



# Machine Pitch Rules

## **Batting:**

1. Each batter and as well as the on-deck hitter, must wear a helmet.
2. There are no walks.
3. Batter will have 5 hittable pitches to put the ball in play before being retired to the dugout. Umpire will determine if a pitch is considered hittable.
4. Every member of the team is placed in the batting order. Players arriving late will be placed at the end of the batting lineup.

## **Base Running:**

1. No Stealing Bases.
2. Runners cannot leave the base until the ball is hit by a batter.
3. Runners are restricted to only one base on an overthrow.
4. 6 run limit per team in each inning.
5. 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 the base which they were going to at their own risk of being put out.

## **Fielding:**

1. 10 players take the field defensively with free substitution.
2. No more than 5 infielders. (1st, 2<sup>nd</sup>, 3<sup>rd</sup>, Shortstop, and Pitcher).
3. Pitcher must be on either side or behind the pitching machine.
4. It is required that each team member play at least one half of the game defensively.

## **General:**

1. The umpire will feed the pitching machine and take control of the game.
2. No score of standing are kept by the league.
3. **Coaches are not allowed on the field during play. Yes Coaches box only!!**
4. 1/2 grade game consists of no new inning after 60 minutes of play – 3/4 grade game consists of no new inning after 70 minutes of play. 5/6 grade game consists of no new inning after 100 minutes of play.

**MOST IMPORTANT..... HAVE FUN!!**