

REGULATIONS

General Regulations

Head Coach's Responsibility

The Head Coach is assigned responsibility over the game conduct of EVERYONE associated with that coach's team; coaches, players, fans and parents. Umpires will address concerns about good sportsmanship with the head coach.

Parent / Guardian Requests

A request to remove a player from a game by that player's parent/guardian shall be honored by the player's coach.

Tobacco Free

Optimist Fields

The entire area including bleachers, concession stand area and walking paths of Optimist Fields are designated as "Tobacco Free" during any Glen Lake Mighty-Mites activities.

Gatewood Fields

All grounds of the Hopkins School District are designated "Tobacco Free" at all times.

Machine-Pitch II Regulations

1. GAME SCORING, LENGTH, and COMPLETED GAMES

- Each team shall keep track of the box scores and agree on the score as the game progresses.
- A copy of the starting lineup shall be completed and given to the opposing coach. The lineup shall contain the batting order with player name and uniform number and shall be delivered at least 5 minutes prior to game time.
- A "complete" game is defined as any game in which the visiting team has fully completed at least four times at bat and the home team is leading, or the home team has fully completed four times at bat.
- A "complete" game that ends in a tie will not be replayed but will count as ½ game won and ½ game lost.
- A game started but not reaching a "complete" game status must be rescheduled and completely restarted with the score at 0 - 0.
- NO pitch shall be thrown after 1 ½ hours from the scheduled game start time and the score shall revert back to the previous completed inning.
NOTE: An inning starts upon the 3rd out of the previous inning or when a runner scores which results in the maximum runs per inning limit to be reached for the previous inning.
- In case of a game that has reached the "complete" game status and subsequent thereto the game is terminated during an inning because of darkness or weather conditions, the score will revert back to that at the end of the last complete inning played. If this is a tie, see Rule 1.(d) above.
- Each game will consist of six innings with a maximum of 7 runs per inning. There will be no limit to number of runs scored in the SIXTH inning. In the case of a tie after six full innings of play, ONE extra inning will be played (time curfew permitting). There will be no limit to the number of runs scored in this 7th inning. If the score remains tied after both teams have batted in the 7th inning, the game will be considered a tie and the game will end and not be replayed at a later date. Each team will receive credit for ½ game won and ½ game lost.

2. GAME PLAY (OFFENSIVE AND DEFENSIVE PLAY)

- Unlimited defensive substitution shall be allowed in order to make it easier to get all players into the game. All players must play at least two full innings in the infield, may not play more than four innings in the infield, may not play the same infield position for more than two innings, and shall not "sit out" for more than two innings. A player once removed from the game as a pitcher may not re-enter the game again as a pitcher. The player may play in any other position on defense. Each full inning is an inning of all three outs. This rule is not enforced for games ended by time curfew or weather conditions.
- The "infield fly" rule will not be used. The ball is not in play after Strike 3 or Ball 4. No base stealing is allowed.
- The strike zone will extend from the top of the shoulders to just below the kneecap and the width will extend 3 inches beyond the edge of the plate.
- The batting order shall consist of all players in uniform and present for the game. If 11 players are in uniform, the lineup shall include 11 names. If a player arrives after the batting order is turned in, the player's batting slot is at the end of the order (in the example above, the player would bat in the #12 slot). The opposing coach must be informed of this addition to the batting order. In case of injury or an early departure from the game, the vacated spot in the batting order will be skipped.
- It is mandatory that all players in uniform and present at the start of the game shall participate in the game.
- Base running stops when a ball is returned from the outfield and is controlled by an infielder. ("Controlled by an infielder" means that the infielder has possession of the ball, in the glove or hand.) If the runners are more than half way to a base, they may continue to that base

at their own risk after the ball is controlled by an infielder. If the runners are less than half way to a base when the ball is controlled by the infielder, they must return to their prior base. Base coaches for the batting team make this call. Disputes over this rule should be settled quietly among the coaches. "Machine-Pitch II" is not a running game and marginal decisions should put base runners back, not forward.

- (g) No substitute runners shall be allowed except in the case of an injury and/or with the approval the opposing coach. The courtesy runner shall be the player who made the last out.
- (h) Late arriving players (late defined as not being present when the game has officially started) shall be allowed to play after notifying both the umpire and the opposing coach. The coach will not be required to satisfy the minimum inning requirements of Regulation 2.(b) for the late arriving player.
- (i) Four outfielders may be used; LF, LCF, RCF, and RF. When four outfielders are being used, an outfielder is not permitted to play a "short center" position, covering second base or other infield areas. (The four outfielders should be positioned at about the same depth in the outfield.)
- (j) A player will be positioned in the catcher's position and will wear the required protective equipment.

3. PITCHING MACHINE

- (a) A coach from the batting team will operate the pitching machine, and will signal the batter and umpire prior to the pitch.
- (b) The pitching machine will be positioned approximately 40 feet from home plate on the line from home plate to second base.
- (c) The power cord for the pitching machine will be treated as a normal part of the field of play.
- (d) The speed of the machine will be set between 37 and 42 mph and will remain at one setting for the entire game. (If the machine is not calibrated for mph the appropriate setting should be obtained from the division coordinator.)
- (e) The player in the pitcher's position will be positioned on the first base side of the mound, and may be either beside the screen or to the first base side and slightly ahead of the screen, if a screen is used.
- (f) A regulation baseball will be used with the pitching machine. A single ball will be used; and be returned to the pitcher by the catcher after each pitch.
- (g) No walks will be awarded to any batter (except in the case when a player is hit by a pitched ball). Three strikes is an out.
- (h) Batters will not be allowed to bunt but must take a full swing at the ball. Any batter bunting the ball will be called out and the ball is dead.
- (i) Any batted ball striking the pitching machine or the coach operating the pitching machine is a dead ball; the batter is awarded first base and any runners will advance only as required by such an award.
- (j) Any thrown ball striking the pitching machine, the coach operating the machine, or the screen remains in play.
- (k) An umpire will be behind the plate and has the same duties and responsibilities as in all other games.

4. SAFETY AND PLAYER ETIQUETTE

- (a) On a disputed play or interpretation of baseball rules, only the coach or assistant coach shall confer with the umpire in an orderly fashion; the umpire's decision is final. No base coaches (unless they are a coach or assistant coach) shall confer with the umpire. After giving the coach or assistant coach a warning, the offending base coach may be ejected from the playing field. All coaches and umpires are expected to become familiar with the basic rules of baseball given in this set of rules.
- (b) Managers, coaches and players shall be allowed to coach 1st and 3rd base and shall remain in the area designated for base coaches. A player who is a base coach must wear a batting helmet. A maximum of three (3) coaches for the defensive team are allowed in the outfield during play.
- (c) After the games, the players and coaches will be responsible for leaving their respective bench areas clean. The home team is responsible for setting up and putting away the pitching machine, screen and bases.
- (d) Only one batboy or batgirl will be allowed for each team. The equipment must be kept behind the bench (or fences) and in an orderly manner. A bat must be retrieved before play resumes.
- (e) All batters and runners must wear protective headgear. The catcher must wear the protective helmet with throat protector. Male catchers must wear protective cups. The player in the pitcher's position must wear protective headgear.
- (f) Throwing the bat is an automatic out after one warning to the offending team from the home plate umpire. When a warning is given, a "no pitch" is called and all runners return to their bases.
- (g) Bench players and coaches must remain on or behind the bench and off the playing field. All unauthorized personnel will be asked to leave the playing field by the league officials or field supervisor.
- (h) Players, coaches, and spectators shall not be allowed to harass the opposing players or the umpire at any time. Penalty shall be ejection from playing field by the umpire after one warning. The Head Coach is assigned responsibility over the game conduct of EVERYONE associated with that coach's team; coaches, players, fans and parents. Umpires will address concerns about good sportsmanship with the head coach.
- (i) Any player or coach, who, in the judgment of the umpire, intentionally throws a bat or helmet in a malicious manner, shall be subject to immediate ejection from the game by the umpire.
- (j) The umpire will strictly enforce Rule 7.08 (a) (3) which states: "Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag."
- (k) Optimists Fields Pre-game warm-ups:
 - (1) All batting practice for games played at Optimist Fields will be conducted in the batting cages. Teams scheduled for Field #1 will use the west cage and teams scheduled for Field #2 will use the east cage. The home team will have the use of the assigned batting cage for a

half-hour period starting 1 hour before the scheduled game starting time. The visiting team will have the use of the assigned batting cage for a half-hour period starting a half-hour before the scheduled game starting time. The team not assigned to the batting cage will be allowed to conduct infield practice on the assigned playing field in the event the field is not in use and after the field crew has completed preparing the field for the game.

(2) In the event the field is in use and not available until before game time, the batting cage schedule remains the same. For infield practice, however, the home team will use the field for the first half of the time available before the game and the visiting team will use the field for the second half of the time available before the game while completing their assigned batting cage time.

(3) Hitting baseballs into the fences during practices is not allowed. You may use wiffle balls.

5. FORFEITED GAMES

- (a) A game will be considered a forfeit if fewer than 9 players of a team are dressed (in team uniform) for a game 15 minutes after the scheduled starting time. The winning team shall win by a score of 6 - 0 ... but both coaches should try to agree to play the game with the forfeiting team borrowing the necessary players from the other team. The game will still be considered a forfeit. Once a game has started with at least the required 9 players, the game will be played to its conclusion without penalty of forfeiture if the loss of an injured player causes the roster to drop below the required 9 players.
- (b) Forfeitures are to be avoided at all costs. Players should be called up from the "Machine-Pitch I" league games as required to fill the roster to 10 players. (See Section 8. Player Call-Up.) If a forfeit occurs, it shall be reported to the League President immediately and a team meeting between the President and all members of the forfeiting team will be held to determine the cause.

6. INCLEMENT WEATHER

- (a) In the event of inclement weather, it will be the decision of the coordinator to postpone the game. If the coordinator is not available, the head coach of both teams will make the decision. In an effort to play as many games according to the published schedule, the decision to postpone a game will be made not more than one hour before the scheduled start time. No game will start or continue during an electrical storm. At the first sign of any lightning all play will stop immediately. The home team coach will immediately inform the Scheduler of the postponement. The Umpire Coordinator and the scheduled umpire also need to be informed about postponed games. When the tornado-warning siren is sounded, all play will stop immediately, the game is postponed, and all players, spectators and coaches should immediately seek shelter. Coaches should be certain that no players are left at the field without a means to get to a safe place.
- (b) Postponed games can only be made up after receiving a make up time from the Scheduler. (For games that have been scheduled to be played at a Gatewood field the Division Coordinator serves the role of Scheduler.) It is the responsibility of the head coach of each team (or substitute) to call the Scheduler to receive the scheduled make up time. A game that has been postponed due to inclement weather (or for darkness) and is not a complete game will be completely restarted by taking the next available make-up time not on the same day as the original game. A make-up time that causes a team to play two games on one day will only be used in special circumstances and will require approval by the President, Vice-President and Division Coordinator.

7. PROTESTS

- (a) Protests shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player.
- (b) In the case of a protested game, the Division Coordinator will meet with the umpire and coaches involved. If still not resolved, a Board of Directors meeting will be called to make a judgment based on a majority vote of those members present.
- (c) All officials and coaches should take every precaution to prevent protests. All coaches should bring the facts of the protest to the opposing coach prior to their actual occurrence if at all possible.

8. PLAYER CALL-UP

- (a) The "Machine-Pitch I" Division Coordinator will develop a roster of players who are willing to play in games of the "Machine-Pitch II" league when a forfeit is possible due to a shortage of players. The Division Coordinator will provide the roster including the names and telephone numbers of eligible players to the coaches. The players on this roster should be players who will be eligible to play in the "Machine-Pitch II" league next year. Each team will be allowed to select any player from the call-up roster, but may use that player for only one game. The name(s) of any call-up player(s) must be reported to the umpire prior to the start of the game. Call-up players cannot pitch or catch, must be in the last slots of the batting order at the start of the game, and play the required innings defensively. Call-up players shall wear the uniform of their regular team. The roster is limited to a maximum of ten (10) players if a call-up player is used. The call-up rosters may be revised during the season to enable all qualified players to participate.