

North Tonawanda National Little League Machine Pitch Softball Ground Rules

1. Games will consist of six (6) innings. There will also be a 1 hour 45 minute hard stop time limit in effect for all fall games
2. All players must wear team uniforms with either sneakers or rubber baseball spikes only.
3. No games will be canceled or rescheduled. If you are short players you MUST contact the division representative in order to get call-ups. Called up players will be from teams within your division not playing at that time. If there are no call-up players available, we ask that the 2 teams share players for defense only. Rained out games will be rescheduled as best as possible.
4. Any unsportsmanlike conduct by a player, manager, coach or scorekeeper will result in an immediate ejection of said offender. Any player who is ejected will have to sit the next ATTENDED game on the bench in uniform. Any continued unsportsmanlike conduct by the same player, manager, coach or scorekeeper could result in future suspensions based on the decision by the Board of Directors. Unsportsmanlike conduct includes but not limited to intimidation of umpires, foul language, throwing or kicking of any equipment or any other unnecessary behavior.
5. Only team members are allowed in the dugouts. All players must stay in the dugout / dugout area.

Defense:

- A player may be entered and/or reentered defensively in the game anytime. There will be 6 players allowed in the infield (Pitcher, Catcher, 1st base, 2nd base, SS, 3rd base) and the remaining players in the outfield at least thirty (30) feet back onto the grass. There is an arc painted in the outfield grass to signify the 30 foot mark
 - Pitcher must wear a batting helmet at all times on the field
 - Defensive players can only play a position a maximum of 2 inning per game, with the exception of catcher who can play unlimited.
 - Encourage the players to make the throws to the bases even if the runner is already safe.
 - Coaches may be on the field to run the pitching machine and to organize and instruct the players.
- Only a coach may run the pitching machine.
- Outfielders must stay behind the arc which is 30 feet from the infield.

Offense:

- Continuous batting order: Each team will use a continuous batting order that will include all players present for the game batting in order. Everyone bats.

- Each team's turn at bat will end when three (3) outs are made or 5 runs are scored (whichever comes first). A team may bat as many batters as possible in the SIXTH INNING ONLY until three (3) outs have been achieved. There is a 5 run limit per inning except in the 6th inning. You may score unlimited runs in the 6th
- No bunting, stealing, or leading off.
- When the ball is hit in the infield, runner can earn one base only. Runners can be thrown or tagged out.
 - If the ball is hit to the outfield, runners may advance no more than 2 bases from the time of the hit, but it is at their own risk. Runners can be thrown out at a base or tagged out on the base paths. When the ball is thrown or run into the infield, the play stops and the runner gets the base they were in motion towards. **Example:** if the runner is between 2nd and 3rd when the ball is returned to the infield, and she isn't thrown or tagged out, she can arrive at 3rd safely. She cannot advance to home if the ball is thrown away on the attempt to get her out.
- If a ball hit in the air to the outfield or infield and is caught, it is an out.
- 3 strikes and a batter is out. There are no walks.
- Max of 5 "good" pitches from the machine. The umpire will make the "bad pitch" calls from behind home plate. **COACHES PLEASE STICK TO THIS RULE**
- Foul balls count as strikes, but not strike 3. Batter cannot be retired on a foul ball that is not caught.
- Runner does not advance on overthrow: There will be **NO** advancing on overthrows. The batter must stay at 1st on an overthrow and any other runner will stay at the base they reached on the initial hit.

MANAGERS

1. Must show up for all scheduled games or make arrangements for a responsible adult volunteer to run the team.
2. Must have a rulebook and a copy of these local rules at all games. Please refer to these rules if necessary.
3. The home team's book is the official scorebook.
4. MUST request time out and be recognized by an umpire before leaving the dugout. Only managers, not coaches, players or anyone else may question a call by an umpire.
5. Managers are responsible for the clean up of their respective dugouts and surrounding area after the game.
6. Managers must report all injuries that occur during a practice or a game to the Division Vice President and make a written report to the safety officer. Please read, understand, and follow the guidelines in the attached NTNLL Concussion Protocol.
7. If there is a violation of any rule by the manager or coach, he/she will be subject to go before the Board of Directors.

8. Managers, please remember this is just a game. Please act in a responsible manner. We are trying to install a sense of responsibility and sportsmanship in our youth. Since you are their leader, please play a prominent role.
9. All Managers and coaches MUST have filled out a volunteer form.

*** THESE RULES ARE TO BE FOLLOWED BY ALL TEAMS. NO MANAGER SHALL HAVE THE RIGHT TO ALTER OR MODIFY ANY OF THESE RULES. THE UMPIRES WILL BE ASKED TO STOP THE GAME IF ANY RULE IS BEING VIOLATED.