



JBBA Machine Pitch Local Rules & Regulations

Game:

- For any and all rules not addressed in the JBBA local rules and regulations, the Official Cal Ripken League Baseball Rules and Regulations will regulate play.
- Home Team is responsible for official scorebook, dragging the field after the game (Fridays & Saturdays Only), and raking and covering home plate
- Visiting Team is responsible for the removing and plugging the bases, the machine (setting up & putting away), and raking and covering the mound.
- Each team should make sure their respective gates are locked after the game
- Both teams must use GameChanger to score the game. Failure to accurately report your games can result in suspension from coaching.
- All coaches on the field must have an up-to-date background check through Babe Ruth

Game Play:

- No new inning will start after 1 hour and 30 minutes (1:30).
- Umpire will keep official time.
- Each half inning consists of 7 runs or 3 outs, whichever comes first. Play shall be considered dead once the 7th run is scored.
- A regulation game will be whichever comes first:
 - 6 innings, or 5 ½ if home team is ahead
 - Time limits (1:30)
 - Losing team is mathematically eliminated after four innings:
 - 8 run lead after 5 innings
 - 15 run lead after 4 innings
- No cell phones allowed on the field during the game.

Playing Field:

- Distance between bases is 60 feet.
- Pitcher's rubber is 46 feet from home plate.
- The pitching machine shall:
 - Be positioned so that the front leg of the machine is placed in front of the pitching rubber (ideally touching the front edge of the pitching rubber);

- Be set at power level 10 for the entire season; No adjusting of the power level is allowed
- Have sandbags placed on the front and back legs of the machine for stability and consistency of pitches.
- Batter's box is 3 feet wide and 6 feet long.

Playing Offense:

- Batting lineups must be exchanged between coaches before the game.
- Only USA Bats may be used during gameplay
- The offensive team will have a 1st base coach, a 3rd base coach, and a coach that operates the pitching machine. All coaches on the field must have an up-to-date background check through Babe Ruth
- Each batter is allowed 4 pitches or 3 strikes to put the ball in play. An additional pitch is awarded in the case of a foul ball on a 3rd strike. The batter is out on the fourth pitch if the batter does not swing the bat. Exception to the fourth pitch rule: If any pitch is significantly out of the strike zone and the batter does not swing the bat, the pitch is ruled a 'no pitch' and the play is redone. This is at umpire's discretion.
- An offensive coach will pitch the ball using the pitching machine. After the ball is put into play, the offensive coach must make every attempt to remove themselves so as to not interfere with the play of the game.
- Coaches are permitted to utilize the "fine tuning knob" to adjust the height of pitches while their team is at bat. Coaches may not make any adjustments to the power lever during a game.
- A batted ball that hits any part of the pitching machine, including the sand bags or the coach pitching shall be automatically ruled a single. Base runners in a force to run position shall advance one base. Base runners not in a force to run position shall remain at the base occupied prior to the pitch.
- If an offensive coach intentionally touches a ball in play or egregiously obstructs the play, the batter will be called out and all base runners return to the base previously occupied. This is at the umpire's discretion.
- Throwing the bat will result in the batter being given a warning. A batter who throws the bat after having already received a warning will be called out and all base runners return to the base previously occupied.
- One successful bunt is allowed once per inning by a team. Once a batter squares to bunt, the batter may not take a full swing on the same pitch (no slashing).
- The offensive coach operating the pitching machine shall confirm with the other team's coach that the defense is ready for play prior to the first pitch of an inning.
- No sliding head first into a base. First offense *by a team* will result in a warning. The second offense and each offense thereafter *by a team* will result in the offending player being ruled out.

- Continuous batting order. The entire roster of a team will be entered into the batting order.
- If a player is unable to take his at-bat due to injury during a game, that player's spot in the batting order will be skipped without penalty. If an injured player is able to resume play later in the game, he/she may re-enter the game provided he/she occupies the same batting position as he/she occupied when starting the game.
- If a player leaves because of schedule conflicts, parents taking the player, then the next at bat will be counted as an out if the total number of players falls below 10. Weather related issues (lightning) can be used as an exception to the rule.

Playing Defense:

- The defensive team is allowed two coaches in foul territory in the outfield (one in left field and one in right field).
- There are 10 defensive positions: 4 regular infielders, a pitcher, a catcher and 4 outfielders. A team can play a game with less than 10 players in the field.
- Each player must play a minimum of 1 inning in the infield. Infield includes catcher.
- Players shall be positioned as follows:
 - Outfielders must start play in the outfield grass.
 - The catcher must be positioned behind the batter's box as to not interfere with the batter. Catchers must be equipped to play position.
 - No infielder may start play closer to the batter than ten feet in front of the first to second or second to third baseline.
 - The defensive "pitcher" may stand behind the machine or on either side, but, for safety, must not stand closer to home plate than the front edge of the pitching machine prior to delivery of the pitch.
- Play is stopped when one of the following occurs:
 - All base runners have ceased trying to advance a base
 - 'Time' is called by the umpire. Time will be called when:
 - The baseball play has stopped at the umpire's discretion.
 - A player with control of the ball in the base path of the furthest advanced base runner AND all base runners have ceased trying to advance a base. Control is defined as ball in hand or glove. If a trail runner is trying to advance and time is called, the base runner will be awarded that base.
 - Note: Trying to advance means a runner is actively moving towards the next base. Standing or 'dancing' in the base path is not considered trying to advance.
- A foul ball caught by a catcher must be over the batter's head to be counted as an out. Exception: A foul ball caught by a catcher on the third strike will be counted as an out.
- Defensive Obstruction

- Base runners are generally permitted to run from base to base without being physically blocked or hindered by a fielder.
- The only time that a fielder is not obligated to "get out of the way" of a base runner is when the fielder is fielding, in the act of fielding, or in possession of the ball.
- No defensive player may intentionally or unintentionally occupy a base or base path with the intent to deceive or prevent a runner from continuing to the next unoccupied base.
- At the umpire's discretion, the interfered base runner shall be awarded the next unoccupied base.
- There is no infield fly rule.
- All other normal rules of baseball apply.

Base Running:

- Runners will not lead off. Runners must remain in contact with the base until the ball has been hit.
- Stealing is not allowed. Tagging up on a fly ball is allowed.
- Overthrows are live and base runners advance at their own risk until the defensive team can stop play as defined above. If the ball leaves the field of play, hits any equipment, enters the dugout or hits any player or coach out of the dugout, play is dead and base runners will be awarded one base.
- For safety, players must leave helmets on until they are in the dugout.
- A coach physically aiding a runner is prohibited. If a base coach touches a runner, play is halted and the runner is out. All base runners will return to previously occupied base.
- If a base runner runs outside a baseline (three feet on each side of a direct line between the bases) to avoid a tag, the base runner is out.
- Offensive Interference – If a base runner, intentionally or unintentionally, hinders a defensive player attempting to field the ball, that base runner is out. If a defensive player is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball he may be considered "in the act of fielding a ball." It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball. After a fielder has made an attempt to field a ball and missed, he can no longer be in the "act of fielding" the ball.

Time Outs:

- Before a time out will be granted to a defensive team in a live ball situation, the defense must stop play (i.e. be able to call "time" as referenced above).
- At any coach's discretion, play may be stopped if in their judgment there is an injury to a player or any other unsafe condition. The umpire would then award runners/batters bases accordingly and to the best of their judgment.
- Each team (offensively and defensively) is allowed two time outs per inning. Injury time outs do not count as team time outs.