

Las Vegas Little League Minor (Machine Pitch) League Rules

The Standing Rules may be altered or amended at any regular or special meeting of the Board of Directors by a majority vote of members that are present and voting.

The “Official Regulations and Playing Rules” of Little League Baseball Inc, the League Constitutions, and Bylaws apply in their entirety to all divisions of Las Vegas Little League Baseball. (Major League (baseball/softball), Minor League, and Tee-Ball standing rules may vary from league to league. League specific standing rules will be listed in the standing rules for that specific league).

1. All games will consist of a maximum of 5 innings or 1 hour and 15 minutes. An inning starts the moment the 3rd out is made completing the preceding inning. Unless tied, no inning shall start after the 1 hour 15 minute time limit. 10 players can be positioned on the field. This is to prevent one player from sitting the bench.

NOTE- Managers and coaches are encouraged to mark and agree to the start time.
Managers – you are encouraged to communicate with each other prior to the start of the last inning. Both teams should be aware that the last at bat is at hand.
Please keep in mind that the first Minors game of the evening needs to start and stop on time in order for the final minors game has enough time to complete their game. There is flexibility in regards to how long the last game of the evening lasts but, in no case will an inning start after 10:00 p.m.

2. All pitches will be delivered to the plate by coach/volunteer appointed by their respective teams. Each catcher is entitled to 2 warm-up pitches if he/she so desires. The warm-up pitches shall be taken prior to the first batter of each inning stepping into the batter’s box.
3. Both team managers are responsible for providing a base umpire. If a questionable call is made, ask the umpires to confer with each other and allow them to determine the final call.
4. There will be a maximum of 5 pitches per batter. If the 5th pitch is fouled, the batter will continue to receive pitches and remain at bat as long as he/she continues to foul off pitches, reaches base or strikes out. **If a batter “takes” the last pitch, they will be called out.** After 3 strikes a batter is out regardless of pitch count.

Example: The batter receives his/her 5th pitch and fouls it off, he/she then receives the 6th pitch and fouls it off, the batter will receive a 7th pitch. If they do not swing at the 7th pitch, they will be considered out.

5. There will be no infield fly rule in Minor League.
6. A half inning is complete after three (3) outs have been recorded, or all batters have batted and play has been stopped.
7. There is a 5 run limit per inning. When the 5th run scores and the play is terminated, that half of the inning is over. If the 5th run scores and the play is still live, the other base runners can continue to score. A maximum of 8 runs could be scored in this instance.

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NOTE- coaches are not to “stack the bases” by moving players one base at a time with the intent to load the bases in order to score more than the allotted 5 runs per inning. If the umpire deems this is the case the coach will receive a warning. If the stacking of bases continues, the umpire may (with the approval of a board member) end the inning.

8. The entire team will be included in the batting order and will bat in order, no substitutions will be allowed. If a player cannot bat due to injury or sickness, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured or ill player returns he/she is merely inserted into their original spot in the batting order.
9. A continuous batting order that includes all players on the team will be used. If a child becomes ill, injured, or must leave the game site during a game, the team will skip over his/her time at bat without penalty. If the player is later able to return, then they will be inserted into their original spot in the batting order. If a player arrives after the game has started, the manager, if he chooses to allow the player to participate, must add this player to the bottom of the batting line-up.
10. Ten (10) run rule:
 - a. If after 3 ½ innings, the home team has a lead of 10 or more runs after the visiting team bats, the visiting team will concede the victory to the home team.
 - b. If after 4 innings, the visiting team has a lead of 10 or more runs after the home team bats, the home team shall concede the victory to the visiting team.
11. If a batted ball touches a batter or runner before passing through or by an infielder, and hits the batter or runner, that player will be called out. The batter must have at least one foot completely out of the batter's box to be called out.
12. A maximum of six (6) infielders will play in the infield (including the catcher). The rest of the players in the field must be positioned in fair territory in the out field grass.
 - a. Players must remain outside fielder's box until the pitch has reached the plate or the ball has been put into play. The fielder's box is designated as 50 feet from home plate down each respective base line, 10 feet behind pitchers rubber. The pitcher can remain even with the pitchers plate on either side but can not be positioned in front of the pitchers plate. The intersection of these points designates the fielder's box. This box has been implemented to prevent injury to the fielder and prevent the defense from crowding the plate. In the event an umpire deems the fielder's box has been violated, the offensive coach will have the option to accept the result of the play or continue the at bat. (See **figure-1 on page 7**)

**THIS RULE IS INTENDED TO PREVENT INJURY TO PLAYERS FROM
UNSUSPECTING HARD HIT BALLS OR UNINTENTIONAL BAT SLINGING**

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13. If the pitcher enters the circle (enclosing the pitching machine) to field a ball, the ball is dead. The batter is awarded first base and existing base runners advance only if “forced”. If a batted ball touches any part of the pitching machine (including the cord), or person designated to deliver the pitch, a “dead ball” will be called and the batter will be awarded first base with runners advancing only if “forced”.

NOTE – The ball is live if it passes by or through the pitching circle without making contact with any part of the pitching machine or person delivering the pitch.

14. If a ball strikes any portion of the plate and lands in fair territory, it is a live ball. A ball is considered in fair territory if it is touching any part of the white line.
15. Base coaches must stay in the coaches’ box and may not physically assist the base runner while the ball is in play or interference will be called and the runner will be called out.
16. Only one defensive coach on the field at a time, all others (manager, coach, volunteers) must be in the dugout. The defensive coach on the field **must remain in the outfield grass area** while the ball is live and in play.
17. Two adult base coaches are allowed, provided that there is at least one other adult manager, coach, or approved league volunteer in the dugout.
18. The umpire and/or scorekeeper shall **not** direct the attention of any person as to the presence of an improper batter (batting out of order) in the batters box.
19. Overthrows and missed throws to a base:
- a. When a defensive player misses a thrown ball at a base in which a play is being made, all runners may advance one additional base (only) at risk of getting out. If the runner or runners reach the additional base safely, he or she will **NOT** advance any further and the play is dead, regardless if the ball is overthrown trying to get the runner out. Play is stopped when the ball comes into the infield from the outfield **AND** is in the possession of any player standing in the infield. If the ball is thrown into the infield and no players make an attempt to retrieve the ball, the runners may advance at their own risk.
 - b. The umpire will determine at what base the runners should stop or return to in the event the ball becomes in possession of a player standing in the infield (dirt area). Before the game starts, it is recommended the managers and coaches from both teams determine the half way point between bases and make a mark indicating the point where a player must pass in order to advance or be returned to the previous base.
 - c. Time will be called when the defensive team has possession of the ball and the lead runner has stopped advancing. When time is called any runner that is between bases will have to return to the previous base if not already more than half way to the next base.

Base runners: may advance until the ball is in the possession of any player in the infield, regardless of position.

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- d. Base runners cannot advance once the ball is in possession of an infielder.
- e. The infield is defined as the dirt area to the backstop.
- f. The foul ground between the fences and the third and first base lines is considered infield.
- g. Helmets must be worn at all times by all batters and runners.
- h. No bunting.
- i. No on deck circle, all batters must remain inside the dugout until their turn at bat. No bats allowed inside the dugout. All bats will be placed on bat racks outside the dugout.
- j. The players playing the catchers position must wear all proper safety equipment including a cup (male).
- k. No bat slinging. A player will be given a warning for the 1st bat slinging offense. All offenses by the same player after their first offense will be subject to the following rules:
 - 1. If the bat slinging occurs and the ball is **not** hit into play, the play is dead and the batter's at bat is over. The next batter in the batting order is up. No out is awarded but the batter will count towards the 10 batter maximum per inning.
 - 2. If the bat slinging occurs and the ball is hit into play, once the play has ended the opposing manager will have the option of either:
 - a) Accept the play as it stands, including any out or runs that occurred during the play;
 - or
 - b) Return all runners to their original bases prior to the play. If the offending batter reached a base, he will be removed without issuance of an out but will count toward the 10 batter maximum per inning. The next batter in the lineup will bat.
- 1. No head first sliding. The only exception to the rule is when a player is returning to a base.
- 20. The home team manager is responsible for keeping the official scorebook for the game. The visiting team's manager is responsible for obtaining an announcer for the game. The announcer shall announce in an impartial manner the name of the players for each team as they bat.
- 21. The home team manager is responsible for:
 - 1. Setting up and taking down the pitching machine. After stowing the pitching machine, ensure the extension cord is unplugged inside the press box.
 - 2. Ensuring the press box windows are closed, lights off and press boxed is secured

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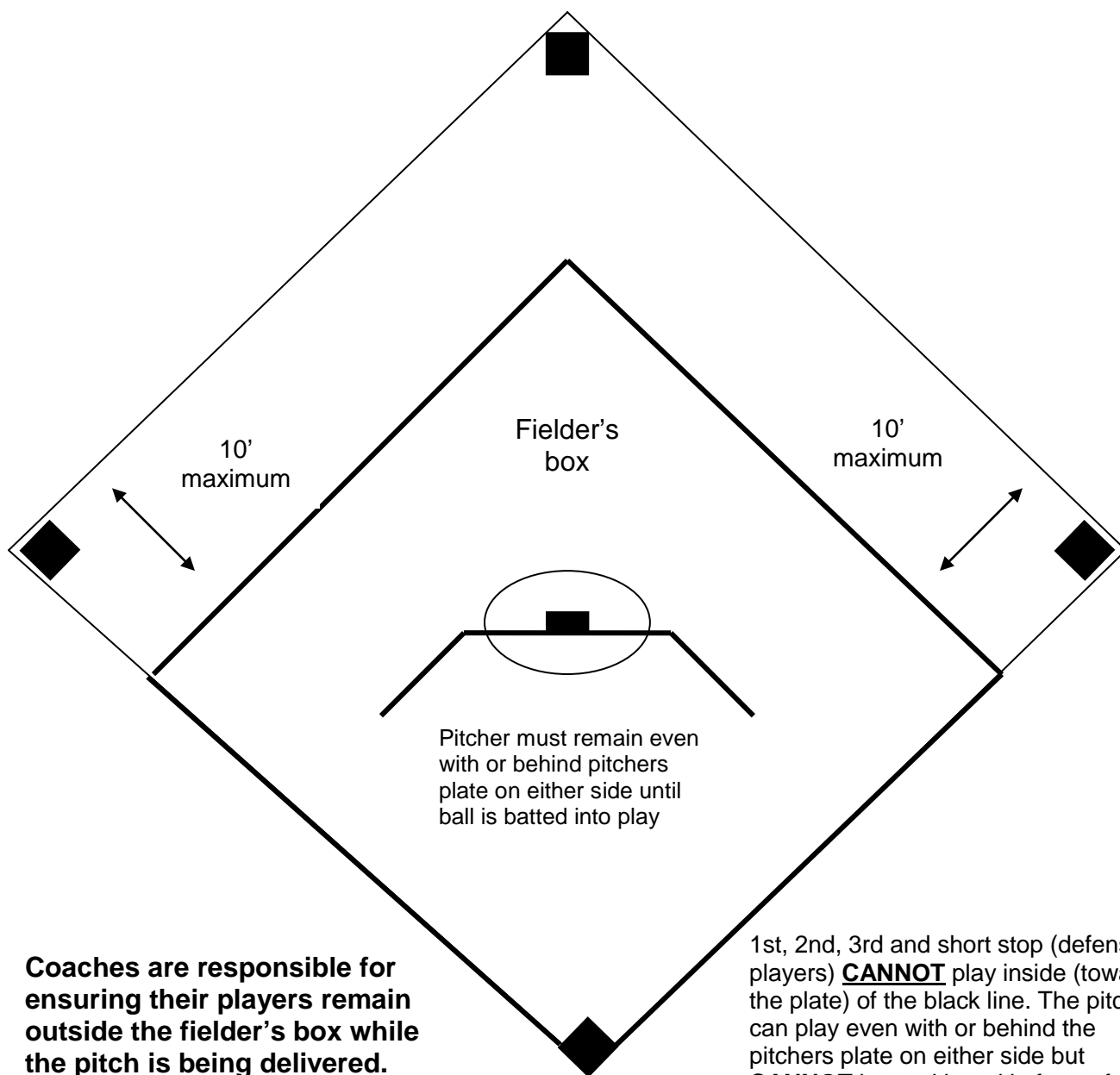
22. The visiting team is responsible for:
 1. Installing and removing the bases. Please ensure the plugs are placed in the press box for later use. Once bases are removed, ensure plugs are placed in receptacles to prevent them from being filled with dirt.
 2. Ensure all equipment, i.e. rakes, drags chalk machine are stowed in the press box.
 3. Ensure gates to field are secured.
23. Managers are encouraged to enter game information on the league's web site (lvll.org). The entries can be made by sending them to: webmaster.lvll.org. Entering the scores will ensure that the standings are correct and the web site remains current.
24. All injuries that require immediate medical attention or hospitalization must be reported as soon as possible to the Safety Officer. All information must be written explaining in detail what happened, where the accident took place, type of injury, time or injury, what was done at the scene, and follow-up. Please include player's name, team name, date, and manager or coach signature. Forms can be obtained from the Safety Officer or any board member.
25. Criticism - Parents and spectators shall be encouraged to be positive in any criticism of the program and will to volunteer their services to improve the League. Their opinions and criticisms should be presented to officers of the league in a constructive manner.
26. Recognition of Volunteers - Parents and spectators shall be encouraged to demonstrate that they recognize the effort expended by the volunteer personnel of the Las Vegas Little League program by refraining from unsportsmanlike conduct and grandstand managing.
27. Umpire - Parents and spectators shall be encouraged to realize that the Umpire is the closest to the play and that each Umpire calls the play as he or she sees them. (The Umpires assume a difficult but necessary role).
28. Encouragement - Parent and spectators shall be encouraged to recognize that Little Leaguers are children, not professional players, and need encouragement, not criticism.
29. Applause - Parent and spectators shall be encouraged to applaud good plays and ignore errors. Parent and spectators should encourage greater effort, initiative, and hustle. They should congratulate the winner and encourage the loser. They should enjoy the game for what it is. If it isn't fun it isn't Little League.
30. Managers and coaches ensure any person you get to assist with the game has completed and turned in a Volunteer Form with a copy of their driver's license.

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31. Managers and Coaches, it is your responsibility to control your parents/fans. If you hear or witness a parent/fan making derogatory remarks or gestures towards the opposing players, coaches or the umpires **YOU** need to speak with them. If the situation gets to a point where the board member on duty feels it is not safe to continue; the game will be called. The board encourages the managers and coaches to make the parents/fans aware of the rules so most of these remarks and gestures can be avoided.

32. **All parents are encouraged to assist by volunteering to umpire, keep score, announce the game, setup and stow necessary equipment etc.**

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Coaches are responsible for ensuring their players remain outside the fielder's box while the pitch is being delivered.

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1st, 2nd, 3rd and short stop (defensive players) **CANNOT** play inside (toward the plate) of the black line. The pitcher can play even with or behind the pitchers plate on either side but **CANNOT** be positioned in front of the pitchers plate on either side while the pitch is being delivered. All infielders will be allowed inside the fielder's box or in front of the pitchers plate once the ball is batted into play and may remain there until play is called dead. At which time they must return to a position outside of fielder's box or behind the pitchers plate.

Figure-1