



## Girls 3<sup>rd</sup>-4<sup>th</sup> Grade Machine Pitch Rules

### Batting

1. Each batter must wear a helmet.
2. There are no walks.
3. Batters are given 3 strikes. (If the batter doesn't swing at a pitch, it is not a strike)
4. Foul balls count as strikes except on the third strike.
5. Any ball hit, that strikes the pitching apparatus, is a fair ball.
6. Every member of the team is placed in the batting order whether they field or not.

### Base Running

1. Each base runner must wear a helmet.
2. No Stealing bases.
3. Runners cannot leave the base until the ball is **hit** by a batter.
4. Runners are restricted to only one base on an infield overthrow whether fair or foul.
5. 6 run limit per team in each inning.
6. On a ball hit to the outfield, the base runners may advance until the ball is touched by a player in the infield. At that time the base runners may advance to base which they were going to at their own risk of being put out.

### Fielding

1. No infield fly rule.
2. 10 players take the field defensively with free substitution. (10<sup>th</sup> player must play in the outfield)
3. Teams can play with less than 10 players with no penalty.
4. Pitcher must be on either side or behind the pitching machine until the ball crosses home plate . (Only one person may play the pitcher position at a time)
5. It is required that each team member play at least one half of the game defensively.

### General

1. No scores or standings are kept.
2. Basic ASA slow pitch rules apply.
3. The umpire will feed the pitching machine.
4. Coaches are not allowed on the field during play.
5. Girls must wear shoes (no sandals) and must remove all jewelry.
6. No new inning starting after 50 minutes of playing time.
7. Have Fun!