

#### Machine Pitch Game Rules:

1. Game Format:  
Each game consists of 4 innings, played within a 2-hour time block.
2. Batting Time:  
Teams will bat for 10 minutes per inning. The timer starts when the first pitch is thrown.
3. Pitching:  
A pitching machine will be used to deliver the ball to the batters.
4. Batting Rules:
  - Each batter is allowed a maximum of 3 pitches.
  - If a batter fouls off the 3rd pitch, they are allowed to continue until they either hit the ball or strike out.
5. Defensive Play:
  - After 3 defensive outs, the bases are cleared, but the team will continue batting until the inning time runs out.
  - Each team can have 9 defensive players on the field.
6. Pitching Position:  
The pitcher will stand next to the mound (46 feet away) on either the left or right side, depending on the batter's handedness.
7. Base Running:
  - No stealing bases is allowed during the game.
8. Balls hit off the screen:  
If the ball hits the screen protecting the pitching machine, it is considered dead the batter is awarded one base.

#### Player Pitch Game Rules

1. Games are a maximum of 6 innings. No new innings are to start after 1 hour 45 minutes. NO EXCEPTIONS. Minor division games are considered Complete after 4 innings.
2. THREE-RUN RULE: During the first 4 innings, if the offense scores 3 runs before the defense gets 3 outs, the inning is over. Only 3 runs per inning score. Exception; if the umpire determines due to time constraints that the last inning is beginning and it is only the 3rd or 4th, the three run limit is off " "for that inning. Both managers must verify this with the umpire before the inning starts.
3. Rule 4.10(e) RLL will follow the 15,10,& 8 run rule for all minors games.
4. Managers and coaches need to be prepared to umpire their own games behind the pitcher's mound.
5. Strikes will be called three inches off the plate on either side.
6. There are NO walks in this division.
  - a. After ball 4 has been called a coach from the batting team will deliver three hittable pitches to the batter
7. All players on the roster will be placed in the batting order, and will bat during their turn at bat.
8. Each team will have a roster of 10 to 12 players and 10 players will play in the field.
  - a. 4 outfielders are allowed but MUST be in the grass.

9. Managers may utilize a courtesy runner for the pitcher or catcher in accordance with rule 7.14 (b) of the Little League rulebook.
10. There will be 2 base coaches on each team. No bench player is allowed in the coaching box.
11. Only one offensive timeout per inning is allowed. A Manager meeting a pitcher is a defensive timeout. Upon the third Manager/Pitcher visit, the Manager must pull out the pitcher. The Manager is then afforded the same with the second pitcher. Upon the fourth visit in the game with the same pitcher this pitcher shall be removed. If the Manager abuses this or calls more than one timeout per inning, the umpire may call Delay of Game, which could result in a forfeit.
12. Player chatter must be directed to encourage teammates, and not to intimidate the opposing team's players. All chatter though shall cease during a pitchers wind up. This includes any crowd noise.

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