



**YOUTH REC (MACHINE
PITCH)
BASEBALL
LEAGUE INFORMATION
& RULE BOOK**

**City of Liberty, Missouri
Parks and Recreation Department**

Capitol Federal Sports Complex®
2200 E. Old 210 Highway
Liberty, MO 64068
816/439-4392 Voice
816/439-4388 Fax

TABLE OF CONTENTS

OBJECTIVES & GOALS	3
COACHES	3
SPORTSMANSHIP	3
ADMINISTRATION	3
PROTESTS	4
UNIFORMS & EQUIPMENT	4
GAME TIME	4
WEATHER POLICY	4
WEATHER HOTLINE	4
SCHEDULES	4
7U & 8U MACHINE PITCH REC LEAGUE BASEBALL RULES	5

LIBERTY PARKS AND RECREATION MISSION STATEMENT

Liberty Parks and Recreation is powered by a team of dedicated professionals who are committed to community impact, improvement, and innovation. We believe that creating community connections by providing the highest quality parks, programs, services, and facilities is essential to a prosperous and healthy community.

Objective and Goals:

The Liberty Parks and Recreation youth baseball and softball program is designed to give all boys and girls, through participation in practices and competitive games, the opportunity to learn and improve the fundamentals of the game of baseball and/or softball.

Coaches:

- Shall, above all, have the welfare of each child as his or her main objective.
- Must have reasonable knowledge of the game.
- Shall act as an example of good conduct and sportsmanship to his or her team in all league matters.
- Shall place emphasis of coaching on learning rules and fundamentals, participation, and personal enjoyment.

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:

- Player, coach or spectator ejection from the game
- Player, coach or spectator ejection from the league
- Player, coach or spectator suspension
- 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. Anyone ejected from a game will be suspended for the next game.

Administration:

The Liberty Parks and Recreation Department facilitates the youth baseball and softball program. Decisions that are rendered by the Parks and Recreation Department are final. The USSSA Baseball and Softball Rule Books are the governing body of rules for our leagues unless superseded by specific youth baseball and softball program rules as set forth by the Liberty Parks and Recreation Department.

Protests:

Officials' decisions in all matters are final. There shall be no protests except in cases of violation of the minimum playing requirements. Intent to protest must be so noted in the scorebook by an umpire at the request of the coach within five minutes of the conclusion of the game. The protest must then be reported to the Parks and Recreation Department by the protesting coach the next working day. Report may be made in person or by phone.

Uniforms & Equipment:

- Required uniform consists of a baseball cap and shirt with number. Player names may appear on the uniform. Uniforms shall be the same color.
- 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.
- Tennis shoes or rubber cleats only are to be worn.
- LPR will supply all game balls.
- LPR will provide each team with a duffel bag containing practice balls and a catching helmet. It is the responsibility of the head coach to see that the bag is then returned at the end of the season.
- Each player must provide their own glove, helmet and bat.
- Catchers are required to wear a protective cup.

Game Time:

Games will start promptly as scheduled. A team must have seven (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.

Weather Policy:

The umpire/supervisor has final say on whether a game will be temporarily suspended or postponed due to weather conditions or poor field conditions. If lightening is in the immediate area, the game shall be suspended immediately.

Weather Hotline:

816-735-4700 or <https://rainoutline.com/search/dnis/8167354700>

Schedule:

All schedules will be posted online at www.teamsideline.com/liberty

7U & 8U Machine Pitch League Rules

Baseball

General League Rules and Field Dimensions:

- There will be a limit of 1 hour 30 minutes or 6 innings, whichever comes first, for Machine Pitch games.
- Field dimensions will consist of 60 ft. bases and 42 ft. pitching rubber will be used in this league.
- Pitching machine operator - If the game is being played with 1 umpire the offense will have an adult coach feed the machine. Team managers must agree upon a speed and will test the machine before the start of the game. The umpire will allow adjustments to the machine at the top of every ½ inning.
 - Recommended Pitching Machine speeds are as follows:
 - 7U baseball – 36-39 mph
 - 8U baseball – 39-42 mph
- No player may sit the bench for more than 2 consecutive innings.
- Every child plays at least 3 innings.

Batting Rules:

- All players will be placed in the batting order. However, only 10 players will play the field each inning.
- 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.
- Every player present at the games will bat regardless whether they are playing defense.
- Batters throwing their bat will be called out. No bunting will be allowed. If batter attempts to bunt they will be called out.
- If the batter hits the ball and the ball hits the machine, *dead ball* will be called and the batter will be awarded 1st base.
- **7U Machine Pitch League:** Each batter will receive a maximum of 5 pitches. If the batter has not put the ball into play, they will receive one attempt off of the tee. If the player does not hit the ball into play off the tee, the batter is out.
- **8U Machine Pitch League:** Each batter will receive a maximum 6 pitches, unless a normal 3 swing strike out has occurred first. If the batter fouls off the 6th pitch, they are out. No walks allowed. If in the umpire's judgment the machine throws an unhittable pitch, that pitch will not count as one of the 6 pitches.
- **Combined 7U and 8U Machine Pitch League:** Each batter will receive a maximum of 6 pitches. If the batter has not put the ball into play, they will receive one attempt off of the tee. This will only be done for the first four games of the season. *During the last four games, if the batter has not put the ball into play after 3 three strikes or a total of 6 pitches, they are out.*

Fielding Rules:

- Games will be played by the machine pitch method. The player from the defensive team designated as the pitcher must not leave the pitching circle until the ball is hit. 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.
- Ten players will take the field on defense. Four outfielders and six infielders. Outfielders must stay in the grass. A team can start/end with 7 players. A maximum of 2 coaches 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.
- To be awarded an out at any base the ball must be thrown to teammate. Pitchers cannot run to a base with the ball, they must throw it. Exceptions may be made with flow of the game based on umpire's judgment.
- No infield fly rule will be used.
- If in the catching position, the catcher will stand off to the side when a pitch is being delivered. If ball is hit in play then the catcher will move to the proper position.

Base Running Rules:

- No stealing 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.
- If a ball is hit to the outfield the player may take a base until the ball has been thrown back to the infield and the umpire rules *dead ball*.
- ***The ball will be declared *dead* by the umpire when the ball is inside the base path and play has been stopped by the umpire. This is the umpire's judgment that no further play is taking place.
 - If the ball is over thrown, runners can advance as many bases until a *dead ball* has been called by the umpire.