



Southwest Athletics – Minors Machine Pitch Baseball Local Rules

All games will adhere to Cal Ripken Baseball rules and regulations for Majors 60 baseball unless a Southwest Athletics local rule is noted below.

Gentlemen's Agreements will not be allowed. These rules may not be changed by any Manager, Coach or Umpire. Recommendations for rule changes should be forwarded to your Division Director and VP of Baseball for consideration. The Southwest Athletics Executive Board of Directors reserves the right to make changes to these rules during the season should it be deemed necessary.

It is the responsibility of each team Manager to challenge rule interpretations, rule violations, etc with the Umpire. Coaches may call time to discuss questions with their Manager however only the two team Managers may engage in the conversation with the Umpire. If the Managers cannot come to an agreement with the Umpire based on the rules, the Board Member on Duty will be called to resolve any questions. If Coaches are engaged in the conversation with the Umpire and/or opposing team, the Umpire will remove the offending Coach from the game. The Coach is also subject to disciplinary action by the Southwest Athletics Executive Board of Directors.

Scoring, Standings and Suspended Games

Game scores and standings will be kept in this division. Scorebooks will not be distributed to managers but will need to be kept.

Tie Games are allowed in this division

End of Season Tournament will be held after the season. Seeding will be based on Win-Loss records. Tiebreakers will be used as needed in the following order:

- 1) Runs Allowed (Fewest gets higher seed)
- 2) Runs Scored (Highest gets higher seed)
- 3) Coin Flip

Games called due to any reason after completing the 1st Inning – Will resume from where they left off

Substitution Rules

All rostered players will be placed in the batting order and will bat in continuous order throughout the game.

A maximum of 10 position players may play defense (6 infield/4 outfield).

Games may start with 8 Players. There will be no penalty and no out taken for players leaving early, arriving late, or for having a roster less than 9 players.

Free defensive substitutions are permitted No player can sit out consecutive innings

Each player must play at least two innings in the infield by the end of the 4th inning.

Exception to this rule: If a team has 12 players or more playing in the game then these requirements must be achieved by the end of the 5th inning

If the official game has started and a player arrives late they will bat last in the batting order.

Example: If 10 players start the game the late arriving player will bat 11th



Pitching Rules

All teams must utilize the Machine to pitch. Please see the following rules regarding the pitching machine:

- Machine Pitch
 - The front of the machine will be placed 46 feet from home plate (front line of the pitcher's box)
 - The pitching machine will be set between 36 and 38 MPH. Both team Managers will review the machine settings before the game and complete a minimum of 5 test pitches
 - Micro Adjust – 3
 - Release Block – 4
 - Power Level – 7
 - The pitcher's box will be drawn 10 feet wide and 5 feet deep (front edge of the box will be 46 feet from home plate)
 - The player pitcher must start with one foot within the pitcher's box (player can come outside the box when the ball crosses the plate or is hit)
- Each batter is allowed 5 pitches (hittable or otherwise) or 3 strikes. If the batter hits a foul ball on the 5th pitch, he/she is allowed to continue batting until he/she either does not make contact with the ball or puts the ball in play
- Machine operators must make an attempt to get out of the way of the ball and the fielders. **A batted ball that first strikes a coach/machine operator in fair territory will be declared a dead ball, foul ball.**
- If a hit ball comes in contact first with the pitching machine, the play is dead and the batter/runner and any additional runners advance one base

Game Time Limits

1 hour 35 minutes

Southwest Athletics Curfew: No inning will begin after 9:00 PM.

Catcher Rule

A Courtesy Runner for the catcher is permitted for the catcher entering the game in the next half inning. The player making the last out shall be the runner.

- NOTE: There are no other substitute runner rules. It is the Managers option to use a courtesy runner

Dropped 3rd strike will not be played in this division

Base Running and Special Division Rules

- **Bunting is not allowed**
- On deck batter is not allowed
- Batting donuts/sleeves are not allowed
- Infield fly rule is not in effect
- Base on balls and intentional walks are not in effect

Base Running and Special Division Rules (continued)

Runners may not:

- Lead from any base
- Steal

- Advance on an overthrow at any time

Once the ball is in possession of an infielder, in the infield and in fair territory, runners must return to prior base if not half way to the next base and not forced. If the runner is halfway to the next base, the runner is free to continue to that base **ONLY**, but is at risk

*****Outfielders are not allowed to make an infield play (cannot run into the infield and tag out a runner or step on a base). The outfielder must throw the ball to the infielder for an out to be recorded*****

Outfielders must play at least 6 feet in the grass of the outfield, away from the edge of the turf infield.

Each half inning will consist of 3 defensive outs or a maximum of **5 runs** by the offensive team (whichever comes first). This will allow for quicker play and more defensive and offensive opportunities for each player.

The 10 run mercy rule applies in the 3 ½ inning if the home team is ahead and the 4th inning if the visiting team is ahead

Team Managers and Coach Duties:

Home Team will provide game balls (Given to the Team Manager by SWA)

Rake around all bases, home plate and pitcher's mound after each game (Fields #7 & WP Small Field)

Visiting Team will be responsible for keeping the scoreboard

All teams please make sure all trash is picked up in dugout

Maximum of 4 Adults in the dugout during games (1 Manager and 3 Coaches or 1 Manager, 2 Coaches and 1 Dugout Parent)

- Offense

- Coach 1/ Dugout Parent – In the Dugout, getting players ready to bat
- Coach 2 – 1st Base Coach
- Coach 3 – 3rd Base Coach
- Coach 4 – Pitching Machine Operator

- Defense

- Coach 1/ Dugout Parent – In the Dugout
- Coach 2 – In the outfield grass (Left field – Behind the defense when the ball is to be pitched), helping direct play in the outfield
- Coach 3 – In the outfield grass (Right field – Behind the defense when the ball is to be pitched), helping direct play in the outfield
- Coach 4 – In the dugout or behind the catcher to throw passed balls back to the Machine Operator

Other:

Casts (hard, soft or covered) may not be worn during the game by players. Any player or coach wearing a cast must remain in the dugout during the game.