



Spring Hill Recreation Comm. Machine Pitch Baseball League Rules

National Federation of State High School Associations

The Laws of the Game, as periodically amended and updated by the N.F.S.H.S.A., shall control all Spring Hill Recreation Commission Machine Pitch Baseball (MPB) games except as superseded by these rules.

The Spring Hill Recreation Commission (SHRC) program is governed by rules designed to meet the following goals, established by the SHRC Advisory Board.

1. All players will be given the opportunity to play each game.
2. Sportsmanship will be promoted at all times.
3. Player's health and safety shall be promoted at all times.

A. SPORTSMANSHIP

1. Head coaches will be responsible for the conduct of their assistant coaches, players, and spectators.
2. There will be a zero tolerance policy on swearing for all players, coaches and, spectators.
3. Tobacco and alcohol are not allowed on the premises.
4. Coaches are encouraged to hold a team meeting with parents and players to discuss their conduct, the rules, and player responsibilities.
5. Shaking hands with the coaches and members of the opposing team is an essential requirement of good sportsmanship. All coaches and players shall, at the conclusion of a game, walk through a line to shake the hands of the opposing team's players and coaches.

B. GENERAL INFORMATION

SHRC Phone – (913) 592-2214
Rain-Out Line – (913) 643-3123

C. PLAYING FIELD

1. The diamond shall have 60 foot baselines.
2. The pitching distance is designated by a circle with an 8' radius. The center of the circle will be 40 feet from the back point of home plate.

D. TEAM ORGANIZATION

1. Before any boy or girl is permitted to participate in the SHRC MPB league, he or she must be registered with the SHRC.
2. All teams are randomly drafted through the SHRC with Head Coaches able to pick up to four(4) players (including their child) prior to the draft. Siblings of picked players will be the coach's first pick in the draft.
3. Once a team is established, each boy or girl will remain on this team. Brothers and sisters who are in the same league may be placed on the same team for reason of family convenience. No player may switch teams under any circumstances except when approved by the SHRC.
4. Coaches and Assistant Coaches will come from the teams themselves (parents, relatives, and volunteers).

E. EQUIPMENT

1. In the SHRC MPB program, any glove is permitted at any position.
2. Only rubber soled cleats or tennis shoes may be worn by players participating in the SHRC MPB program.
3. Only aluminum bats will be allowed.
4. In the interest of safety, the following equipment rules shall be enforced:
 - a. A protective NOCSAE-approved batting helmet covering the ears must be worn by any player who is at bat or playing the catcher position.
 - b. Exposed jewelry such as earrings of any kind, wrist watches, bracelets, neck chains, rings, and nose jewelry cannot be worn during the game.
6. Shirts must be worn inside trousers, if possible.
7. During games, all equipment must be kept behind the backstop.
8. Each team will receive practice and game equipment from the SHRC. All provided equipment will be returned to the SHRC at the conclusion of the season.

F. COACHES

1. Coaches are strongly encouraged to arrange and conduct a meeting with the parents of their players during the first week of practice.
2. Smoking and chewing of tobacco are prohibited in the dugouts and on the field. Coaches who choose to smoke or chew must leave the diamond premises.
3. By City of Spring Hill ordinance, alcohol is not allowed in the Spring Hill Recreation Complex.
4. One coach from the fielding team may choose to stand in the outfield to help the fielders.

G. UMPIRES

In general, the league will furnish one(1) umpire for all MPB games. (If no umpire is available, or if the umpire is unable to continue the game, a neutral umpire may be appointed by mutual consent of the coaches. Please contact the SHRC if this occurs.) The umpire's jurisdiction begins the moment they enter the diamond and extends after the game until they leave the diamond. This includes periods of time where play has been temporarily suspended or when the ball is out of play.

The umpire has the discretionary power to stop a game for any infringement of the rules and to suspend or terminate a game by reason of weather, condition of the field, interference by spectators or for any other cause, which he may deem necessary.

The umpire may warn or caution a player or coach for misconduct or unsportsmanlike behavior; and if it persists, suspend him/her from further participation on the game. If the misconduct or unsportsmanlike behavior persists after a warning or caution has been given, the umpire can eject the player or coach from the game. If a player or coach is ejected from a game, they can no longer play or coach in that game, must leave the Spring Hill Recreation Complex and will incur a minimum one(1) game suspension from the SHRC.

If a player is seriously injured in the opinion of the umpire, the play will be stopped immediately. If a player is not seriously injured, the play should be allowed to continue until the ball goes out of play or a time-out is called. If play is stopped and the coach comes onto the diamond, the injured player must leave the game until the next available opportunity to substitute. After an injury, the game will continue from the time of the last stoppage of play.

The referee is also responsible for:

- Keeping the official game time
- Determining illegal equipment
- Determining runs scored

H. PLAYER, COACH, & SPECTATOR CONDUCT

1. Poor sportsmanship (such as intentional throwing of bat, glove, cap, etc.) by a player and/or coach will not be tolerated.

2. Unsportsmanlike behavior may result in penalties being imposed upon the offending individual, including coaches, participants, or spectators. Penalties may include banishment from further participation in SHRC activities. Penalties will be decided by a committee made up of the Recreation Director, the Program Supervisor, and the Head Umpire.

I. WARNINGS, CAUTIONS, & EJECTIONS

Warning

A warning may be given by the umpire or field supervisor at any time; this, in general, informs the player, coach, or spectator that his/her play or action on or off the field is of concern to the umpire/field supervisor. A warning need not be given by the umpire/field supervisor before a caution or ejection.

Caution

The player, coach, or spectator is being notified that his/her playing or action is unacceptable. A player, coach, or spectator is to receive a caution for the following actions:

- Continually violating the rules of the game (especially after a warning).
- For acting in an unsportsmanlike manner.
- Dissenting with a decision of the umpire or field supervisor.

Ejection

A player who is ejected must immediately leave the Recreation Complex and may not play the remainder of the game. The player will also receive a minimum one(1) game suspension from the SHRC. An ejection is given to a player for the following reasons:

- Committing a second cautioned offense.
- Persisting in misconduct.
- Using foul or abusive language.
- Exhibiting violent conduct or committing any foul in a violent manner.

The coach is responsible for the actions of the suspended player and must make sure that a suspended player does not become a disruptive influence.

A SHRC coach or spectator may receive a caution or ejection for the following:

- Dissenting with the umpire, scorekeeper, or field supervisor.
- Coming onto the diamond without permission and/or not leaving the diamond when requested to do so.
- Using foul or abusive language.
- Unsportsmanlike conduct.
- Not controlling the actions of his/her players, fans, or parents.

A coach or spectator who is ejected must immediately leave the Recreation Complex for the remainder of the game, and will also receive a minimum one(1) game suspension from attending/coaching their team's next game from the SHRC.

J. THE GAME

1. The SHRC MPB season will consist of **ten(10)** games.
2. All games will be played with an official baseball provided by the SHRC.
3. All teams must wear the league issued uniform. A player without a league issued jersey will not be allowed to play.
4. A regulation game in SHRC MPB program will be 60 minutes or 6 innings, whichever comes first. Once this time limit has expired, no new innings shall be started.
5. In the SHRC MPB program, half innings consist of 3 outs.
6. There will be allowed a maximum of 7 runs per inning.
7. Number of players in the line-up:
 - a. A team will be allowed to field **all** rostered players on defense.

- 1) Four fielders must be positioned in the outfield unless there are less than 10 players available.
- 2) The fielding pitcher must be positioned on the mound when the ball is hit.
- b. A team may play with as few as seven if there are absences. If there are less than seven team members, the coaches and the field supervisor may agree to play the game by borrowing players, etc.
- c. If a team begins play with less than ten players, late-arriving team members must be inserted numerically in the batting order. A late-arriving player (or players) shall assume their defense positions during the first dead ball occurrence following their arrival.
- d. If, at any time during the game, less than seven team members are eligible and available to continue playing, the game will be continued only if both head coaches and the field supervisor agree to do so.

K. BATTING

1. In the SHRC MPB program, half innings consist of 3 outs.
2. Every rostered player **must** be in the batting order.
3. If a player is unable to take or complete his/her turn at bat due to injury, illness, etc. his/her spot in the order will be skipped for that at bat. The next player in the line-up will bat.
4. If a player who previously was unable to bat due to illness or injury is able to take his/her next turn at bat, he/she will be reinstated in the batting order.
5. If an eligible player or players arrive late to the game, they must be inserted numerically in the batting order.
6. **The coach of a team will pitch to his own team. The speed of the pitching machine will be decided by both coaches before the start of the game and can only be adjusted at the beginning of a new inning with approval of both coaches. The speed of the machine may not be adjusted for individual players. The speed is not to exceed 50 mph.**
7. Each batter will be given **5 pitches or 3 swings** to hit the ball. After 5 pitches or 3 swings, the batter is out if they have not hit safely.
8. A batter's at bat cannot end on a foul ball.
9. There will be no walks, and the player may not take their base if they are hit by a pitch.
10. There will be no bunting allowed.
11. All team members of the team at bat must remain behind the dugout screen or fence except the batter until it is his/her time to bat. There will be no on-deck batters.
12. After hitting the ball or in attempting to do so, the batter will not be allowed to throw or toss the bat, intentionally or unintentionally, in any manner. A player who throws their bat will be out. The ball will be dead. All baserunners will return to the base last touched at the time of the pitch. The decision as to whether the bat is thrown or not will be made by the coaches as a judgment call.
13. The infield fly rule will not be in effect.

L. BASERUNNING

1. Leading off and stealing are not allowed in the SHRC MPB league. Baserunners must remain on the base until the ball is batted into play by the batter. Violation of this rule results in the baserunner being called out.
2. **OVERTHROWS**
If the ball is overthrown at first base or third base, the umpire will call time-out and award the baserunner the appropriate base depending on when the ball left the players hand in correspondence with the base runners position.
3. When a dead ball occurs, baserunners less than half the distance between two bases must return to the base last touched. Baserunners more than half the distance between two bases must advance to the next base beyond the one last touched at the time of the dead ball.
4. The following rules shall govern the "crash rule", i.e.: the situation involving contact between fielders and baserunners at any base including home.

- a. A baserunner is not required to slide. However, if a fielder clearly has possession of the ball and is waiting for the baserunner, then it is the responsibility of the baserunner to avoid contact with the fielder. If contact is made, it must be in an attempt to slide.
- b. A fielder cannot block the base or baseline without clear possession of the ball. When waiting for a thrown ball, the fielder (including the catcher) must be positioned out of the baseline. Straddling the base is not out of the baseline. A fielder can move toward the baserunner only when in clear possession of the ball.
- c. **PENALTIES:**
 - 1) If a baserunner makes contact with a fielder in clear possession of the ball other than in an attempt to slide, an immediate dead ball will be called. The baserunner will be called out. If the baserunner deliberately contacts the fielder with great force, the baserunner is subject to ejection in addition to being called out. All other baserunners are returned to the last base touched at the time of the dead ball.
 - 2) If a fielder is blocking the baseline and does not have clear possession of the ball, any contact (other than deliberate contact by either player) shall be ruled obstruction; and bases shall be granted accordingly.
- d. When the fielder, baserunner, and ball arrive simultaneously at a base, coaches will rule on any illegal or unnecessary contact that may occur. In any case, no player may initiate deliberate contact without being subject to penalties.

M. DEFENSIVE PLAY

1. After a batted ball is fair and in play, time will be called when the ball has been touched by the pitcher within the pitching circle. Baserunners must return or advance depending on their position in the baseline when time out is called.
2. The pitcher must be positioned on the mound when the ball is hit.
3. No fielders may play closer than the regular base paths when the ball is hit.
4. The coach/pitcher will be allowed the option of using a glove for protection only. The catcher may throw a non-batted ball back to the player/pitcher or the coach/pitcher.
5. The coach/pitcher must make an attempt to elude a batted ball and to not interfere with any player attempting to make a play on the ball. If the ball hits a coach in the field or the pitching machine, the ball becomes dead and the batter will be awarded first base and all other base runners are awarded one base beyond the base they occupied at the time of the pitch.

N. PITCHING

1. **The coach of a team will pitch to his own team. The speed of the pitching machine will be decided by both coaches before the start of the game and can only be adjusted at the beginning of a new inning with approval of both coaches. The speed of the machine may not be adjusted for individual players. The speed is not to exceed 50 mph.**

O. GENERAL

1. NFHS Rules are in order when situations are not covered in these printed rules.
2. The SHRC/Field Supervisor will determine the readiness of the field for play of all ball games.
3. The SHRC/Field Supervisor will have power to rule on all infractions.
4. For all games, the home team will occupy the first base dugout. The visiting team will occupy the third base dugout. Home team/visiting team is designated on the league schedule.
5. Rained-out games will be rescheduled when possible by the SHRC.
6. **REMINDER:** Bat boys/girls are not allowed in the SHRC MPB league. This rule is instated solely for safety's sake.

P. CANCELLATIONS

If any type of inclement weather is forecasted or occurring at game times or practice times, please contact the **SHRC Rain-Out Line** at **(913) 643 – 3123** for up to date playing condition information.

Every attempt will be made to re-schedule a game if a request is turned in to the league coordinator 48 hours prior to your game. The league will work with most conflicts of schedule except for conflicting **sporting events**.

Rescheduled games will not have a umpire provided by the league.

If the league coordinator is not notified 48 hours in advance of a schedule conflict the game may not be made up. If there is no notification of cancellation and the referee shows up to officiate the game that was scheduled, the game will not be made up.