



# Machine Pitch Rules

## Gameplay

1. Games shall consist of (6) innings.  
Time limit is 1 hour 30 min. and an inning will not start in the last 15 minutes unless the umpire and both coaches agree and extended play does not interfere with the following game start time or daylight hours will be an issue.  
\*Time limit is from the scheduled start time not the actual game start time.  
\*The game may end early if both coaches agree.  
\*In the event of a weather event, the game will count if 3 innings have been played or 2 ½ if the home team is ahead.
2. Bases shall be placed 60' apart. The pitcher's mound will be 40'.
3. Pitching Machine:
  - a. The Pitching machine shall be positioned so that the rear rubber support base is on or immediately in front of pitching rubber.
  - b. The home team is responsible for supplying the pitching machine unless both coaches agree to use a machine of their choice. Once a machine is selected for play the machine must remain on the field for the duration of play, there will be no swapping of machines at any time during game play unless the machine becomes broken.
  - c. Machine settings must be at 4 for the Power Spring.
  - d. Coaches may adjust to set the strike zone between each inning (Coaches will be limited to 5 pitches off of the machine for adjustments). Once the inning begins, only the micro adjustments and the left and right aim may be adjusted on a pitch by pitch basis.
  - e. All pitches are live once the inning begins. If the machine is hit or becomes in an obvious state of malfunction during an inning, the coach may make adjustments to it with no batter in the box after the umpire grants time for repair.
4. Mercy Rule – if a team leads by fifteen (15) or more runs after the 4<sup>th</sup> inning, or nine (9) or more runs after the 5<sup>th</sup> inning, that team shall be declared the winner and the game is complete. Games ending by a mercy rule shall not continue once a team is declared the winner.

## Batting/Base Running Rules

1. NO Walks.
2. NO Leading Off.
3. NO Stealing.
4. Each batter will be offered 5 pitches and/or 3 outs. He/She may elect to hit any of them. If he/she lets the first two go by, the next three pitches will be strikes. Unlimited foul balls. There is a no "no pitch" rule in place. All pitches count.
5. Each team must bat in rotation of their respective roster.  
Note: A batter shall be called out, on appeal, when failing to bat in proper turn.
6. In any one (1) inning a team's time at bat will be considered complete after play has been completed in which the tenth (10) or more run has been scored. Example: With one out and nine (9) runs previously scored in the inning, and bases loaded, the batter hits a double scoring



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all three (3) base runners, twelve (12) runs have scored, one is out, but the inning is considered complete.

7. No throwing of bat!

Note: One team warning is permitted. The next batter caught throwing his/her bat will be called out. Batter is allowed to carry bat down first base line, but must drop it before stepping on first.

8. A base runner does have to slide OR give himself up to avoid malicious contact when heading to second or third base. A player who does not do so will be called out and may be given a warning. A runner does not have to slide if a defensive play runs up the line and makes contact with the runner.
9. A player will be called out if he/she runs outside of 3ft on either side of the line of path to avoid a tag.
10. If the runner leaves a base early, the team will receive one warning and then every infraction after that the runner will be called out. The runner cannot leave a base until the ball is hit.
11. Any batted ball that hits the pitching machine will be ruled as a dead ball. The game situation (including batter's count) will revert back to what it was before the batted ball pitch. Any thrown ball striking the pitching machine from the infield will be treated as an overthrow to first base. Any thrown ball striking the pitching machine from the outfield will result in a dead ball with time being awarded and baserunners being sent to proper bases in the umpire's discretion as though time were awarded to an infielder receiving the ball.

### Fielding Rules

1. Each team is allowed to field 10 players (6 infielders and 4 outfielders).  
Note: Outfielders can play no closer than 6 feet behind infield bases.
2. The catcher must wear catchers' equipment, including a cup. If there is no cup, the catcher must stand to the side.
3. The pitcher must wear a protective helmet with a cage.
4. If there is an injury on the field, play is immediately stopped and the umpire designates bases the player would have reached.
5. The infield fly rule does not apply to this league.
6. Calling Time: the umpire is the only authority to call time during game play. If a play is happening on the field the umpire calls time at that moment they determine where the base runners go based upon the half-way marks between each base at the umpire's discretion.
7. Fielders must play at least two different positions during the game, and one position must be in the infield (including catcher). The second position must be played for at least two innings. All attempts must be made to allow all players on the team at least (2) innings in the infield. If a coach believes that a player is not capable of playing in the infield they must get permission from the Head Umpire for an exemption on the rule.
8. If the ball thrown goes past (not caught) by the first base fielder it is a dead ball. No base runners can advance to the next base (players who field the ball in the infield should be encouraged to throw the ball to first base). 2nd base overthrow is a live ball, 3rd Base overthrow is a live ball (unless it leaves the field of play and the umpire calls a dead ball).