



EXCELSIOR SPRINGS PARKS AND RECREATION DEPARTMENT MACHINE PITCH RULES & REGULATIONS

ADMINISTRATION:

The Machine Pitch League is supervised by the Excelsior Springs Parks and Recreation Department. Decisions rendered by the Parks and Recreation Department are final. USSSA BASEBALL, USSSA SOFTBALL RULES apply except where superseded by the following Machine Pitch League Rules.

COACHES:

1. Shall, above all, have the welfare of each child as his/her main objective.
2. Must have a reasonable knowledge of the game.
3. Shall act as an example of good conduct and sportsmanship to his/her team in all league matters.
4. Emphasis shall be placed on learning rules and fundamentals of the game, participation and personal enjoyment.
5. Guidelines for selecting coaches:
 - a. -Must be 18 years old
 - b. -Previous years' experience and good standing within ESPR programs
 - c. -Parents of children in programs
 - d. -Past complaints from parents, coaches, and umpires will be considered
 - e. -If all is equal a coin toss will be used to break a tie
6. All selected coaches must be approved by office background check before able to coach

TEAMS:

1. Players must submit a player contract (registration form) with fee, properly signed by a parent or guardian, prior to participation in any game.
2. Team rosters will be as equitable as possible so that each team consists of a maximum 15 players or less. Exceptions may be made by the Parks & Recreation Program Coordinator.

UNIFORMS & EQUIPMENT:

1. Batters and base runners are required to wear approved head protection. Helmets with ear covering at all times during practice and games will be required. Umpires are instructed to rigidly enforce this rule. The catcher is required to wear a batting helmet and boys must wear a protective cup. Male catchers not wearing protective cups will be removed from that position; teams not providing catchers with protective cups will forfeit their game!
2. Tennis shoes or rubber cleats only are to be worn. No street shoes or metal cleats are allowed.
3. Each player must provide their own glove; individual bats & balls are optional.
4. ESPR shall provide each team with a duffel bag complete with the following equipment: 4 batting helmets, 2 bats, 8 practice balls, catchers' helmet, mask & throat guard, pair of shin guards, and chest protector. It is the responsibility of the head coach to see that the bag is then returned at the end of the season.

GAME TIME:

1. Games are played weeknights.
2. Games will start promptly as scheduled. A team must have 7 uniformed players to start or continue a game. A 5 minute grace period is allowed from the scheduled starting time. The umpire's watch is official.
3. All teams must play on assigned fields and dates. Failure to do so is an automatic forfeit.

HOME TEAM & SCORE KEEPING:

1. Home team will be listed first on the schedule and shall occupy the first base dugout. Home team will provide the Official Scorekeeper. The Official Scorekeeper is there to keep the batting order since we don't keep track of scores or standings.

OFFICIAL GAME:

1. There will be a limit of 1 hour or 4 innings, whichever comes first, for Machine Pitch games. If the score is tied at the end of four innings, the game will be over. This is a recreation league and scores and standings are not recorded.
2. Decisions concerning rain cancellations will not be changed until 4:00 p.m. for weeknight games. The rain out information will be updated on the Department Facebook and Twitter pages. If decision is made early enough all coaches will be emailed. Coaches will be notified as to when games have been rescheduled.
3. One umpire will be assigned to each game.

INNING REQUIREMENTS & PLAYER SUBSTITUTION IN THE FIELD:

1. EVERY player will play 2 innings in the outfield & 2 innings in the infield. Due to the fact there is limited spaces in the infield, coaches will do their best to rotate in & out throughout games. It is our hope that coaches will abide by this rule as well as try to rotate their children into more than 2 positions by the end of the season! Failure to abide by this rule may result in forfeiture of the game. Players must be substituted/ switched every inning. Coaches need to be sure that there is more than one child prepared to play catcher with the proper equipment (cup).
2. All uniformed players shall bat each inning of play. On defense, 6 players will play in infield and remaining uniformed players will fill outfield.
3. Player arriving after the start of the third inning must be substituted into the field at the start of the next half inning in which his/her team is in the field.
4. It is the goal of the Parks & Recreation Department to provide as much learning experience as we can to our youth. Therefore, try to have every child play as many different positions as they can.
5. PLEASE NOTE: OUTFIELDER POSITIONS MUST PLAY IN THE GRASS; DON'T ALLOW YOUR CHILDREN THAT ARE PLAYING IN THE OUTFIELD TO COME UP IN THE DIRT (INFIELD)
6. Players must throw ball to base for an out. Teams cannot have 1 player in the field that gets the ball and runs touch the base or tag the player. If this does occur the baserunner will be safe.

PROTESTS:

Officials' decisions in all matters are final. There shall be no protests.

SPORTSMANSHIP:

Team members, coaches and spectators shall exhibit appropriate behavior toward other players, coaches, spectators, and officials. Unsportsmanlike conduct from team members and/or associates, including spectators, will result in one or more of the following:

- a) Player, coach or spectator ejection from the game.
- b) Player, coach or spectator ejection from the league.
- c) Player, coach or spectator suspension.
- d) Forfeit of game.

During the game, the officials have the authority to eject players, coaches and spectators. The Parks and Recreation Department has the final authority on determining the duration of suspension or other penalty. Any player (if he/she has a way home) and/or coach ejected from the game must leave the playing area. Failure to do so may result in forfeit of game.

****COACHES THAT QUESTION THE UMPIRE IN A DISRUPTIVE MANNER WILL NOT BE TOLERATED. ESTABLISH CREDIBILITY WITH THE CHILDREN BY SETTING A GOOD EXAMPLE ON HOW TO DEAL WITH CERTAIN SITUATIONS THAT ARISE DURING THE GAME IN "HEAT OF THE MOMENT" SITUATIONS. IF THE UMPIRE SHOULD CALL A PLAY OR SITUATION THAT GOES AGAINST THE RULES STATED, THEN: PLAY WILL BE STOPPED & ACKNOWLEDGEMENT OF THE ERROR IN THE CALL, DISCUSS IT WITH THE COACHES & CORRECT THE SITUATION IN THE BEST WAY POSSIBLE. REMEMBER TO TEACH THE KIDS MORE THAN JUST BASEBALL, TEACH THEM SPORTSMANSHIP, TEAM SPIRIT, POSITIVE INTERACTION WITH OPPOSING TEAMS & MOST IMPORTANT TEACH THEM TO HAVE FUN WHETHER THEY WIN OR LOSE!**

1. NO Alcohol permitted
2. No Mechanical noisemakers or bullhorns allowed at fields.
3. Any questions or issues should be directed towards the field supervisor rather than voicing opinions/complaints to umpire.
4. Umpires, coaches, parents, etc. are encouraged to inform the Parks and Recreation Department of unsportsmanlike conduct by coaches, parents, players, etc. Office phone number is 816.630.1040.
5. Only positive remarks from parents, spectators, and players will be allowed. No yelling "swing" at the batter.

GENERAL PLAYING RULES:

1. Games will be played by the machine pitch method. A player from the defensive team will play defense within 8 feet of the pitchers position. All throws from the field will be taken by the defensive pitcher. The umpire will then call time and the ball will be handed to him.
2. A team's "at bat" shall end after 3 outs or they have scored 6 runs in an inning, whichever comes first. Once the play has ended after the 6th run has scored the umpire will call time out and the inning is over.
3. Every player present at the games will bat.
4. One coach from the defensive team can take a position in the outfield to help coach, but must not interfere with the play. The team in the field may also place a coach behind the catcher to help chase balls to help speed up the game.
5. Field dimensions will consist of 60 ft bases and 35 ft pitching rubber will be used in this league. Machine will pitch 35 mph for the machine pitch leagues and each team will need a coach to feed the machine.
6. No stealing or leading off base is allowed. No bases can be advanced except on a fair hit ball. A Runners foot must remain on base until the ball is hit. If not, the play will be called back and re-played. A dropped 3rd strike is an out, runners may not advance.
7. Machine Pitch League: Each batter will receive a maximum 5 pitches, unless a normal 3 swing strike out has occurred first. If the batter fouls off the 5th pitch, they will receive 1 more pitch. No walks allowed. If in the umpire's judgment the machine throws an unhittable pitch, that pitch will not count as one of the 5 pitches. If a batted ball hits the machine, umpire, or other equipment, the ball is declared dead and the batter receives credit for a hit and all runners move up 1 base.
 - a. 9.1) If a ball is hit to the outfield the player may take an extra base until the ball has been thrown back to the infield and the umpire rules play dead.
8. The ball will be declared dead by the umpire when the ball is inside the basepath and play has been stopped by the umpire. This is the umpire's judgment that no further play is taking place. There will be a limit of one base on an overthrow.
9. To be awarded an out at any base the ball must be thrown to teammate. Exceptions may be made with flow of the game based on umpire's judgment.
10. Excelsior Springs Parks & Rec sometimes rely on "Coaches Honor" when it comes to base running of children. A child will usually go when a coach tells him/her. We hope that all coaches will use fair judgment on advancement of the runners. If unfair judgment is decided upon by the umpire the runners in question will be returned to the previous bases occupied.
11. Batters throwing their bat will be called out. No bunting will be allowed. If batter attempts to bunt they will be called out.
12. No infield fly rule will be used.
13. No chanting to cause distraction to other team.
14. No smoking, chewing tobacco, or consuming alcoholic beverages permitted during or after practices and games.

AWARDS: All players in the League will receive a participation award.