



RULES BELOW SUPERSEDE THE LITTLE LEAGUE RULE BOOK

Note: These rules are only in effect when playing other MLL teams. If participating in inter-league play with neighboring leagues, the rules as outlined in the little league rule book will be followed.

AA7 / AA8 (Machine Pitch) BASEBALL

- 1. Time Limit: Game ends after Six (6) innings. No new inning will begin after 1 1/2 hours from the scheduled game time.**
 - a. Complete Game is (4) completed innings or one (1) hour of play should there be weather issues.**
 - b. Teams must be off the field and out of the dugout after 1 3/4 hours.**
- 2. General Playing Rules:**
 - a. A maximum of three (3) outs or five (5) runs scored will end the offensive teams at bat. When the fifth (5th) run scores at the plate, three (3) outs will be assumed and the play will continue until a play is made at a base or the third (3rd) out is made as defined by LL rules.**
 - b. No Walks are allowed. The batter must put the ball in play or strike out.**
 - c. Each batter gets a maximum of five (5) pitches. A batter will not be called out on strikes prior to the fifth (5th) pitch, If the fifth (5th) pitch is fouled off, the batter will continue until the ball is put in play, the batter strikes out, or does not swing. The machine operator will announce to the batter upon reaching the fifth (5th) pitch. The batter may get ONE additional pitch if the fifth (5th) pitch is deemed to be unhittable by both managers.**
 - d. The machine operator may not coach nor address any offensive player once the player enters the playing field. The machine operator may not interfere with any defensive player.**
 - e. The pitching machine will be set to 35mph and will be placed 43 feet from the rear point of home plate for the first three weeks of the season. The machine will be set to 38mph and placed 46 feet from rear point of home plate for the remainder of the season.**
 - f. If the machine malfunctions, play will continue with a coach / machine operator only pitching.**
 - g. Base Stealing is not allowed. Runners may not advance bases on passed balls by the catcher. Any player leaving the base early will be sent back to the previous base.**
 - h. Runners will be allowed to advance one (1) base on an overthrow not to include home plate.**
 - i. If a ball is hit into the outfield the runner may continue until an outfielder has released the ball to his cutoff or towards the infield up to 3rd base.**

- j. The ball will be considered in play until an umpire calls time to end a play or when the defensive team has returned the ball and has control of it in the infield and time is called by the umpire. Players may only advance equal the number of bases the batter advances.
3. **Offensive Play:**
- a. All players present will be in the batting order at all times. Late arrivals will be placed at the end of the lineup.
 - b. Any player that bats in the 10th position or after will bat in the top 9 positions the following game.
 - c. All batters will wear a Little League approved batting helmet with a face mask.
 - d. If a batted ball hits the machine or the operator, the batter is awarded first (1st) base and the ball is dead at that time/ all runners may advance one base.
 - e. Bunting will be allowed after the third game. No “slash-bunting” is allowed and the batter will be called out if it is attempted.
4. **Defensive Play:**
- a. Nine (9) players may play defense at one time.
 - b. No defensive player may be removed from a defensive position during an inning, except for an injury.
 - c. Infielders must play standard infield positions and all outfielders must play in standard outfield positions.
 - d. A player placed in the position of pitcher is to be placed on either side of the pitching machine, with both feet in the dirt, if playing on a grass field. If playing on a dirt field, an eight (8) foot circle will be marked around the machine and the pitcher must have one (1) foot in the circle. No pitcher may be located in front of the machine for safety.
 - e. No player can play the same position more than 2 innings in a row.
 - f. No player will sit more than 1 inning until all players have sat 1 inning. No player may play more than two consecutive innings in either the infield or outfield, provided your full team is in attendance. Players may not play the same position (catcher included) more than two (2) innings total in a game.
 - g. If a team does not have enough players to field a full 9 player roster, a manager may draft a player from another MLL team within their age group (7-8 year olds) to make a complete 9 player roster.
5. **Coaches / Umpires / Scorekeepers:**
- a. There will be (3) approved coaches per team. Two (2) adult base coaches, one (1) adult coach in the dugout. An adult volunteer or opposing coach can operate machine.
 - b. There **MUST** be at least one (1) adult coach in the dugout at all times during the entire game. No other adults are allowed in the dugout during the game. This includes the team parent.
 - i. All coaches are required to stay behind dugout fence (not in opening) while team is both on offense and defense. No standing in the fence openings.
 - ii. A substitute coach must be an approved Manager or roster coach of another MLL team or an MLL Board member may be used.
 - c. The pitching machine operator will be responsible for outs at 2nd , home plate and any pop fly outs. 1st base coach will call outs at 1st and 3rd base coach will call outs at 3rd. Machine operator will have the final say as the umpire on the field.
 - d. There may be one umpire assigned on the field (optional).

- e. The Home Team is responsible for providing a volunteer to keep the scorebook, and this individual must sit in the score box during the game.

The Visiting Team is responsible for providing a volunteer to run the scoreboard and this individual must sit in the score box.

- 6. Protective Equipment (Applies to practices and games):
 - a. All batters and base runners must wear a helmet with protective face cage.