

CITY OF BROOKFIELD PARKS, RECREATION, AND FORESTRY DEPARTMENT
Machine Pitch Rules | Baseball & Softball | Grades 1-4

PROGRAM OBJECTIVE

The primary purpose of the leagues is to offer youth an opportunity to participate and enjoy a recreational experience in a healthy competitive setting. The emphasis is upon participation, character development, good sportsmanship, and enjoyment.

I. ELIGIBILITY AND ROSTERS

- A. All players must be registered through the Parks and Recreation office prior to participation in any league practice or game.
- B. All registered players will be assigned to a team by the Department. There are no cuts. Coaches are not allowed to add players to the team roster.
- C. The procedure for assigning players to teams is outlined in the Department's Team Formation policy.

II. EQUIPMENT

A. Uniforms

- 1. Team T-shirts and MLB hats are provided as part of the registration fee and should be worn at all games. Long pants are recommended.
- 2. Players need to bring their own glove.
- 3. Tennis shoes or rubber spikes may be worn. Metal spikes are not allowed.
- 4. Each team will be supplied an equipment bag consisting of bats, batting helmets, and catchers' equipment.

B. Balls

- 1. Baseball: One 9" Jugs game balls will be provided by the supervisor or umpire
- 2. Softball: One 11" Jugs game ball will be provided by the supervisor or umpire
- 3. At the conclusion of the game, the game ball will be given to the home team.

C. Jewelry-Casts

- 1. For safety and injury prevention, all exposed items that are judged to be hazardous or potentially dangerous by the supervisor or umpire may not be worn during the game.
- 2. This includes, but is not limited to, casts, wristwatches, large rings, bracelets, neck chains or splints. Newly pierced ears may be covered with tape.

D. Field Dimensions:

<u>League</u>	<u>Between Bases</u>	<u>Pitching Distance</u>	<u>Home to Second</u>
Baseball	60 feet	46 feet	84' 10 ¼ "
Softball	60 feet	35 feet	84' 10 ¼ "

III. PLAYERS AND SUBSTITUTES

A. Official Scorecard - Continuous Batting Order Rule

- 1. FIVE MINUTES before the game, the umpire will hand out the official score card. The visiting team will write in their batting order and give the card to the home team. The home team will be responsible for keeping score during the game.
- 2. The home team and the umpire will verify the score after each half inning.
- 3. At the end of the game, both coaches must sign the score card for the score to be official.
- 4. Teams must list ALL players reporting for the game in the batting order prior to the start of the game. Each player will then bat in the line-order for the entire game.
- 5. Late arriving players are assigned to the last position in batting order.
- 6. The actual starting time of the game must be noted on the score card.

B. Line-up

1. Five (5) minute grace period at the start of the game if a team has less than eight (8) players.
2. Teams may begin and play a game with only eight (8) players.
3. If a team has less than eight (8) players, the game is a forfeit. To still play the game, they can borrow players from the opposing team, however, the outcome will still be recorded as a forfeit.
4. Teams will play with ten (10) defensive players, four (4) in the outfield.
5. All players must be assigned a defensive position in the field. Acceptable positions include: first base, second base, shortstop, third base, pitcher, and four outfielders. Players should be positioned in their typical, age-appropriate locations on the field to encourage proper defensive play.

C. Minimum Playing Time Rule

1. Coaches are strongly encouraged to play each player equally in the field.
2. Every player must play in the field at least two (2) complete innings of the first four (4) innings. By the third inning all substitutes MUST have entered the game.
3. Free substitutions after the fourth inning.
4. Coaches will be "on their honor" to follow the substitution rule. Umpires will NOT keep a record due to the time required.

IV. THE GAME

A. Length of Game

1. All league games will be six (6) innings or a seventy-five (75) minute time limit.
2. No new inning will start after the time limit expires.
3. Any new inning started before the 75-minute time limit will be played to a maximum of 90 minutes. At 90 minutes, the game will be called, and the last complete inning will constitute the final score.
4. If the home team is batting and leading in score when the time limit expires, the game is over at the next dead ball.
5. 12 Run Rule: If the leading team is ahead by 12 runs at the end of five (5) complete innings (4 ½) of play, the game is complete.
6. No extra-inning games will be played. Games will be recorded as a tie.
7. A game called due to weather conditions, or darkness, will be a regulation game if a minimum of four (4) innings have been completed. Games will be called if the home team is ahead after three and a half (3 ½) innings. Games tied will also be regulation.
8. The second game on the schedule will always receive the full time limit.
9. The umpire's watch is the official time.

V. GENERAL PLAYING RULES

A. Pitching Machine

1. Strikes will be called by the umpire. There will be no called balls.
2. Three (3) strikes will be an out (swing or called).
3. The catcher does not have to catch strike three.
4. There will be no walks or hit-by-pitch.
5. Each player receives a maximum of seven (7) pitches.
6. If after seven (7) pitches, the player has not struck out or advanced to first, the player will be called out.
7. Pitching Arc:
 - a) No players are allowed inside the arc. Defensive "pitcher" must be behind an imaginary line between first and third base, on either side of the pitching machine.

- b) If a hit ball stays in the arc, it is a dead ball. Batter and base runners will receive one base. If a hit ball passes through the arc, play will continue.
- 8. If a hit ball hits the pitching machine and goes into foul territory before first or third base, the play is dead, and the batter will be able to hit the ball over. There will be no penalty to the batter.
- 9. If for some reason, the pitching machine is not working, coach pitch will be used throughout the game.

B. Batting

- 1. Each team will bat 10 players per inning or 3 outs, whichever happens first.
- 2. Bunting is not permitted.
- 3. Infield fly rules will not be applied.
- 4. If the tenth batter puts the ball in play, the inning will be concluded when the defense calls time.
- 5. Batters, base runners, and on-deck batters are required to wear a helmet.

C. Baserunning

- 1. Base runners may only advance on a batted ball. There will be no leading off or stealing, no stealing of home plate.
- 2. Sliding is allowed at second, third, and home plate.
- 3. In the event a base runner becomes injured, the player who made the last out will become the pinch runner.
- 4. Once the pitcher has the ball within the 6-foot circle, the runner(s) cannot advance, and time is called.
- 5. On an overthrow, when the ball is deemed "out of play", the baserunner is awarded the base they are running to plus one more.
- 6. In the spirit of the game, baserunners should advance a reasonable number of bases based on the hit.

D. Double Base – First Base

- 1. The white portion of the bag is considered fair territory, the orange portion is considered foul territory.
- 2. The defense must use the white portion, the baserunner must use the orange portion.

E. Other Rules

- 1. When a team is on defense, coaches must remain in the dugout. While on offense, the batting team may have a coach positioned at first base and third base to assist base runners.
- 2. No spectators are permitted behind the backstop during the game.
- 3. Players shall handle the equipment with respect. Misuse of equipment (e.g. tossing a helmet against a fence in disgust) is prohibited and will result in a warning and/or ejection if flagrant.
- 4. If a bat is thrown, that respective team will be issued a warning. Any other member on that same team that throws a bat will automatically be declared out and the ball becomes dead at that point.
- 5. All team personnel and equipment should remain on the bench or in the bench area.
- 6. The team at bat is responsible for retrieving foul balls.

VI. **UMPIRES** – are representatives of the Brookfield Parks and Recreation Department and are officially in charge of the game.

- A. Two umpires will work each game. One will be the plate umpire and serve as umpire-in-chief and will have complete control of the game. The second umpire will be the field umpire and be responsible for operating the pitching machine.

- B. In the event only one umpire reports, a volunteer may be tasked with operating the pitching machine.
- C. The umpire will discuss rule interpretations only with coaches of the competing teams.
- D. The umpire has authority to determine if a game is to be stopped due to rain, darkness, or other conditions.
- E. The umpire is empowered to eject players, coaches, or parents from games for violation of official rules and regulations or unsportsmanlike conduct.

VII. INCLEMENT WEATHER – CANCELLATIONS

- A. The following procedure will be used:
 - 1. The Department will cancel games up to 4:30pm.
 - 2. Cancellation of games can be found at <http://www.ci.brookfield.wi.us>
 - 3. If the games have not been called prior to 4:30pm, teams must appear at their game location and the umpire will make the final decision.
 - 4. The Department will attempt to reschedule as many cancelled games as possible. Teams will be scheduled ten (10) games per season, however, only eight (8) games are guaranteed.

VIII. COACH RESPONSIBILITY

- A. Each coach shall be completely responsible for their team's knowledge of all rules and policies as specifically indicated herein.
- B. A coach or adult assistant must be present with the team at the team's bench for the duration of each game. Coaches must control the players on their team.
- C. Coaches are responsible for ensuring that spectators do not interfere with the conduct of the game.

IX. PLAYER/COACH CONDUCT

- A. Players and coaches are responsible for their conduct at all times.
- B. Profanity, possession or drinking of alcoholic beverages, excessive baiting and jockeying, unsportsmanlike conduct or making physical contact with game officials will be cause for suspension (up to a calendar year) by the Department.
- C. Bench conduct by players and coaches must be positive and directed towards players on your team. Players and coaches who make negative comments towards another team or an umpire will not be tolerated.

X. SPORTSMANSHIP

- A. Each player, coach, and parent should exhibit good sportsmanship throughout the season.
- B. Any questions regarding the rules and regulations of the league can be directed to officials in a non-threatening manner.
- C. During each practice there should be time for the coaches and players to discuss teamwork and sportsmanship.

Any circumstances that are not covered by the Official League Rulebook and the "League Rules and Procedures" will be left to the discretion of the Brookfield Parks and Recreation Department.