Playing Rule:**

Regulation IV (i) Modification: Every player on the team roster may only sit out defensively a maximum of one (1) inning.

Additional Playing Requirements under Regulation IV:

- A maximum of ten (10) players may play defensively (four outfielders must play on the outfield grass).
- No player shall play any one (1) position for more than two (2) innings.
- Every player must play in the infield for 2 innings (six (6) defensive outs)

### **Base Running Rules**

7.13 Note about Tee Ball applies to A, in A, base runners must stay in contact with the base until the ball is hit.

Rule 5.10 is amended to add Rule 5.10(i):–Base runners cannot advance once the ball is in possession of any player standing in the infield and the batter has reached first base or an out has been recorded in the infield (Tip: Teach your outfielders to get the ball into an infield player as quickly as possible). The infield is defined as the area from where the infield dirt meets the outfield grass inward towards the entire backstop.

Additional Playing Requirements under Rule 7.00 – The Runner:

- With no score being kept there is no need to score runs. A player who hits a double should be rewarded by being allowed to go to second base. A player should not go to second base because the right fielder is confused and does not know where to throw the ball.
- Be considerate and have compassion for the players in the field. Causing confusion by sending runners while the ball is being thrown around the infield is not what we want coaches to do.

### **Dead Balls.**

- A batted ball hitting the pitching machine or machine operator is a dead ball. The batter is awarded first base and existing base runners advance one base.

## **Appendix (Rules being restated as they appear in the LL Rule Book)**

Rule 4.05: Base coaches shall be eligible players in the uniform of their team; or two (2) adult coaches.

### **Playing Rule:**

Rule 3.03 "Substitution Re-Entry" rule does not apply – There is FREE substitution at all positions

### **Run Limit Rules**

When three offensive players are legally put out or five (5) runs are scored in any inning.

### **Batting and Base Running Rules**

The continuous batting order is mandatory for all Minor League Divisions. Every player will bat in the line up whether playing in the field or not. All players should bat in different places in the lineup every game. No player should bat towards the top or the bottom of the lineup every game.

There are no walks and no free bases for being hit by a pitch.

There is no bunting and no infield fly rule.

The runner is awarded only one base on an overthrow to 1st base if the ball goes out of play.

The runner may advance, at their own risk, on any overthrow that remains in play.

Rule 4.05: Base coaches shall be eligible players in the uniform of their team; or two (2) adults coaches.  
The Visiting team is responsible for supplying two new balls for each game.