

2009 Williamsburg Youth Baseball League
MACHINE PITCH RULES AND REGULATIONS
The following League Rules supersede Cal Ripken Rules
February 2009

The exceptions are used to emphasize teamwork, and provide a learning environment and an opportunity for all players to participate.

1. a. **7-YEAR OLD:** The batter will have a maximum of 7 pitches to hit a fair ball that passes the 20 ft. restraining arc. A hit ball rolling within the restraining arc is in play. If the seventh pitch does not cross the 20 foot arc or is hit foul, the batter is out. Bunting, as well as fake bunting, is not allowed. During the first four games: a maximum of 3 side toss “pitches” may be utilized at the coach’s discretion, but are to be included in the 7 pitch maximum.
b. **8-YEAR OLD:** The batter will have 5 pitches to hit a fair ball. The fifth pitch will be treated as a third strike. If the fifth and subsequent pitches are fouled off, the batter will receive another pitch. If the batter takes or misses the fifth or any subsequent pitches, he/she is out. Bunting, as well as fake bunting, is not allowed.
2. The front of the pitching machine is to be placed directly behind the pitcher’s plate. The velocity settings will be determined by the league officials and at their discretion may be changed during the course of the season. They are **NEVER** to be altered by any of the coaches or players.
 - a. **7-YEAR OLD** will remain at 7 throughout the entire season
 - b. **8-YEAR OLD** will begin the season at setting 8 and then move to 9 at the midway point of the season. The league officials will determine the midway point of the season.
3. A batter that throws or slings a bat in a manner that may cause injury to another may be given one warning, but otherwise is out.
4. Base runners may not leave the base until the ball is hit. If the base runner violates this rule, the runner is out. The coaches may grant one initial warning.
5. On overthrows, runner may advance only to the base they are running to, regardless if the ball stays in play or goes out of play. An overthrow occurs when a fielder attempts to make a defensive play and throws the ball in such a way the teammate cannot catch the ball within reasonable effort and the ball goes beyond the intended target. When a runner has made a definite move toward the next base before the overthrow occurs, that runner may advance to that base only at their own risk.
6. When a ball is thrown in from the outfield reaches the imaginary plane of the infield baselines, the base runners may advance only to the base they are going to at that point, and only at their own risk.
7. Each player must play at least 3 innings in the field and it is recommended that no player play the same position for more than 2 innings. All efforts should be made to allocate equitable playing time amongst all team members
8. There will be 10 defensive players on the field by putting a fourth outfielder into the game. All outfielders **must** be positioned in the outfield grass. Balls hit to the outfield should be thrown back to the infield. Outfielders should not be making unassisted force plays in the infield. A game may be started with as few as 8 players, and others inserted upon arrival.
9. There shall be unlimited substitution. This means that players may be taken in and out of the field lineup at any time. However, once a batting order is established, it must be followed.
10. The batting order for each team shall consist of all players present, and they will bat in turn until either 3 outs are recorded or 5 runs are scored.
11. The pitcher must be positioned within a 6’ circle and behind the pitching machine (on the right or left side) until the ball has been hit. This mark is 46 feet from home plate.
12. If a batted ball contacts the machine or coach, it will be considered a dead ball and the batter & runners will each advance one base.
13. No “infield fly” rule is used in coach pitch.
14. The catcher will wear full equipment, including protective cups. No exceptions. If the catcher cleanly catches the pitch and can adequately return the ball to the pitcher, he/she should do so.
15. All batters and runners will wear a protective helmet.
16. Metal and wooden bats shall not exceed 33 inches in length, nor have a bat barrel in excess of 2 & 1/4 inches.
17. A coach may position a batter in the batters box or on the playing field.

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18. Games will be 6 innings in length. There will be a 1 hr. and 30 minute time limit placed on each game. The game will be over when the 6 innings are up or the time limit is invoked. Any inning begun prior to the time limit will be completed, but no new inning will begin after the time limit expires.
19. The Williamsburg Youth League Board and its representatives reserve the right to render a final decision on any situation not covered by these rules and reserve the right to amend them when it is deemed necessary.
20. It should be remembered that this is an instructional league and that we should set a good example as coaches. Coaches should talk to parents about their behavior if it is necessary.
21. Base coaches and the pitching coach will serve as umpires.
22. Teams to clean up around fields following every game. Especially dugouts.
23. The home team is responsible for securing the pitching machine and balls prior to the beginning and at the conclusion of play.
24. All players and coaches are required to wear their uniform and hats in the games. Players will not be allowed to play in the field without their full uniform.
25. Keep up and maintain team equipment through the season. Call the coordinator should any equipment break or get lost. Likewise, call regarding any found equipment.
26. Solicit as many assistant coaches as possible.
27. Breakup kids into small groups at practice and rotate through drills. Stress fundamentals. Teach, teach, and teach!
28. Work with the catchers. Find kids who want to catch. Continue to work on catching throughout season. Have kids catch batting practice. Make them part of infield practice.
29. Be aware of player safety in positioning players on the field. Some kids may not be capable of playing certain positions.
30. Stress outfield fundamentals as there are a significant number of balls hit into the outfield.
31. Teach kids how and when to cover bases during plays in the field. Collisions can occur when there is not a play at a base, yet a defensive player stands on the base.
32. Extra coach should stand at the backstop to retrieve passed balls.
33. The league is instructional. **No official scoring or standings will EVER be kept.** Please discuss this with the parents along with sportsmanship.

MISCELLANEOUS

- ❖ Lightning: If play is halted due to hazardous conditions detected by a WYBL approved lightning meter; the game will be suspended and all players, coaches, and spectators are advised to vacate the complex. In all other instances (including practices), coaches are urged to utilize good judgment with an emphasis on safety.
- ❖ Lights are on automatic timer.
- ❖ If there is another game scheduled after your game on any given day, be courteous and don't run into their time slot.
- ❖ PLEASE, PLEASE, PLEASE pick up trash in dugouts and around the field after every game!
- ❖ Under **NO** circumstances should a game score be kept. This is a developmental, non-competitive, league
- ❖ Please **MAKE SURE** your team covers the Warhill Concession Stand on your assigned date.
- ❖ Rained out games will be postponed by League Officials **ONLY- NOT** by team head coaches.
- ❖ To find out if a scheduled game has been postponed for rain, call 220-1530 (**league phone**) after 4 p.m. on weekdays and anytime on weekends.
- ❖ League commissioner will handle rescheduled games. League coordinators will notify head coaches of game times.
- ❖ Make-up days are usually Friday nights and Sunday afternoons.