

Machine Pitch Baseball Division Rule & Regulations

1. 6U & 8U Divisions shall follow the following Babe Ruth Cal Ripken Rules & Regulations as well as the Germantown Baseball Inc. By-Laws in which most of the provisions are below.
2. Germantown has chosen the Sling Machine for Pitching to this division.
 - a. 6U Division, the Sling shall be set at 38 mph and shall be checked randomly by radar by the Vice President of Tee ball & Machine Pitch throughout the season.
 - b. 8U Division, the Sling shall be set at 40 mph and shall be checked randomly by radar by the Vice President of Tee ball & Machine Pitch throughout the season.
 - c. The Sling machine shall be set at 46 feet from the back point of the machine to home plate.
 - d. 6U & 8U division, the Coach of the offensive team shall work the machine to pitch to the batter. The Coach may only adjust the screw that holds the ball position, any other adjustment must be done by the Umpire.
 - e. A Ball that has been pitched to the batter and is obviously out of the strike zone shall be declared a “no pitch” and shall count as a dead ball. This pitch will not count to the total number of pitches
 - f. Home team of 1st schedule game is responsible for setting up the machine, Home team of the last schedule game is responsible for taking the machine down. In event of only one game, the Home Team will set up the machine, Visiting team will take down the machine.
 - g. Any player, coach, or parent caught tampering with the machine shall be ejected from the game.
 - h. Umpire may adjust the machine anytime at their discretion.
3. Coach Positions on or near the field shall be allowed following these guidelines.
 - a. 6U Division, the Offensive Coach shall be at the Pitching machine, first & third coaches box, and at the batting area to help the batter.
 - b. 8U Division, the Offensive Coach shall be at the Pitching machine, first & third coaches box, or by dugout.
 - c. 6U Division, Defensive coaches may be in foul territory by their dugout, or behind the outfielders in fair or foul territory (2 coaches max), or inside their dugouts.
 - d. 8U Division, Defensive coaches must be by their dugouts.
 - e. Umpire on field has final determination for Coach positions as the safety and effect of play.
 - f. Umpire shall call Coach Interference/obstruction in event any coach interferes with any live play situation.
4. Batting Order
 - a. Every Player shall be on the batting order and shall bat in the order given to the scorekeeper before the start of the game.
 - b. If batting out of order is found and protested by the opposing manager, the ruling under Babe Ruth Cal Ripken shall stand.
 - c. In event of injury, sickness, not able to play, if the batter does not make his/her turn normally at bat, the scorekeeper and umpire shall skip that player in rotation and that player may not return during that game either offense or defense.
 - d. In event Batter is not available to bat and still able to play, Umpire shall follow the Babe Ruth Cal Ripken Regulations for making a call.
5. Runners on Base
 - a. Runner may not pass a runner that is running in front of them. If so, the runner that was past is automatically out called by the umpire.
 - b. Runner leaving base before the pitch ball has reached Home Plate, shall be declared leaving early. One runner leaving constitutes every runner left early. Runners shall be moved back to nearest forced base.
 - c. Runner may not be assisted physically from a coach, if so, the runner shall be automatically out once “time” has been called by the Umpire.
 - d. 6U Division, Runner who have missed a base and have reached the next base, can not return to the missed base. Umpire shall automatically call the runner out for missing a base.
 - e. 8U Division, Runner who have missed a base may return to properly touch a base, opposing coach must protest miss bases as followed by Babe Ruth Cal Ripken Regulations.
 - f. 6U Division, no base stealing.
 - g. 8U Division, may only steal third base.

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- h. Any runner that have not reached a base when the umpire has called “TIME”, shall be sent back to the preceding base.
6. Batter
 - a. A Batter will get 5 legal pitches or 3 swinging strikes to hit the ball live or be out.
 - b. A Batter who makes contact to the 5th pitch or 3rd swinging strike shall continue getting pitches until no contact of the ball or hits the ball into live play.
 - c. A Batter who hits a pitch directed back and hits the pitching machine or umpire/coach shall be automatically awarded first base. Any runner shall advance one base if forced.
7. Time Outs
 - a. Offense gets two time outs per inning not counting injuries
 - b. Defense gets two time outs per inning not counting injuries
 - c. Umpires discretion on offense and defense times outs.
8. Injuries
 - a. During live play, anytime a hit ball directly hits a player who becomes injured shall stop play. Umpire shall award bases on runners as he/she seems correct.
 - b. During live play, anytime a thrown ball directly hits a player who becomes injured shall stop play, Umpire shall award bases on runners as he/she seems correct.
 - c. During live play, anytime a defense and offense players are injured during a collision, umpire shall follow the Babe Ruth Cal Ripken Rules and Regulations to award base/award an out.
9. Official Game
 - a. Official Game has been declared when the game has reached its time limit, reached the minimal number of innings, or has reached the mercy rule
 - b. 6U Division, Game Time limit is 65 minutes and shall be kept by the umpire.
 - c. 8U Division, Game Time limit is 75 minutes and shall be kept by the umpire.
 - d. Minimal number of innings is 3 and max is 6 if not tied.
 - e. 6 runs per inning per team allowed. When one team is ahead more than mathematically the game shall end after 3 innings. Ex. 7 runs after 5, 13 runs after 4.
 - f. Official Start of a game will be announced by the Umpire when the umpire states the home team to take the field and announced the start time.
 - g. 6U & 8U Divisions, there is a drop dead 15 minutes after time has expired, however umpire will finish the batter before the drop dead call will be made.
10. Official Bats
 - a. Bats must follow the Babe Ruth Cal Ripken Rules and Regulations to be used during league play, each bat must have the USA BASEBALL stamp on the bat to be legal.
 - b. Any Bat that doesn't conform to the rules are illegal and shall not be used. Umpires if noticed before batter is in the batter box shall remove the bat.
 - c. A Batter that is in the box with an illegal bat and is caught by the opposing manager, the umpire shall follow the Babe Ruth Cal Ripken Regulations in making a ruling on the field.
11. Protest
 - a. Anytime a protest is called, the Umpire shall notify the Scorekeeper to note in the scorebook.
 - b. If an umpire can use the Babe Ruth Cal Ripken rule book to find the correct call in a timely manner, the umpire shall handle it.
 - c. In event the umpire is not able handle the protest, all information shall be recorded in the scorebook, umpire shall finish the game and Vice President shall handle the protest after the game.
12. Defense/Offense
 - a. No defense player shall advance in front of the pitching machine before the pitch is thrown, Umpire shall call catcher interference if incident does occur.
 - b. Pitcher shall remain immediately next to or a few feet back front the pitching machine until the ball is pitched. Umpires discretion on this positioning.
 - c. Defense players shall not block or impeded any runner without making a play. Interference shall be called.

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- d. Offense players shall not block or impede any defense player making a play on the ball. Obstruction shall be called.
 - e. Offense players shall make every attempt to not physically make contact to any defensive player. Umpires discretion shall rule on this and shall follow the Babe Ruth Cal Ripken Rules and Regulations.
 - f. Free defensive substitution on any position and shall maintain same batting order throughout substitutions.
 - g. Any player who arrived after game has started and not on the batting order given to the scorekeeper, shall be placed at the end of the line up.
 - h. 6U Divisions, defensive players must make plays by throwing, catching, tagging as normal play making for proper gaming mechanics. Umpire judgement will rule runner safe if proper gaming mechanics aren't followed.
 - i. Time will be called when defensive player has control of the ball and a stale mate has been made between them and the lead runner and no play is being made on any other player.
 - j. 6U Divisions, no player shall be in the same position for more than 2 innings and may not sit the bench for more than 1 inning unless all players have equally set the bench.
 - k. Courtesy runner may be used for the catcher with two outs. Last out will run for the catcher.
 - l. No infield fly rule
13. Umpires
- a. 6U Division, one umpire shall be used. The umpire shall start each play in foul territory by the catcher and move into live play area when a ball is hit live.
 - b. 8U Division, two umpires shall be used however one is mandatory. When two umpires are on site, one shall work the field, the other shall be the "home plate" umpire. When one is used, shall follow the same directions as the 6U Division.