

**CONROE LITTLE LEAGUE  
2024 FALL BALL LOCAL LEAGUE RULES**

**MACHINE PITCH**

**1. GENERAL**

- a. All players must be league age 6,7 & 8.
- b. Participants league age 5 & 6 are permitted to advance to minor league machine pitch or minor league coach pitch after participation in Tee Ball for one year.
- c. All players will have the computer place them on a team.
- d. All players must play a minimum of half (½) the game defensively. One (1) inning and two (2) innings will constitute half (½) of the three (3) and five (5) innings.
- e. The players on the bench will rotate every inning defensively. Players not starting the game on the defense (unless absent) must start the next game (unless absent).
- f. All eligible players shall be included in a consecutive batting order.
- g. The order of batting shall be determined by the manager prior to the start of the game. Late arrivals that, in the opinion of the manager are eligible to play shall be placed at the end of the batting order.
- h. One (1) manager and (3) coaches may be allowed in the dugout during the game.  
**NO UNAUTHORIZED PERSON IS ALLOWED IN THE DUGOUT.**
- i. Managers and coaches will only coach from the coach's box provided they comply with Little League Rules.
- j. Little League age 6, 7 & 8 shall field ten (10) defensive players. If a team is unable to field ten (10) players, the team shall field nine defensive players (four players in the outfield).
- k. No defensive players, other than the catcher, may take up a position closer to home plate than the pitcher until the ball crosses home plate.
- l. All managers, coaches, team moms and parents willing to help either during practices and games **MUST** fill out a background form and wear their badge in order to participate.

**2. PLAYING FIELD DIMENSIONS SHALL BE THE SAME AS PROVIDED IN THE LITTLE LEAGUE RULE BOOK WITH THE FOLLOWING EXCEPTIONS.**

- a. **COACH** will place the ball into the machine.
- b. A pitching rubber will be placed forty-six (46) feet from the back of the home plate.
- c. All practices are for 1 hour and 15 minutes.

**3. PLAYING THE GAME**

- a. Strikes and balls will be called, however, no walks will be granted.
- b. The pitcher, when in possession of the ball, may return to the pitching rubber. He/she may not change to the other pitching rubber after he/she has given the ball to the machine **UMPIRE**.
- c. The pitcher must remain in contact with the pitching circle until the ball crosses the plate or the runner will be declared safe if the defense gained an advantage. The pitcher cannot have one foot in contact with the pitching circle.
- d. If the runner is not advancing, the umpire will call time once the pitcher has the ball and at least one foot in contact with the pitching circle.
- e. A runner can continue advancing until either tagged out or he/she reaches a base safely and stops.
- f. A batted ball striking the pitching machine is a dead ball and runner advances one (1) base if forced.
- g. The pitcher must throw the ball in order to get the runner's out. They cannot run and tag the runner unless, the ball hit down the foul lines or they are in a run down. **EXCEPTION:** The pitcher is allowed to walk the runner back to third base but must throw the ball to the catcher or 3<sup>rd</sup> base to get the runner out.
- h. Infielders **CAN NOT** go and retrieve the ball in the outfield unless it is a relay.
- i. There will be no infield fly rule and base stealing is permitted.
- j. The batter is out for illegal action when hitting the ball with one or both feet on the ground entirely outside the batter's box.
- k. The batter is considered out if failing to make a reasonable effort to vacate a congested area when there is a throw or play at home plate and there is time for the batter mover away.
- l. Offensive interference is an act by a member of the team at bat which interferes with, obstructs, impedes, hinder or confuses any fielder attempting to make a play. If the umpire declares the batter, baster-runner or a runner out for interference, all other runners shall return to the last base that was in judgement of the umpire, legally touched at the time of the interferences.
- m. If there is a play at any base the runner must slide feet first.
- n. There will be a five (5) run limit per inning through the first four (4) innings, top of the fifth inning, there is an unlimited number of runs.
- o. If any team has a ten (10) run lead after four (4) innings of 3 ½ innings and if the home team is ahead, the team with any such lead will be declared the winner.
- p. Bunting is allowed. Any foul bunt with (2) strikes shall be treated as a strikeout (no runners may advance). If squared to bunt, must bunt no swing.
- q. Games will be one (1) hour and fifteen (15) minutes **DROP DEAD**.

The League Player Agent of each division will assign all late registration players to a team with the approval of the managers of the teams in each division and the president.