

**2010 PLAYING RULES AND REGULATIONS
FOR
INSTRUCTIONAL “A” LEAGUE MACHINE PITCH**

1. All games shall be played in accordance with the official Little League rules, the by-laws of Auburn Little League and the following playing rules and regulations.
2. Coaches and umpires shall review the rules and regulations and, when necessary, establish the field boundaries characteristics to the particular playing field.
3. The home team is responsible for layout of the field, including bases; layout will be completed 15 minutes before the scheduled start of the game.
4. The home team shall provide the umpire; the umpire will call the game from behind the pitcher.
5. Each player must play at least every other inning (SITTING OUT TWO CONSECUTIVE INNINGS IS NOT ALLOWED). Violations of this rule should be reported to the league director.
6. Both teams must police all playing and spectator areas after each game.
7. Players will not wear jewelry, pins, or objects, which could injure the wearer or any other player.
8. The home team shall provide two balls for the game. The visiting team shall provide a backup ball.
9. Each coach shall be held responsible for the conduct of their players, themselves, and their spectators. The umpire or coach has a right to ask any offender (s) to leave the field. Any such incident is to be reported to the division director the SAME DAY.
10. If, batter throws a bat intentionally or unintentionally the batter must be warned. If this continues the manager may by-pass the player in batting order.
11. Alcoholic beverages are prohibited at all games and practices. Tobacco products are prohibited on the playing field, school property, and in the dugouts at all times.
12. The batter, all base runners, and players coaching bases shall wear protective helmets. If one of the above does not have a helmet on, play will be stopped until a helmet is provided. Base runners that accidentally lose the helmet while running bases may continue running until play is completed.
13. Game chatter between offensive and defensive teams is prohibited. However, players may give encouraging chatter to their teammates.

14. Game Duration:

- A. Weather and field conditions prior to game-the manager and umpire shall inspect the field prior to play to determine if the field is playable. It will be the umpire's decision as to whether the game shall be played or postponed.
- B. Darkness- when the umpire determines that it is too dark to safely continue play, play will be stopped.
- C. Rain- if, in the umpire's opinion, rain is hampering the game, play will be stopped.
- D. Each game will consist of six (6) innings or 90 minutes (1.5) hours whichever comes first.
- E. No Extra innings are to be played

15. Each team may use up to ten players. A player may be used in the outfield between first and second on the outfield side of the baseline, or one player in the outfield between second and third on the outfield side of the baseline. These players must be at least 15 feet into the outfield. Unlimited substitutions are allowed throughout the entire game.

16. Machine Pitch Rules:

- A. Each half inning shall end when three outs have been made or five runs have been scored, whichever comes first. However a batted ball results in scoring more than five runs at the completion of continuous game action, all runs scored count. After five runs have scored in a half inning, the defensive team must get the third out OR bring the ball to home plate to prevent more runs from scoring during continuous game action.
- B. There is no 10 run rule.
- C. Stealing bases is not permitted.
- D. A safety baseball shall be used in lieu of a hardball, at practices and in games.
- E. The manager may be on the field to instruct the players.
- F. The manager or coach must operate the pitching machine. Only people that have been trained by the league may use the pitching machine. No players are allowed to operate the pitching machine.
- G. The pitching machine shall be positioned at 40 feet in front of the home plate. When a manager or coach manually pitches they shall be at 40 feet from home plate. This distance should be marked off with a tape measure.
- H. The pitching machine must have a 6' diameter circle which is a no access area to the players.
- I. There shall be no walks. Each batter shall stay at bat until:
 - 1. A pitched ball is batted fair.
 - 2. The batter is awarded first base due to being hit by a pitched ball or any other type of award rule.
 - 3. The batter has had a total of 7 pitches. If the 7th pitch is fouled off the batter gets one more pitch. If the batter fouls the pitch off they are considered out.
- J. The player in the pitchers position shall stand to the side of the pitching machine. The player must be at least 3 feet to the side before the pitch is made. The player may not be positioned outside a 14 foot radius of the pitching machine.
- K. If a thrown ball hits the pitching machine the play is considered dead. No further play may continue by offense or defensive players.

- L. If a batted ball hits the pitching machine the ball is live. If the ball lands inside the pitching machine circle it is considered dead. The runners stay at the base they are at.
17. There is no infield fly rule.
18. Catchers must wear a facemask attached to a helmet, a throat protector attached to the mask, a chest protector, and shin guards. All male catchers must wear a hard cup. It is strongly advised that every male player wear a cup.
19. **(New for 2009)** All non wood bats will have a bat performance factor (BPF) of 1.15 or less written on them from the manufacturer.

Chris Fox
Vice President Operations
Auburn Little League
Approved by the board of directors on 01/20/2010