



1st-2nd Machine Pitch Rules

Batting:

1. Each batter, as well as the on-deck hitter, must wear a helmet.
2. There are no walks.
3. Batter will have 6 total pitches.
4. Foul balls count as strikes except on the sixth attempt.
5. Every member of the team is placed in the batting order. Players arriving late will be placed at the end of the batting lineup.
6. Maximum diameter bats allowed 2 3/4 or 2 5/8. Players may use any brand that fits within those diameters. If the bat is listed on the USSSA restricted bat list, it will not be permitted.

Base Running:

1. No Stealing Bases.
2. Runners cannot leave the base until the ball is hit by a batter.
3. 6 run limit per team in each inning.
4. Players may not advance to an extra base on an overthrow.
5. On a throw from the outfield, once the ball breaks the plane of the infield dirt, the runners will stop at the base they are headed to.

Fielding:

1. 10 players take the field defensively with free substitution.
2. No more than 5 infielders. (1st, 2nd, 3rd, Shortstop, and Pitcher).
3. Outfielders need to be in an umbrella formation on the grass.
4. Pitcher must be on either side or behind the pitching machine.
5. 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. Only players registered to your team are permitted to play.
3. One defensive coach may stand on the grass, behind the players, to help direct.
4. No new inning after 60 minutes of play
5. Game is considered a complete game after 2 innings.
6. Home team takes 3rd base dugout. **HAVE FUN!!**