

HARTSELLE DIXIE BASEBALL LOCAL RULES AND POLICIES FOR 5/6 MACHINE PITCH

Revised March 2007

RULES AND REGULATIONS GOVERNING 5/6 AGE GROUP ARE:

- A. Official Baseball Rules
- B. Dixie Youth Baseball Rules and Regulations
- C. Hartselle Dixie Baseball Local Rules and Policies
- D. Local Rules and Policies for 5/6 Machine Pitch League

The Sporting News publishes the Official Baseball Rules each year. Dixie Youth Baseball publishes the Dixie Youth Baseball Rules and Regulations each year. The rulebook to be used shall be the one published for the current year. For any conflict between the Official Baseball Rules and the Dixie Youth Rules and regulations, the Dixie Youth Rules shall have precedence.

FIELD DIMENSIONS:

1. Baselines are 50 feet.
2. Pitching machine will be 35 feet from home plate (clarification: center of pitching wheel will be placed 35 feet from the back point of home plate).
3. Pitching circle is 15 foot in diameter around the pitching machine.

GENERAL RULES:

1. Managers will not choose assistant coaches prior to the drafting date. For rules concerning drafting/drawing please refer to Hartselle Dixie Baseball's Draft Procedure.)
2. Managers are totally responsible for the conduct of their coaches, their players and the parents/guardians of the players.
3. **ONLY THE MANAGER (HEAD COACH) MAY QUESTION A CALL WITH AN UMPIRE.** No assistant coach may question an umpire about a particular call during the game. No parent may question an umpire about a particular call during the game. Nobody should say a word to an umpire about a rules call **EXCEPT** the Manager (HEAD COACH).
4. Managers are not permitted to question a **JUDGEMENT CALL** by an umpire.
5. **MANAGERS AND COACHES:** On offense, A team may use two (2) adults as base coaches, one (1) adult to operate the pitching machine, one (1) to help batters position themselves before a pitch and one (1) adult in the dugout. On defense, one (1) adult stays in the dugout and four (4) adults may coach in the outfield grass inside the foul lines behind their players. Maximum of five (5) total adults inside the fence during games.)
6. Only players and coaches are allowed on the field or in the dug out during a game. Siblings of players or children of coaches (not on the team) shall not be allowed in dugouts for their own safety.
7. Infield time is between 5 and 10 minutes per team. Teams will have equal time for infield. Do not begin taking infield before you are asked to by the official scorer or Vice President.
8. A batter will receive three pitches. The batter will either hit the ball, swing and miss or let the ball go by without swinging. Any pitch not swung at by a batter shall be considered a strike unless the **UMPIRE** determines it was not a hittable pitch. The player cannot strike out on a foul ball.)
9. Unhittable pitches (whether or not the batter strikes at the ball) will considered a **NO PITCH** by the **UMPIRE** based on **HIS** judgment.
10. The pitching machine Coach may instruct the batter, but must stay inside the pitching circle. After the ball is put into play, the Pitching Machine Coach becomes "neutral" and may not instruct base runners. Base runners should be looking at the 1st and 3rd base coaches for base running instruction. Violation of this rule will result in replacement of the pitching machine coach for the remainder of the game.)
11. The speed of the pitching machine will be 33 miles per hour measured off the wheel of the machine. The league shall use a designated "gun" to determine the speed of the machine. When the league machine is set, those that have their own pitching machines may come and have theirs set by the same gun. There shall be **NO DISPUTES** concerning pitching machine speeds as different "guns" may rate speeds 2-3 miles per hour higher or lower.
12. Pitcher will keep at least one foot inside the circle until the ball is struck by the batter.
13. When a batted ball in play hits a coach or the pitching machine directly or indirectly, the batter is awarded one base and all runners will advance one base.)
14. If a defensive player is hit by a ball in play and the umpire judges the player to be injured, the umpire shall immediately call a time out, the ball is dead and all runners may advance one base.
15. When the ball is in the controlled possession of a defensive player in the circle, the ball is dead and runners cannot advance unless they are over halfway to the next base. Also, the umpire may rule a "dead ball" if play has been stopped by preventing the lead runner from advancing by a defensive player with the ball. If the ball is dead and the runner is over halfway to the next base, but cannot advance because that base is occupied, he may return the last base he previously occupied without risk of put out.

16. Halfway marks will be placed between 1st and 2nd, 2nd and 3rd, 3rd and Home plate.
17. Defensive players must stop in the circle to stop the play. Running through the circle to make a play will not stop the play.
18. If failure in the pitching machine occurs during a game, and another pitching machine is not readily available, an unbiased adult will pitch to both teams.
19. All players may play at all times. Extra players will play in the outfield (in the grass) rather than the infield.
20. The pitching machine may be adjusted with three balls at the beginning of each team's at bat. EXEPTIONS:
 - a. If a ball is damaged (cut or soaked in water) and a new ball is used, then it may be checked in the machine before batter bats.
 - b. If the machine is bumped or hit or pitches are consistently UNHITTABLE as judged by the UMPIRE, the machine may be adjusted. Coaches may not tell an umpire when to call a "no pitch".
21. Any player who is unable to bat their turn will be skipped and go to the next batter. This will NOT be counted as an out. This player will be allowed to return to the original batting order when he is able to do so. If player is at bat when disabled, the next batter in the line up will assume their count.
22. In the case of a ballgame getting called before completion due to weather three complete innings shall be considered a regulation game.
23. There will be at least 1 umpire for all games.
24. Time Limit: One hour or 5 innings. If the time expires during an inning, that inning will be completed. The official scorer should announce when five minutes remain and when time has expired. Four innings must be completed to be an official game.
25. In the event that there are extended problems with the pitching machine and the game is stopped to implement corrective action, official time should be paused by the umpire and resumed after the corrective action is implemented and the game has resumed.
26. Each team is allowed one defensive time out per inning per game.
27. There will be no walks, stealing, courtesy runner or infield fly rule.
28. There will not be an "on deck" batter.
29. Catchers are not required. If used, catchers are not required to be in line with the pitching machine, but catchers must, for their own safety, play behind the back line of the batters box and out of the way of the batter should he sling the bat. Managers may elect not to have a catcher at all.
30. Forfeitures of games shall in most instances be played, but will be considered a loss by the team unable to field 8 7 players. (Recommend change from 7 to 8, later rule covers starting with 8 and finishing with 7)
31. There shall be no tournament nor shall there be all stars chosen in this age group.
32. The runner shall be called out on appeal when the runner, while advancing or returning to a base, fails to touch each base in order before the said runner or base is tagged. Any appeal under this rule must be made before the next pitch. Upon time being called by the umpire, the Manager of the defensive team shall make a verbal appeal to the umpire. All other aspects of the appeal follow rule 7.10 of the Dixie Youth Rule Book.
33. If a team does not have a minimum of 8 players to start, they will forfeit the game. It is the responsibility of the Manager to inform officials and opposing managers that he does not have enough players for an official game. Umpires will continue to call the game. The team has 15 minutes from start time to get the 8th player there for an official game.
34. While all teams are required to start official games with 8 players, the League does not wish to penalize a team if one of those 8 players is injured or leaves the game for any other UNAVOIDABLE** circumstance. Teams will be allowed to finish an official game with 7 players. **The circumstances that could cause a player to leave a game are many and varied. Whether the circumstance is unavoidable or not shall be left up to umpires and league officials and will be dealt with on a case-by-case basis at the time this occurs.
35. Teams cannot score more than 10 runs in an inning.
36. All games shall be called a regulation game when after four (4) innings one team leads by 11 points or after three (3) innings one team leads by 21 points.
37. Games tied after 5 innings or after 1 hour will go one more inning to attempt to break the tie.
38. Runners may not advance until the ball is struck by the batter. If a Runner leaves the base before the pitch reaches the plate, the defensive team shall have the privilege of nullifying any portion of the play that occurs after the violation.
39. All teams are expected to practice at least twice a week before the season starts and at least once per week after the season starts.
40. All teams will receive participation trophies. There will be no first place trophy.

PLEASE REMEMBER: THIS PROGRAM IS DESIGNED TO PROMOTE THE DEVELOPMENT OF STRONG CHARACTER, A RIGHT ATTITUDE, A SENSE OF RESPONSIBILITY, AND CITIZENSHIP IN YOUNGSTERS, USING THE GAME OF BASEBALL AS A VEHICLE. THIS PROGRAM ACHIEVES THIS GOAL THROUGH FAIR PLAY, GOOD SPORTSMANSHIP, AND CONGENIAL FELLOWSHIP, WITH ADULT LEADERS PROVIDING THE EXAMPLE WHILE ATTEMPTING TO LIMIT INJURY CAUSED BY OVEREXERTION.