



Pitching Machine League Rules

The Godfrey Parks & Recreation Department's Pitching Machine mission is to provide a developmental and recreational program where youth can have fun, develop a positive character, mature, learn the skills and rules of the game of baseball learn the value of sportsmanship and teamwork and develop sound attitudes about winning and losing.

Eligibility

1. Players will not be allowed to switch teams. The teams they are assigned to once the rosters are set will be the team they will play with for the entire season.
2. No more than 13 players may be placed on any team's roster unless approved/done so by the Godfrey Parks and Recreation Department.
3. No player shall be added to the team after practices begin.
4. Players may only play on one team throughout the season.

Equipment/Uniforms

1. All players must wear jerseys that are matching in color and have a number on the back. These will be provided by the Godfrey Parks & Recreation Department through the generosity of sponsors. Alterations to jerseys are not allowed.
2. All players must wear white baseball pants. If you need to purchase pants the Godfrey Parks and Recreation Department can provide places to purchase pants.
3. Any athletic footwear is permitted. No metal spikes are allowed.
4. No jewelry may be worn at any time during the game. Umpires may ban any equipment they deem unsafe or illegal.
5. This league will use a ball that is softer than a real baseball but harder than a t-ball.

General Playing Rules

1. Official scores & standings will be kept in this league and can be found on teamsideline.com/Godfrey.
2. Regulation games will consist of 6 innings unless it exceeds 1 hour and 30 minutes. No new inning will be started after 1 hour and 20 minutes. The time clock will begin once the first pitch has been thrown.
3. The umpire will be the official timekeeper. If a team is batting when time expires, they may complete their turn at bat.
4. Innings are determined by 3 outs or 5 runs per team/at-bat, excluding the last inning. The last inning will be 3 outs per team/at-bat. Games CAN end in a tie. The "mercy rule" will come into effect when any team has a 20 run lead.
5. NO GAMES WILL START WITHOUT AN UMPIRE! There will be a coaches meeting at home plate before every game!

6. Base paths will be 60 feet in length.
7. Pitching distance will be at 30 feet.
8. Pitching machines will be set at approximately 30 – 36 mph. The speed should not be changed during game play!
9. There should be a 10-foot diameter circle chalked around the Pitching Machine for the safety of the players. **THE PITCHING MACHINE MUST STAY INSIDE OF THIS CIRCLE AT ALL TIMES!** This area is called the “free hit zone.” Any batted ball that lands and stops in this area are dead and the hitter is awarded first base. **Any batted ball that comes in contact with the machine or adult operator is dead. The batter is awarded first base. All base runners advance one base. Players are not allowed to field the ball in the 10-foot diameter circle. If the ball is fielded in the circle the batter will be awarded first base. A player is placed behind a line behind the 10-foot circle and assumes the defensive position of a pitcher—one foot must be touching or placed on the edge of the line, this player may leave the line once the ball has been contacted.** The offensive Coach will feed the machine; players are not allowed to feed the machine at any time.
10. A chalked line will be drawn to designate where the pitcher must stand. The pitcher may not cross this line until the ball crosses home plate.
11. Helmets must be worn by all players at bat and on base. On deck batters will need to be placed behind the batter.
12. **Bat throwing warning, the umpires will warn each team twice before it becomes an automatic out. This is three strike policy**
13. Each batter gets a maximum of five pitches, to put the ball in play, or three swinging strikes. The batter is out after the fifth pitch unless the ball is foul tipped. If the ball is tipped on the third strike and is caught, the batter IS out. Extra pitches may be awarded at the discretion of the umpire and coaches in agreement.
14. This league uses five outfielders and six infielders. (Outfield Positions: Left Field, Left/Center Field, Center, Right/Center Field and Right Field . ALL outfielders MUST stay behind the dirt, in the designated areas, until the ball is released from the Pitching Machine. Infield Positions: 1st Base, 2nd Base, Shortstop, 3rd Base, Pitcher, and Catcher.) The catcher position is not required and can be substituted to allow an additional outfielder in this age group. *The catcher takes their normal position behind home plate (fully geared). The pitcher starts behind the marked line off to the side of the pitching machine
15. Teams are required to bat their entire roster each game. Players taken out of the game may re-enter in any position, but the same batting order must be kept the entire game.
16. Once the defense gets 3 outs, or the offense receives 5 runs (whichever comes first), the teams will switch positions.
17. Base Runners may only advance upon a hit, or they may advance one base upon an overthrow. No more than 2 overthrows will be allowed per play. **Play stops when an infielder has control of the ball! Base runners should remain at/go back to the base they were leaving if the infielder has control of the ball and the base runner has not crossed the halfway marks that will be chalked on the fields.**
18. NO STEALING, BUNTING OR LEADOFFS!
19. A team must have 7 players to begin a game. Coaches can borrow players from another team to field a full team. Players arriving after the start of the game will be placed at the bottom of the batting order. If a team is playing shorthanded, the arriving player(s) may enter the game immediately. The catcher’s position must be filled when a team is playing shorthanded. It will be the discretion of the coaches as to what other positions are filled.

20. Play is considered dead when all runners have stopped advancing. The umpire will be the only person who can grant a time-out. This will be done once 1) All runners have stopped advancing and 2) an infielder has possession of the ball. The umpire will signal time by placing both hands in the air.
21. Only one timeout per game will be allowed per team.
22. Coaches are not allowed behind the catcher's area or backstop. Coaches may coach from inside their own dugout or in the coaches' boxes beside first and third base. Only one coach is allowed on the field when their team is on defense.
23. No leadoffs. Players may leave the base once contact has been made. Players that leave the bag too soon will be given a warning the first time and called out after that.
24. When a play is being made at a base, the runner must attempt to avoid contact with the fielder.
25. No one player should sit on the bench for more than one inning per game. No player can play a position more than two consecutive or total innings per game. You must move players around.

****The Godfrey Parks and Recreation Department reserves the right to add, delete or amend the rules/regulations/policies for the betterment of the program.****

Staff Information/Inclement Weather/Cancellations

Jordan Gintz, Recreation Supervisor, 618-466-1483. In cases of inclement weather please visit teamsideline.com/Godfrey, after 3:30 p.m. A decision of cancellation will not be made until after 3:30 p.m. On the weekend, it will be updated at 9:00 a.m. You can get updates on our website teamsideline.com/Godfrey and on Facebook; all you have to do is like our page, Village of Godfrey Parks and Recreation Department.

Conduct

1. Any player or coach acting in an unsportsman-like-manner will be asked to leave the premises immediately and will be suspended from the next game.
2. Any player, coach, or spectator throwing equipment or any object in anger will be ejected from the premises and will be suspended from the next game.
3. The use of foul or abusive language will not be tolerated. The offender will be ejected from the premises and will be suspended from the next game.
4. Absolutely no physical confrontations! Anyone involved will be removed from the program.
5. It is the responsibility of the Head Coach, or acting Head Coach, to make certain that all players, coaches, parents and fans display good sportsmanship at all times. Anyone who is ejected will be required to leave the property immediately and will be suspended for the next game, possibly more depending on the severity of the situation. Failure to leave the property will result in forfeiture of the game by the team held responsible for receiving the ejection. Any ejection must be reported to the League Director, Jordan Gintz, and further action may be taken depending on the reason for the ejection.

Conduct and Discipline Policy

The emphasis of this program is on players developing their skills and having fun. Coaches are volunteers of this program and should act as a model representative of the Godfrey Parks and Recreation Department. Inappropriate behavior from coaches, parents, and players will not be tolerated and could possibly lead to expulsion for the entire season.

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SPORTSMANSHIP

1. Tell everyone “good game” whether you have won or lost.
2. Cheer for your teammates whether you are winning or losing.
3. Applaud a good play whether it is on your team or the opponent’s team.
4. Help a teammate or an opponent up after falling down.
5. No trash talking or taunting the opponent.
6. Listen to the coaches and follow their directions.
7. Do not make excuses for an error, or losing. Do not blame a teammate.
8. Learn the rules of the game to become more knowledgeable.
9. Accept and respect the game official’s calls and do not argue.
10. Tell the game officials “good game.”
11. Do not complain when you sit out.
12. Play fair and do not cheat.
13. Help keep the facility clean.
14. Do not fight.
15. Do not use profanity.