

# MACHINE PITCH --- 7 & 8 YEAR OLD

The 7-8 year old league division of Shades Mountain Park is organized as a baseball program for youth age 7-8. Rules set forth shall govern all play. All play shall be machine pitch.

## PLAYER'S AGE

Shades Mountain Machine Pitch age 7-8 shall be open to any approved youth whose playing age is his or her actual age on July 31 of the current year.

## 100. GENERAL RULES

101. Each team will be allowed four (4) adults in the dugout, one (1) head coach and three (3) coaches.
102. Two adults may coach the bases if they choose to do so. In all tournament play, coaches must wear coordinated coaches shirt and team cap.
103. Each team shall consist of twelve (12) uniformed players but only ten (10) will play defense in field. **SMP: All players will play defense.**
104. Head coaches may not sign new players after May 1 of the current year. A violation of this rule will make the player ineligible for tournament play.
105. Playing illegal players will result in forfeiture of the game. **SMP: In order to field a 9 player team on a temporary basis, a coach may recruit player(s) from a younger age league at SMP. The opposing coach must approve the use of the temporary player. Any temporary player must play in the outfield and must bat last in the lineup. A temporary player may only play three games per team.**
106. An ineligible player is one who is legally a member of the team but who is ineligible to play in a particular game or games because of an infraction of the rules, or because of a previous violation or disciplinary action. It is the duty of the head coach to keep a record of his players and pitchers.
107. The playing of an ineligible player will result in a replay of the game from the point of the infraction.

108. No spectator shall be allowed on the playing field during the playing of the game.
109. Only officially registered players of the team, the head coach and assistant coaches will be allowed on the bench and field during the game.
110. If any player, head coach or assistant coach conducts himself/herself in an unsportsmanlike manner he/she shall be removed from the game and playing field. This includes the baiting or heckling of umpires and opposing players from the bench.

## **200. EQUIPMENT**

201. NO METAL CLEATS SHALL BE ALLOWED.
202. The bat shall be an unaltered regulation baseball bat (not softball) made of either one piece wood or an approved alloy. ~~Only 2 and 5/8 inch diameter or smaller bats will be allowed.~~ Bats that are altered or deface the ball or that do not meet the rules specifications are illegal. Bats that are broken, cracked or dented shall be removed upon discovery without penalty. **Metro has revised their policy on bat size in 2003 and no longer places limitations on diameter. SMP highly recommends that no bats greater than 2 and 5/8 diameter be used in this league.**
203. A pressure type protective batting helmet with protective facemask, with full earflaps and chinstraps, must be worn by all batters and base runners. Any batter who bats without his headgear is out after the first (1<sup>st</sup>) pitch. Any player running the base who deliberately removes his headgear in umpire's decision is out.
204. Catcher must wear face guard and helmet and full catcher's equipment.
205. All equipment (helmets, bats, catcher's gear, etc.) must be kept in dugout while not in use.
206. A first (1<sup>st</sup>) baseman's mitt may be used by the first (1<sup>st</sup>) baseman and the catcher only.
207. All players must be in full baseball uniform (cap, numbered shirt, pants, socks) with shirt inside of pants. **SMP: Fall baseball is exception.**

### 300. THE PLAYING FIELD

301. The coach's box is to be a minimum of three (3) feet wide and six (6) feet long and no closer than three (3) feet to the base path.
302. First and third baselines shall be fifty (50) feet from the point of home plate.
303. The pitching circle will be ten (10) feet in diameter and the center will be forty (40) feet from the back of home plate. The center of the pitching machine shall be centered over the front of the pitching rubber.
304. Minimum homerun distance will be 140 feet. **SMP: Due to field limitations at SMP bypass this rule during regular season.**
305. **SMP: The Home Team coach is responsible for readying the field for play. Field preparation includes raking the infield, striping the batter's box and foul lines, and any necessary field repair. Field repairs may include removing standing water, resetting the bases, or filling any holes that may injure a player. In addition, the Home Team coach is responsible for setting up the P.A. system.**
306. **SMP: The first Visiting Team coach of the day is responsible for getting out and setting up the pitching machine and the last visiting team coach of the day is responsible for putting the machine away. In addition, the last visiting team coach is responsible for securing the field, equipment (including game ball, score book, etc.), bases, unplugging the P.A. system and turning out the lights.**
307. **SMP: The field and equipment are to be ready fifteen minutes prior to the scheduled start time. Curfews and time limits will be enforced regardless of the start time.**
308. **SMP: The Home Team will provide a press box operator to operate the P.A. System and scoreboard. The Visiting Team will keep the official league scorebook (if one is kept). Revised (4/22/03): Visiting team will provide a press box operator to operate the P.A. System and scoreboard. No league scorebook will be kept.**
308. **SMP: Head Coaches, both home and visitor, must sign the official league scorebook before leaving the field. The Official League Scorebook will be used in determining any post season standings. If there is a discrepancy in the scorebook, it must be corrected and initialed by both coaches. If a coach leaves the field without signing the**

scorebook, it will be assumed that the coach accepts the Official Scoring.

## **400. OFFENSE**

401. All players on the team will bat in continuous order. If one team is unable to field the required number of players for the scheduled game, that team will not be forced to forfeit a game solely because it cannot provide the required number of players for a game. **However, the following action will be taken: The game shall be played with the deficient team playing all members possible. No outs will be recorded for an injured player who cannot bat. An injured player who returns to the game must return to their original position in the batting order. (altered for SMP)**
402. An offensive batter will receive seven (7) pitches before being declared out. He/she may be called out on three (3) swinging strikes. If seventh (7<sup>th</sup>) pitch is fouled he/she may continue to bat. If seventh (7<sup>th</sup>) pitch is fouled and caught it is an out. If the 7<sup>th</sup> pitch or 3<sup>rd</sup> strike is bunted foul, the batter is out. There will be no intentional walks.
403. NO BUNTING shall be allowed; half swings, as judged by the umpire, will be called a bunt. PENALTY: A strike will be called on the batter. If on the third strike, the batter will be called out.
404. After one (1) warning per game per player for slinging his bat, the batter will be out, a dead ball called, no runners can advance.
405. Any base runner leaving the base before the ball reaches home plate is out (umpire's decision). The ball is considered dead and a no pitch. If a runner misses a base, it will be an appeal play to the umpire.
406. **NO BASE STEALING IS ALLOWED IN THIS LEAGUE.**
407. **The batting order will consist of all players. The batting order will not be changed after the start of the game. Late arrivals will be added to the bottom of the order.**

## **500. DEFENSE**

501. (Removed for SMP play)

502. The defensive player listed as pitcher will stay in the ten (10) foot circle until ball is hit. He/She can have one foot outside of the circle. PENALTY: Offense gets choice of play or re-bat.
503. No infield fly rule.
504. Play shall be stopped by the defensive team heading off or stopping the front runner. Any other runner may continue at his/her own risk. Any play made on a runner other than the front runner will release the front runner. Other runners may continue. SMP: It is the responsibility of the umpire to call time out once the infielder has complete control of the baseball and has stopped advancement of the lead runner. A trailing runner, however, will be awarded the base in which he was attempting prior to the stopping of play, provided the runner was attempting to advance and was at least half-way to the next base. (This is left to the discretion of the Umpire).
505. One defensive coach may be out of the dugout at the open end, to instruct his/her defensive players.
506. SMP: The defensive team may position one coach along the right outfield foul line and one coach along the left outfield foul line. These coaches must, at all times, remain in foul territory.
507. SMP: All players on each team will play defense.
508. SMP: Outfielders will position themselves twenty (20) feet behind the baselines until the ball is hit.
509. SMP: No more than six (6) players (including the catcher) may play in the infield and one of those players must play in the area of the pitching machine. All other infielders must be positioned outside the baselines when runners are on base. A team may play with seven (7) players by playing without a pitcher and by having only two (2) outfielders. If a team has less than seven (7) players, the team must forfeit the game.

## **600. PITCHING RULES ---MACHINE PITCH**

601. An offensive coach will operate the pitching machine and pitch to his own batters. He/She may only talk to the runner between home and first base and between third base and home while the ball is in play. PENALTY: After one (1) warning the coach will be replaced.

602. Any batted ball that hits the pitching coach or pitching machine will be a dead ball and a not pitch. **SMP: The batter's count will be reset to zero (0) pitches.** If the coach intentionally (in umpire's judgment) allows the ball to hit him/her the batter will be out and a dead ball called. No runner may advance.
603. The pitching machine will be set at 32 MPH when the ball crosses home plate. **SMP: Machines will be calibrated periodically and proper machine setting will be marked on the machine.**
604. **SMP: The operator may only make adjustments required in elevation or positioning in order to deliver the ball to the strike zone. Coaches should minimize, to the fullest, machine adjustments so not to lengthen the game. In the event that the machine becomes inoperative and a replacement is not available, the offensive coach will be required to pitch to his own players.**

## **700. MISCELLANEOUS**

701. There will be a maximum of one (1) offensive and one (1) defensive time out being no more than one (1) minute in length.
702. The umpire may call time-out for injury or protest. These time-outs will not be charged to a team.
703. In the judgment of the umpire, if a defensive player is injured by being hit in the face, throat, or head and cannot continue to play, time will be called immediately and all players awarded one base. Any other injury deemed serious enough in the judgment of the umpire will be handled in the same manner. The coach must not enter the field until time is called.  
NOTE: THIS IS A JUDGMENT CALL AND CANNOT BE APPEALED OR PROTESTED.
704. Tournament play will be six (6) full innings. **SMP: SMP regular season play will consist of six (6) innings. Fewer innings may be played due to the time limit of eighty (80) minutes. No inning may start later than eighty (80) minutes from the start time. The third out of the Home team will constitute the start of the next inning.**
705. Ground rules will be covered and agreed upon between coaches and umpires before each game.

706. Free substitution of defensive players is allowed at any time during the game. However, a substitute player will not bat in the batting order position of the starting player that he replaces in the field. The substitute player shall bat in his or her original position in the batting order submitted at the beginning of the game. The batting order shall not be changed during the game. A defensive substitute can replace a defensive substitute, however, a substitute always bats in his/her original batting order position submitted at the beginning of the game.
707. There is a maximum of ten (10) runs per inning in tournament play. **SMP: There is a maximum of eight (8) runs per inning during the regular season.**
708. No spectator shall be allowed on the playing field during the playing of any game. In the event that the spectators swarm on the playing field, the umpire in chief will request to the head coaches that the field be cleared within five (5) minutes under penalty of having the game forfeited.
709. No adult other than coaches will be allowed on the playing field during the game without the consent of the umpires. No persons except the officially registered players of the team, the head coach and the coaches shall be allowed on the bench during the playing of any contest.
710. A baseball player shall not be allowed to smoke or use tobacco products. **THIS INCLUDES ALL COACHES, UMPIRES AND GAME OFFICIALS ON THE PLAYING FIELD.**
711. A baseball player, head coach, coach, umpire or game official will not be allowed to use tobacco products or profanity during the ballgame. If, in the opinion of the umpires, a player, head coach, coach or scorekeeper, conducts himself in an unsportsmanlike manner or commits any act which may maim or injure an opposing player, if deemed deliberate, he shall be ejected from the game. Players or coaches who are ejected may not return to the game. An ejected player or coach must immediately leave the dugout and the playing field shall not participate further in the game. When a player or coach is ejected he must sit out and not participate in the next scheduled game. If the ejected player or coach attempts to play or coach in the next scheduled game that player or coach is disqualified for the remainder of the season. Shades Mountain Baseball Board of Directors shall have the authority to remove or eject any coach or player for the remainder of the season for any flagrant unsportsmanlike conduct.
712. Any runner is out when he/she does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to

make the tag. If contact is made with the fielder and in the umpire's judgment the contact by the runner is deemed to be malicious, then the runner is out and shall be ejected from the game.

- 713. Head-first sliding into the next base is not permitted and the runner shall be declared out; head-first sliding back into a base is permitted.
- 714. Three (3) strikes is an out---even if the pitched ball is dropped.

### **800. Umpires/Conduct**

- 800. Umpires are to be in and keep control of every game. Judgment calls such as balls and strikes, safe or out, fair or foul, etc. are not to be argued. An Umpire may eject any coach, assistant coach, parent or player who excessively argues a call. Any parent ejected from the stands must leave the park and not return unless cleared by the Shades Mountain Park Board.
- 801. If a coach feels that an umpire improperly interprets a rule, this may be discussed between the umpire and both Head Coaches ONLY to insure fairness and consistency. THE UMPIRE ALWAYS HAS THE FINAL DECISION AND SAY. It is the responsibility of the coaches to have a copy of the rules available during the game.