**TCLL PW-2 Machine Pitch Division Rules**

**PW-2 MACHINE PITCH DIVISION Rules and Regulations:** All games will be played in accordance with the current year Little League Playing Rules with the following local exceptions and rules. Team Standings after regular season play will determine seed position in the end of season City Championship tournament.

**GENERAL**

1. Team Standings after regular season play will determine seed position in the end of season City Championship tournament.

2. The 3rd base side dugout will be considered the “Home Team” dugout.

3. The Home team will keep the official scorebook and track Pitch Count.

4. The Visiting Team will run the scoreboard.

**LITTLE LEAGUE REGULATIONS SECTION IV – THE PLAYERS**

5.1. The provisions of Regulation IV (i) will be in effect. **MANDATORY PLAY TIME**: Replaces the previous mandatory play rule with a continuous batting order requirement for all divisions of play except for the Senior Division.

**5**.1.1. Failure by a Manager to comply with this regulation WILL result in disciplinary action. Managers will submit a game report after every regular season game to verify compliance with this rule. It is the **MANAGER’S** responsibility to keep track of their players’ play time.

**OFFICIAL PLAYING RULES**

1. **RULE 1.00 - OBJECTIVE OF THE GAME**

RULE 1.04: The infield shall be a 60 foot square.

* 1. RULE 1.07 will be disregarded and the following shall apply: The pitching machine shall be located such that the distance between the machine and home plate (from the rear point of home plate to the front of the wheel) shall be 46 feet.
  2. A ten-foot circle (10’) centered 46’ from the rear point of home plate will be marked.
  3. A two-foot (2’) player pitcher’s spot will be marked 2 feet toward first base and 48 feet 6 inches from home plate.

1. **RULE 2.00 - DEFINITION OF TERMS**
   1. The INFIELD FLY rule **shall not** apply.
   2. BENCH OR DUGOUT is the seating facilities reserved for players, substitutes, one manager and three coaches when they are not actively engaged on the playing field. Only four adults may be within the confines of the field fence per team at any time. While on Defense, Coaches must remain in the dugout unless an injury has occurred, or “time” has been granted by an Umpire.
2. **RULE 3.00 – GAME PRELIMINARIES**
   1. RULE 3.03 will be disregarded, and the following shall apply: Each team can play up to 10 players on defense, but 8 players constitute a legal lineup. There can be no more than 6 players positioned in the infield at the time of the swing. All outfielders must be behind the outfield starting grass line.
3. **RULE 4.00 STARTING AND ENDING THE GAME**
   1. RULE 4.04 Continuous batting order option will be in effect.

4.2. RULE 4.10(g) is adopted as follows: (1) The umpire shall call the game upon completion of any inning (or half inning if the home team is ahead) after 1 hour 30 minutes of game time has expired or the end of any inning after curfew is reached. Tie games will not be completed to determine a winner, except in tournament seeding. A home team batter will complete his time at bat if time expires while at bat and their side is ahead. (2) When game time expires and there is no possibility of the trailing team to win by completing the current inning, the umpire shall end the game.

* 1. NOTE: Rule 4.10(e) (10 and 15 run mercy rule) will be in effect

1. **RULE 5.00 - PUTTING THE BALL IN PLAY - LIVE BALL**
   1. RULE 5.07 shall be modified to read: During the entire game, the side shall be retired if, three outs occur, or the offense scores 5 runs in the half inning.
   2. The 10 foot pitching circle will be treated the same as the pitching rubber in regular baseball for the purpose of establishing when the ball is dead and the base runner(s) are required to return to their base. A dead ball will be declared, once **the player pitcher has** **control of the ball in the pitching circle and is not attempting to make a play**, the runner must return to the last base passed, unless the runner has passed the halfway mark or the throw to the pitcher is the first thrown ball. Whether or not the runner has met the qualifications, if he is tagged out while off the base, the out will stand. The umpire may declare a dead ball when, in their judgment, play has ceased.
   3. Any thrown ball that strikes the machine or screen is considered alive and in play.
   4. If a ball settles under the pitching machine, the umpire shall declare the ball dead. All runners including the batter-runner shall be awarded one base beyond the last base legally touched at the time the ball was declared dead.
2. **RULE 6.00 - THE BATTER**
   1. RULE 6.06(d) **(batter is out when) is adopted as follows**: offering to bunt at a pitch then pulling back and swinging at the pitch. Violation of this rule will cause the ball to be dead and no runners may advance on the play. The batter is prohibited from waving or shaking the bat in an attempt to distract the catcher.
   2. No base on balls will be allowed. If, in the judgment of the home plate umpire, the ball is pitched outside of the strike zone and is not swung at, it will be classed as a "no pitch" and a dead ball.
   3. The ball is considered dead when a batted ball strikes the machine or ball dropper before being touched by the pitcher or any defensive player. The batter/ runner will get one base and all runners advance if forced. A thrown ball that strikes the machine is considered alive and in play.

\* If a ball dropper lets a batted ball hit him/her on purpose in the judgment of the umpire, he/she is subject to be ejected from the game per rule 4.07 and will not be permitted to attend the next played game for his/her team

1. **RULE 7.00 - THE RUNNER**
   1. A player will be awarded one base on a overthrown ball that leaves the playing field, including entering a dugout.
   2. Runners must stay on base until the ball has been pitched and it reaches the batter.
   3. Unless the runner has made a FULL COMMITMENT to running to the next base prior to the pitcher returning to the circle with control of the ball, he will be required to return to the previous base. A FULL COMMITMENT IS CONSIDERED FACING THE NEXT BASE AND RUNNING FULL SPEED IN THAT DIRECTION. Side stepping and or walking is not considered full commitment and the runner will be required to return to the previous base.

**RULE 8.00 - THE PITCHER**

* 1. RULE 8.00 of the playing rules shall be disregarded and the following shall apply:
  2. The pitching machine speed will be set to **42 mph**, as indicated by its dial, and will remain unchanged throughout the game.
  3. The pitching machine will be set and adjusted by an adult, with the concurrence of the umpire, to the satisfaction of both managers prior to the start of the game. Prior to the start of each half inning, the umpire shall require at least one pitch to home base from the machine. If the ball is in the strike zone, no changes will be made.
  4. The decision to re-adjust the machine at any time lies with the home plate umpire. The home plate umpire will determine when the machine has been properly adjusted.
  5. A representative (coach or designated “ball dropper”), 18 years or older, from the team batting, will feed the pitching machine. The adult feeding the machine will receive the ball from the pitcher, but may not put it in the machine until the pitcher reaches his defensive position in the pitching area and all defensive players are in a position of readiness, as well as the batter.
  6. The “ball dropper” may **only** communicate with the **batter in regards to safety.** No signaling with either the batter or base runners, nor any communications with the coaching staff on the field or in the dugout is allowed. Penalty: Violation of this rule may subject the pitching machine operator to be ejected from the game.

The representative feeding the pitching machine must make every effort to avoid interfering with the infielder or catcher making a catch or throw. If in the judgment of the umpire(s), interference occurred, all play will stop and base runners will be awarded bases as per Little League Rules.

* 1. Physical contact by the operator of the pitching machine other than use of a foot on the back leg of the machine is illegal. **Penalty**: At the discretion of the home plate umpire, repeated or flagrant violation of this rule may subject the pitching machine operator to be ejected from the game.

8.8 The pitcher may leave his pitcher's spot, only after the ball has been ejected from the pitching machine and is in flight toward the batter. Pitchers may not position themselves on the third base side of the mound. **Penalty**: The Offensive team may elect the result of the subsequent play or nullify the subsequent play and reset the batter if the pitcher leaves early. The pitcher will receive a warning and is subject to replacement if the violation continues to occur.

**BATTER and BATTER’S BOX**

Rule 6.08 (c) Local League Option: After entering the batter’s box, the batter must remain in the box with at least one foot throughout the at bat.

Exceptions:

1. On a swing, slap, or check swing.

2. When forced out of the box by a pitch.

3. When the batter attempts a “drag bunt”.

4. When the catcher does not catch the pitched ball.

5. When a play has been attempted.

6. When time has been called.

7. When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher’s plate after receiving the ball or the catcher leaves the catcher’s box.

8. On a three ball count pitch that is a strike that the batter thinks is a ball.

Penalty:

If the batter leaves the batter’s box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. Minor/Major Division Baseball and All Softball Divisions: No pitch has to be thrown, the ball is dead, and no runners may advance.

**Pick-up Players**

The Division Player Agent will create and run a pool. This pool will be used to assign players to teams that are short of players on a rotating basis. These players position and batting position will be as followed: 1 player – Play right field, bat last…2 players – Play right field and left field, bat the last 2 places...3 players – Play the outfield, bat the last 3 places…teams will not be allowed to pick up 4 players. In this instance, the game will be rescheduled.

**Game Protest**

Game Protests at the local Little League during the regular season are entirely under the jurisdiction of the local Texas City Little League Protest Committee. Texas City Little League WILL NOT allow protests in the Minor Division. If a situation arises that would be allowed it to be protested, a Texas City Board Member shall be consulted immediately, and a decision will be made at that time. Games will not be replayed, nor will time be added to the game clock due to this stoppage.

**TOBACCO USE**

There will be no tobacco products of any kind allowed on the field, in the dugouts, in the stands area or near the field. All tobacco product use (smoking, dipping, chewing, e-cigarettes or the like must take place near the street and away from the fields). Anyone who doesn't adhere to a warning regarding this use will be asked to leave the park.

**EJECTIONS DURING GAMES**

Managers, Coaches, and / or Players that are **ejected by an UMPIRE** at any time **BEFORE, DURING,** **OR AFTER** a game being played will result **in immediate removal from that game AND** **DISQUALIFICATION for the NEXT game.** The ejected person **MUST meet** with the Texas City Protest Committee **BEFORE** they can resume baseball activities with the team. If this is a player, the player’s **parents and the Manager** must also attend this meeting**. Upon the conclusion** of the meeting, **the** **Ejection can result in additional penalties including up to removal from the Team.**

(updated 2/23/34 10am)