

The mission of all our programs is to strengthen the individual, the family, and the community through participation in youth sports. Each program is centered around sportsmanship and emphasizes fun and the importance of fair play.

Our goal is to offer an amateur sports program, through a volunteer base, for all participants to grow in physical, mental, and moral development through recreational competition and to promote excellent citizenship, sportsmanship, and teamwork, exemplified by our coaches and parents.

### THE GAME

- I. The Umpire(s) has the authority to rule promptly and in the spirit of good sportsmanship in any situation not specifically covered in the rules. The referee's decisions are final in all matters pertaining to the game.
- II. The NYS staff and officials shall assume authority for the contest, including penalizing unsportsmanlike acts while teams are present at the game site including parking lots.
- III. The umpire's decision is final.
- IV. Protests of NYS baseball rules are not recognized.
- V. No dogs allowed at NYS game sites.
- VI. NO TOBACCO, VAPE, ALCOHOL OR DRUGS ALLOWED AT ANY NYS EVENTS

### GAME LENGTH AND STOPPAGES

- I. Each game is 1 hour or 45 minutes, or 5 innings. Whichever is completed first
  - a. If the drop-dead time is reached, the score goes back to the last full inning.
- II. No new inning will start after 1 hour and 30 minutes.
- III. No extra innings in the event of a tie.
- IV. The home team is listed first on the game schedule and is to provide a volunteer scorekeeper.
  - a. The HOME team is responsible for reporting the outcome to [scores@NYSonline.net](mailto:scores@NYSonline.net)
- V. In listed standings, teams will receive 3 points for a win, 1 point for a tie, and 0 points for a loss.
- VI. Game time will be kept by the official.

### THE FIELD

- I. Bases are approximately 60'
- II. The pitching machine will be placed approximately 40 feet from home plate
- III. All players, not in the field, must remain in the dugout.

### TEAM, PLAYERS & EQUIPMENT

- I. The sporting age of a player is their age ON August 1<sup>st</sup>, 2025.
- II. The roster maximum is 15 players unless approved by the Head Coach and League Coordinator.
- III. All players at the game will bat.
- IV. Teams are allowed to play 10 players in the field (6 infielders, 4 outfielders)
- V. Players may not sit out consecutive innings in the field
- VI. Players must wear approved NYS uniforms. Custom Uniforms should be approved by the NYS office and have the NYS logo present.
- VII. Metal cleats are prohibited
- VIII. Catchers must wear a cup
- IX. All players must be registered with NYS and listed on the roster to play. Playing with ineligible players will result in a forfeit of the game even after the fact.

- X. **In age divisions where playoffs are present, teams with custom uniforms must register through National Sports ID(NSID). This is in addition to any other league fees.**
- XI. The Head Coach has the authority to limit game playing time of any player on their team who continually misses practice without a valid excuse, or if the player has caused disciplinary problems during a prior practice or game.
- XII. Players may play up one age division if they are within one year of the bottom of that age division.
- XIII. **ONLY COACHES** may act as base coaches.
- XIV. **When up to bat, only 3 coaches are allowed on the field. 1<sup>st</sup> base coach, 3rd base coach, and Machine operator.**
- XV. No jewelry allowed.
- XVI. Official Little League baseball is used
- XVII. All bats must feature USA Baseball logo, have a maximum of 2 5/8-inch barrel diameter and be no longer than 33 inches.

## **GAMEPLAY**

- I. Little League Baseball rules (Minor/Major Division) will govern 7-9 Machine Pitch in all instances not outlined within this rulebook.
- II. The Home Team (listed first on the schedule) will occupy the 3<sup>rd</sup> base dugout and will begin the game in the field. The Away Team will occupy the 1<sup>st</sup> base dugout and will begin the game at bat.
- III. The batting lineup must be followed in continuous order throughout the game
  - a. If a player arrives following the start of the game, they must be added to the bottom of the lineup.
- IV. Bunting and soft swings are not allowed
- V. Helmets must be worn.
- VI. There are no walks
- VII. The batter can strike out
  - a. The first batter of each inning is allowed two text pitches adjust the machine. Following the call from the “play ball” call from the umpire, strikes will be called if the pitch is in the strike zone.
- VIII. Stealing is not allowed.
- IX. No leading off any base
- X. Runners may not leave the base until the pitched ball crosses Homeplate
  - a. If a player leaves the base early and is thrown out, he is out. If he is safe, he must return to the previous base.
  - b. If a player leaves the base early and is thrown out, he is out. If he is safe, he must return to the previous base.
  - c. If the ball is hit, the defensive team has the option of the result of the play or a dead ball, and the runner returns to the base and the hitter hits again.
- XI. Sliding is allowed. Only feet first sliding is allowed.
- XII. Runners may only advance one base on an overthrow.
  - a. *For example, the runner gets the base they are advancing to, plus they can try for the next base at their own risk*
  - b. If a play is made on an advancing runner after the overthrow and another overthrow occurs, the runner may again try to advance to the next base at his own risk.
  - c. If a play is not made on the advancing runner after the overthrow, the runner must stop after one base
- XIII. Once the ball is thrown back to the pitcher by the catcher or any fielder at the conclusion of play, at the umpire’s judgment, all base runners must return to their previous base if they are not at least halfway to the next base.
- XIV. The half inning can end in one of three ways.



## 9U Machine Pitch Rulebook

- a. 3 outs
- b. A team bats all the way through the inning
- c. Increases a lead by 5 runs or more
  - i. This does not apply in the top of the first inning
  - ii. The visiting team can score up to ten runs in the first at bat. The bottom of the 1<sup>st</sup> inning would then go by the 5-run rule. Meaning the home team could score 15 runs.