

HARTSELLE DIXIE BASEBALL LOCAL RULES AND POLICIES FOR 7/8 MACHINE PITCH

Revised April 2007

RULES AND REGULATIONS GOVERNING 7/8 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 7/8 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 60 feet.
2. Pitching machine will be 41 feet from home plate (clarification: center of pitching wheel will be placed 41 feet from the back point of home plate).
3. Outfield fences are 200 feet.

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:** A team may use two (2) adults as base coaches, one (1) adult to operate the pitching machine and one (1) adult in the dugout. Maximum of four (4) 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 must be set at 45 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 radar guns may rate speeds 2-3 miles per hour or higher or lower.
12. Pitching position must be occupied with a player being within 8' parallel to the machine(left or right)
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 the ball in play and the umpire judges the player to be injured, the umpire shall call an immediate time out, the ball is dead and all runners may advance one base.
15. Time will be called when the lead runner has been stopped or the umpire, in his judgement, determines play has stopped. Each runner will return to the last base legally occupied.

16. Not used
17. Not used
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. Ten (10) defensive players are allowed on the field. The 10th player will play in the outfield only.
20. The Pitching Machine may be adjusted with three balls at the beginning of each team's at bat. EXCEPTIONS:
 - 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. The player will be allowed to return to the original batting order when he is able to do so. If the player is at bat when he is 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, two thirds of a game will be considered a regulation ball game.
23. There will be 2 umpires for all games and at least 3 umpires for "championship" games.
24. Time Limit: One and one-half hours (1 hour and 30 minutes) or 6 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.
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. On deck warm ups will be allowed, but always behind the batter.
29. Catchers are not required to be in line with the pitching machine, but catchers must, for their own safety, stand behind the back line of the batters box and out of the way of the batter should he sling the bat.
30. For information of tournament teams, please see All Star Tournament Team policies.
31. 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 Pitcher 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.
32. 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.
33. First place trophies will be awarded to each player on first place teams. All other players will receive participation trophies.

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.