

FLORIDA DISTRICT ONE MACHINE PITCH RULES

These rules were approved for play by the Presidents of Florida District One on January 8, 2006. These supplemental rules are to be used in conjunction with the 2006 Little League Rulebook.

1. PLACEMENT OF THE MACHINE:
 - a. Games will be played with a pitching machine placed at 46 feet from the plate.
 - b. A four-foot radius circle (Safety Circle) will be drawn around the center of the pitching mound. This is to mark off a safety area around the pitching mound and machine, which fielders may not enter.

2. RULINGS INVOLVING THE MACHINE AND SAFETY CIRCLE
 - a. Batted ball hits the pitching machine, associated equipment (power box, cord, etc), or the coach feeding the machine. RULING: No pitch.
 - b. Ball popped up, lands in the safety circle, and comes to rest without touching anything. RULING: No pitch
 - c. Ball is popped up between home and safety circle untouched as it hits the ground and rolls into the circle. RULING: Batter will be awarded 1st base.
 - d. Ball is popped up and lands in the safety circle, does not touch anything, and then rolls out of the circle. RULING: Ball is live.
 - e. Batted ball rolls or passes directly through safety circle without touching anything. RULING: Ball is live.

3. The “player pitcher” on the team in the field does not pitch; he is a fielder only. He must begin each pitch at a distance from the plate even with the pitching machine with one foot touching the safety circle and the other foot outside of the circle. For safety reasons, he cannot leave this position, even on an attempted bunt, until the ball exits the pitching machine.

4. For safety reasons, no fielder shall be closer than 30 feet away from the batters’ box until the ball crosses the plate. A solid or dashed 30’ arc will be striped for reference. Unintentional violation by a fielder will be ruled a no pitch to the batter. At the Umpire’s discretion up to three bases will be awarded to the batter/runner(s) for intentional violations of a fielder.

5. If any player crosses the safety circle during play or deflects or throws a live ball into the circle, the umpire will halt play and award the runner(s) the next base to which the base runner was headed. Entering the safety circle includes stepping into, falling into, and/or placing any part of the player inside the circle. Additional bases may be awarded, per the umpire’s judgment, for extra-base hits or intentional safety circle violations.

6. ADJUSTMENT OF MACHINE:
 - a. The managers and player agent will agree upon the pitching machine’s speed before the beginning of the season. The setting may be changed during the season with the approval of all managers and the player agent.
 - b. The machine will be set at 38 MPH (typically 52% with the variable speed switch) for tournament play.
 - c. The machine may be adjusted for accuracy at the beginning of a team’s at bat half inning before the 1st batter.
 - d. The machine may be adjusted for accuracy during the game at the umpires’ discretion.

7. ADULT PLACEMENT:

- a. When a team is batting, two adult base coaches are permitted. One adult coach will be in the dugout at all times to maintain order. The base coaches must stay in the coaches' boxes at all times during play.
- b. An adult will pitch to the offensive team's batters by feeding balls into the pitching machine from within the safety circle. This adult shall be one of the following:
 - 1) An umpire
 - 2) A coach/manager from the defensive team
 - 3) A coach/manager from the offensive team (only if a player is used as a base coach).
- c. The adult feeding the machine must remain within the safety circle at all times during play.
- d. The adult feeding the machine will not coach in any manner during this half of the inning.
- e. If, in the umpire's judgment, any action by the adult pitcher interferes with a play in progress, the umpire will declare a "dead ball" and will take such action, as the umpire deems appropriate to the situation.

Note: During special games tournament play, a designated person from the tournament committee will feed the pitching machine.

8. Teams will play with 10 players on the field. If a team cannot field ten players, they may play with nine players.
9. The defensive team will have four outfielders all playing at outfield depth. No "short fielder" or extra fielder will be allowed.
10. Batting Order: A continuous batting will be used during special games tournaments
11. The batting team will be retired when they have accumulated three outs or five runs, whichever comes first. During special games tournament play, the five run rule will be suspended for the sixth inning (and extra innings, if necessary).
12. Each batter will receive four pitches or three strikes to get a hit.
 - a. There will be no called balls or walks. If it is obvious, to the umpire, that a ball cannot be hit, the umpire will call "no pitch" and award the batter an additional pitch. A "no pitch" is a dead ball situation.
 - b. There will be no called strikes. However, missed swings and foul balls count as strikes just as in Little League baseball. Foul balls on the third strike or the fourth pitch do not count against the batter, just as in Little League baseball. Also like regular Little League baseball, if a third strike or fourth pitch is bunted foul, the batter is out.
13. STEALING: Stealing is not allowed in Little League Baseball. However, during 8 yr-old Special Games Tournaments the runners may advance on a live ball in accordance with Rule 7.13. Local Leagues may elect to not allow runners to advance unless the ball is hit, during regular season play (Local Rule).
14. INFIELD FLY RULE: Will not apply.
15. BUNTING: Will be allowed during the entire season.
16. Halting play will be in accordance with Little League Rules.