

Little League Machine Pitch (Zooka)

Annexure C

Game Duration	90 minutes; or 6 Innings
Inning Changeover	See Rules 9.3 & 9.4 (penalties apply for delaying changeover)
Game End	Rule 8.2 (10 minutes innings start) applies
Base Path	60 feet (18.29m)
Pitching Distance	46 feet (14.02m)
Home Run Boundary	150 feet (45.7m) • HR Boundary is laid out by marking an arc 104 feet (31.7m) from the pitcher's plate • <i>[Calculation: 150 feet – 46 feet (pitching distance) = 104 feet]</i> • The HR Boundary is only used for HRs on the full. Balls that hit the ground before and roll through the HR Boundary are live (<u>NO</u> automatic double applied)
Zooka Machine Positioning	• The Centre stem of the legs will be 40 feet (12.2m) from rear of home plate on the 3rd base side of the pitcher's plate; • The Centre stem of the legs will be 2 feet 6 inches (0.77m) off a line drawn between the centre of home plate and the centre of 2nd base.
Zooka Set Up	• The machine is to be fitted with small legs; • A pitched ball must pass over home plate at a suitable height, mutually agreed by both coaches; • If coaches cannot agree, the Umpire will make sole decision; • Ball speed will be 40-43 miles per hour;
Zooka becomes inoperable	• Should the machine become inoperable, and another is not available; 1. The game will revert to equal innings; 2. A Tee will be used 3. Under 9 Tee Ball rules will apply.

Baseball



Reduced Injury Baseball (RIB)

All baseballs used in the game must be the same brand.

Bat

*Only USA Baseball Marking, not larger than 2 5/8-inch barrel
(logo displayed)*



Mercy Rule

Yes – 3 ½ innings.

Max Runs per Innings

6

Coaching

- Coaches are not permitted on the field during play
- Coaches are to remain in the coach's boxes during their team's at-bat

Pitching

- When the Umpire calls "Play", the pitcher shall place the ball in the machine and return to the pitcher's plate;
- The pitcher will not throw, flick or spin the ball into the machine;
- The pitcher will have both feet on the pitcher's plate;
- No one is to place the ball into the machine unless directed by the Umpire.

On Deck Batter

No

Team

- All innings will end after three (3) outs are made or the maximum runs per innings are reached.
- Fielding positions may be changed during an innings after "time" is granted by the umpire.

Batting

- The Batter will remain in the dugout until the Umpire calls "Batter Up."
- Every pitch during the first 4 rounds is deemed a strike, unless it is so low, so high or so wide that the Umpire deems it a "No Pitch", even if the batter swings;
- From round 5 all swings made by a batter will be called a strike regardless of accuracy of zooka machine pitch. If the Umpire calls "No Pitch", a strike will not be called on the batter;
- If a batted ball hits the machine or passes through the legs, the Umpire will call "Time", the batter will be awarded first base and runners forced to advance will advance one (1) base.
- A third strike call will be an out, whether or not the catcher catches the ball;
- Infield Fly does not rule apply.

Runner

- All runners will remain in contact with the base until the ball is hit;
- Umpire will ensure all runners are in contact with their base before calling play;
- Umpires will call "Left Early", if a runner does so, "Time" is called and the runner(s) will be returned to their original base(s);
 1. If the batter has hit the ball and no Out(s) result, the play will be nullified and the batter returns to the batter's box to complete the at bat;
 2. If Out(s) result, they will stand and play continues;
 3. If a runner is called for leaving early for a second time in the same innings, they will be given out.

Time Rule

- When an infielder is "in control" of the ball and not other play can occur;
- Time call is a judgment call of the Umpire;
- Umpire will direct runner(s) to the correct base(s), in their judgment.
- A fielder standing within or immediately adjacent to the infield may be deemed an infielder
- "In control" may be defined as in possession or within reach or about to catch a thrown ball
- Coaches are not to encourage base running in the hope of forcing an error.
- Commonsense will be applied to this rule.

Fielding
(Before calling
"Play")

- A player can only field at the same position for a maximum of 2 innings during the game;
- All fielders will be in orthodox fielding positions;
- The pitcher will have both feet on the pitching rubber;
- No fielder is, in the judgment of the umpire, to field too close to the batter.

Fielding
(General)

- If a thrown ball strikes the machine, the ball will remain live and runners advance at their own peril;
- If in the Umpire's judgment, a 'pop-up' fly ball could not be caught due to the obstruction of the machine, the batter will be given out, the ball is live and runner's may advance at their own peril without having to tag up;

Umpire

- The 'Plate Umpire' is to umpire from behind the pitcher and have control of the machine
- The Field Umpire may be used in a regulation manner.

Overthrown
Ball

- Normal rules of baseball apply, except on any play where the ball is thrown to 1st or 3rd base in an attempt to make an out, the play will be deemed dead and runners will not advance once the ball has crossed the foul line.

Stealing

- Runners may only steal once the ball has passed home plate and the ball has passed behind the catcher;
- Runners may not steal if the ball is caught by the catcher;
- Runners may not steal home.

Appeal Plays
Procedures

- After "Time" is called, the Head Coach from the defensive team will advise the Umpire that an appeal play will be made after the ball is put into play before the next batter's at bat;
- The Umpire will ensure that the batter remains in the dugout;
- The Umpire will call "Play"
- The fielder may then retrieve the ball and make the appeal play in the appropriate manner, under instruction from the coach;
- The coach cannot physically assist in the making of the appeal play;
- The Umpire will call "Time" and rule on the appeal play.