

CONROE LITTLE LEAGUE MACHINE PITCH LOCAL LEAGUE RULES 2025 FALL BALL

These supplemental rules are to be used in conjunction with the Little League® Rule Book and are meant to supplement and/or clarify rules for the regular season and end of season tournament. Please refer to the Little League® Rule Book for complete rules.

Team Formation

1. Players who are League Aged 7 – 8 years old shall be selected to their teams by computer draft. Roster assignments shall be grouped based on sibling needs.

Equipment and Uniform

1. Players may use a USA stamped bat, wood bat, or any bat Stamped USA and meets the barrel dimensions specified by Rule 1.10. Any bat which is marked “APPROVED FOR TEE BALL USE” is **not a usable bat**.
2. All players shall wear the Conroe Little League (CLL)-issued numbered jersey for the current season and assigned team along with the manager-directed color and style of baseball pants, belt, and socks. Jerseys shall remain tucked-in for the entire game. Jerseys shall not be modified in any way except to accommodate sizing of the player, if necessary.
3. Catchers must wear:
 - long- or short-model chest protector
 - baseball-style shin guards
 - catcher face mask
 - catcher must use catchers mitt
 - catcher helmet which meets NOCSAE standards
 - dangling throat protector attached to face mask (must hang freely)
 - males must wear an athletic cup
4. Pitchers must:
 - keep one foot in contact with rubber until ball crosses the plate
 - must wear batting helmet

Length of Games

1. Games shall last 75 minutes or 6 innings. The GAME ENDS AT 75 MINUTES AT DROP DEAD TIME. If the visiting team goes ahead and the home team does not finish their at bat, the score will revert back to the last completed inning.
2. No inning shall start after 9:00pm. All times shall be based on the Umpire's clock only.

Number of Players

Teams must start with a minimum of seven (7) players and maintain a minimum of seven (7) players for the duration of the game.

Pre-Game Responsibilities

1. Visiting team is responsible for an adult scoreboard operator
2. Home team is responsible for Official adult scorekeeper, setup of the pitching machine (first game only), returning of the pitching machine (final game only). All scorekeepers must attend the scorekeepers class.
3. Both managers will check the machine before the game.

Post-Game Responsibilities

1. Remove all equipment and trash from field, dugouts, and stands
2. Turn off scoreboard (if only/last game of the day)
3. Home team shall provide final scores to CLL Vice-President within 1 hour of game completion by text.

Managers and Coaches

1. All volunteers on the field/in the dugout must have a valid Volunteer Badge, supplied by CLL upon completion of background checks
2. One (1) Manager and Three (3) Coaches permitted. Coaches may not interfere with a play in progress.
3. Only the Team Manager may confer with the umpire
4. Coaches may not interfere with a play in progress.
5. Base coaches shall be situated in foul territory within the base coach's box when their team is on offense. Coaches must vacate the box to provide ample room for a fielder attempting to field a batter or thrown ball.
6. When not in the coach's box, managers and coaches shall remain in the dugout.
7. Base coaches, other than the team manager, may not confer with an umpire regarding any on-field ruling.

General Rules

1. One (1) Umpire shall be provided.

2. Infield Fly Rules is not in effect.
3. No lead offs or balks, stealing of bases can only be done after the ball crosses the plate.
4. No walks or intentional walks.
5. A runner can continue advancing until either tagged out or he/she reaches a base safely and stops.
6. A batted ball striking the pitching machine or pitching coach is a dead ball and runner advances one (1) base if forced.
7. No headfirst slides. If there is a play at any base the runner must slide feet first.
8. Protests are permitted, through the Team Manager only.
9. On deck batters are not permitted.
10. If the runner is not advancing, the umpire will call time once the pitcher has the ball and both feet inside the pitching circle. The pitcher must keep one foot on the pitching rubber until the ball crosses the plate or the runner will be declared safe if the defense gained an advantage.
11. 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.
12. 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. The runner is considered out if the batter fails 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 to move away.
13. 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, base-runner or a runner out for interference, all other runners shall return to the last base that was in judgment of the umpire, legally touched at the time of the interference.
14. Bunting is allowed. Any foul bunt with (2) strikes shall be treated as a strikeout (no runners may advance). If squared to bunt, the player must bunt and not swing.

15. A coach will feed the machine but can only give hand signals to batter.

16. Machine will be set at 40 mph for the the season.

Lineups and Minimum Play

1. Teams shall bat a continuous batting order.

- A batter removed, after game time has begun from the lineup due to injury, illness, disciplinary, or any other just reason shall simply be skipped in the lineup without penalty (no out recorded).
- Players that arrive late to the game may be added to the lineup at the end of the batting order.

2. Players present at the start of the current game and not starting on defense must start on defense the next game if present at the start of the game.

3. A player may not sit the bench for two consecutive defensive innings.

Machine Pitch Defensive Players

1. Infield: traditional infield (six [6] infielders – P, C, 1B, 2B, 3B, SS). No defensive player may take a position closer than the pitcher to the batter. For purposes of this rule, the distance between home plate and the pitcher's plate shall be used as a radius to project an infield "arc," from the axis at home plate between the foul lines.

2. Outfield: Four (4) outfielders (LF, LC, RC, RF) may be positioned no closer to the infield than midway between the back of the infield and the outfield fence and may not cross that line until the ball is put in play. Outfielders may not tag out any base runner nor touch any base to make a force out.

3. Throwing the ball: Defensive players may not "roll" or "bowl" the ball to another defensive player in an attempt to put-out a runner or batter-runner in lieu of the natural and commonly accepted over-hand throwing mechanics associated with the game of baseball.

Run Rules and Limits

1. There will be a five (5) run limit per inning through the first (5) innings, top of the sixth inning, there is an unlimited number of runs.

2. The 15 run rule after 2 1/2 innings if the home team ahead and 3 complete innings if the visiting team is ahead, and/or the 10 run rule after 3 1/2 innings if home team is ahead or 4 innings if the visitors are ahead, shall be enforced.

Ejections

1. Any manager, coach, player, or spectator ejected from a game must leave the game site immediately (this includes the parking lot) for the duration of the game. They may not sit in the stands or be recalled.

2. Any ejected manager, coach, player or spectator may neither be present for his/her team's next physically played game, including pre- and post-game activities, nor are they allowed to be in the parking lot except for dropping off/picking up players.

3. A manager or coach ejected from the game may not be replaced by another volunteer in the same game in which the ejection occurred.

Exception - one (1) adult must remain in the dugout at all times. If all adults have been ejected from the field of play, the game will be stopped and considered a forfeit by the team whose coaches have been ejected.

4. The team may provide other eligible volunteers to fulfill managing or coaching duties at the next scheduled game when a coach or manager is serving his/her additional game suspension, provided they have had their background checks completed by CLL, and have been issued a badge confirming this.

Activities Per Week

1. Teams may participate in a maximum of THREE (3) activities per week. This includes going to the batting cages. No activity should exceed one (1) hour and fifteen (15) minutes. **Penalty** - If a Manager or coach is found to be participating in more than 3 activities per week he/she will be suspended for 1 game on first offense.

2. A team activity is defined as three (3) or more players from the same team getting together with a coach or manager within a twenty-four (24) hour period.