

OCONTO LITTLE LEAGUE 8YR OLD PITCHING MACHINE RULES

These rules could be subject to change prior to first tournament game. Notification will be given to each coach if a change would occur. Thank you.

1. Each game will be six (6) innings with a time limit of one (1) hour and fifteen (15) minutes. Ten (10) run rule after four (4) innings have been played and 12 run rule after (3) innings have been played. All championship & 3rd place games will go six (6) innings unless one team gets run ruled. If a rain delay should occur, time limit will be changed to one hour until brackets are back on schedule. All ties will count in pool play, until bracket play begins. **All teams should be at their scheduled diamond ½ hour before game time, if previous game gets done early, we will start your game early to keep the tournament running ahead of schedule.**
2. The inning is complete when the 3rd out is recorded, there will be a **TWO-MINUTE** time limit between innings, a new inning will not begin after one (1) hour and thirteen (13) minutes to keep games on schedule.
3. Little League rules prevail except as changed by the tournament committee.
4. Team rosters must be turned in to the tournament manager prior to the first game. No player can reach his 9th birthday before May 1, of the current tournament year. Proof of age may be required. The team manager must present a birth certificate or copy of birth certificate to the tournament manager if requested.
5. When a manager claims that an umpire's decision is in violation of the tournament playing rules, he shall make a formal protest immediately to the plate umpire. The plate umpire will confer with other umpires working the game, and if needed the tournament director can render a decision, before play continues. The decision is final and there is no other appeal. The protest must be made at once to be answered.
6. No abusive or profane language by anyone connected with the tournament will be tolerated. The use of tobacco or alcoholic beverage in any form is prohibited on the playing field or bench area. No throwing of any equipment. Penalty or ejection from the game will result. Each team is responsible for clean up of dugout area after each game.
7. No manager or coach will be allowed at any time behind the backstop during the game in which they are participating in while the game is in progress.
8. Each team is responsible for its own insurance.
9. Batter will receive 5 pitches, unless he/she strikes out swinging. NO TEE WILL BE USED. If after 5 pitches the batter has not hit the ball he/she will be considered out. If the batter fouls off the 5th pitch it will be considered a foul ball and he/she will get another pitch and will continue to get another pitch if they keep fouling.
10. **A coach from the team that is batting will "pitch". Thrower will be placed on the 40 ft rubber and set at 4 unless both teams agree on another setting. A player acting as the pitcher must stay even with the pitchers rubber and within 5 ft to the left or right of the rubber and not be allowed to stand behind the coach who is pitching. The pitch will not be thrown until the pitcher makes a pitching motion.**
11. No bunting is allowed and no fake bunting is allowed or the batter is automatically out. NO EXCEPTIONS.
12. Six (6) run limit per inning or 3 outs EXCEPT in the 6th inning.
13. One warning will be given for throwing the bat, after that it is an automatic out.
14. The pitching coach cannot field the ball, but if the ball hits the coach, the play is considered dead and declared a do-over. A ball that hits the throwing machine is considered a live ball.
15. No runner may advance, after play has stopped, when the pitcher has control of the ball inside of a 10-foot radius of the pitching rubber. The pitcher is defined as a player and not the coach pitching.
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17. No leading off base. The ball must reach the catcher before leaving the base. If runner is caught leaving too soon, the ball is dead and the runner will be called out.
18. No stealing will be allowed
19. In-field fly rule will not be used.
20. On all overthrows, the base runners and batters get all the bases they can get. If the ball goes over the fence or out of the confines of the playing area, or any equipment interference, except the throwing machine, the runner will be allowed the base they are headed for plus one.
21. Courtesy runners will be allowed for any injured player and must be the last player who made an out.
22. No in-field practice before games.
23. All players must wear baseball caps.
24. Players must slide when played on or avoid illegal contact with fielder holding ball. If runner slides, he must slide within reach of the base with either a hand or a foot. No malicious contact, umpire's judgment.
25. Maximum of ten players in the field (Four must be on the outfield grass area) Games may be played with 8 players with the 9th & 10th spot in the order being an out. If a player would get hurt you cannot finish with 7 players and the result would be a forfeit.
26. All players on the roster present will bat in the line-up, with late arrivals being added to the bottom of the line-up. Free substitution is allowed on the field.
27. All players must play at least 2 innings in the field.
28. No metal spikes allowed.
29. Tie breakers for seeding pool play into bracket play will be as follows:
 - 1) Head to head
 - 2) Runs allowed
 - 3) Runs scored
 - 4) Flip of coin
30. The home team is the official scorekeeper. If there are any discrepancies, the official book will be final. Umpires will check with the opposing coaches each inning to validate the score. If there are any discrepancies, the umpire will make the final decision. All line-ups must be handed to the opposing scorekeeper fifteen (15) minutes before the game.
31. The flip of a coin will decide home and away for each team before the start of each game.
32. Only three coaches allowed on offense, one at first base, one at 3rd base and one at the pitching machine, the remaining coaches must remain in the dugout.
33. Only one coach allowed on defense, the remaining coaches must remain in the dugout.
34. No AAU teams or all-star teams. All players must play league ball in the same school district or community.
35. Both USSSA and USABat standards will be accepted. Bat weight versus length cannot exceed -13