

MACHINE PITCH LEAGUE RULES

1. GAMES WILL START @ 6:15 PM WITH A 15 MINUTE GRACE PERIOD.
2. A GAME WILL CONSIST OF 6 INNINGS. NO INNING MAY START AFTER 8:30PM.
3. EACH TEAM MAY FIELD A MAXIMUM OF 11 PLAYERS, 5 OF WHICH ARE OUTFIELDERS. BUT ONLY AS MANY AS THE OPPOSITION HAS, WITH A MINIMUM OF 10. THERE WILL BE NO MORE THAN 6 PLAYERS IN THE INFIELD. (A MINIMUM OF **8 PLAYERS WILL BE ALLOWED TO PLAY TO AVOID FORFEIT**)
4. CATCHERS WILL ASSUME CATCHERS POSITION.
5. NO BUNTING, STEALING OR INFIELD FLY RULE APPLIES.
6. NO LEADING OFF UNTIL BATTER MAKES CONTACT WITH THE BALL.
7. DISTANCES WILL BE 45' PITCHING MACHINE AND 60' BASES.
8. PITCHING MACHINE WILL BE SET AT APPROX. 38 MPH OR A SPEED AGREED UPON BY BOTH COACHES.
9. HEAD COACHES ARE RESPONSIBLE FOR ADJUSTING THE MACHINE TO THE STRIKE ZONE IF DEEMED NECESSARY BY BOTH COACHES.
10. UMPIRES WILL FEED THE MACHINE. UNDER NO CIRCUMSTANCES SHALL A PLAYER FEED THE MACHINE. BATTERS WILL BE NOTIFIED AS TO BALL COUNT AND REMAINING PITCHES.
11. IF A BATTED BALL HITS THE MACHINE, GENERATOR, OR UMPIRE, THE BALL IS DEAD AND RUNNERS WILL STOP AT THE BASE THEY WERE HEADED TO.
12. EACH BATTER WILL RECEIVE A MAXIMUM OF **5 HITTABLE PITCHES** UNLESS A NORMAL 3 SWING STRIKE OUT OCCURS FIRST. IF A BALL HAS NOT BEEN HIT IN FAIR TERRITORY BY THE 5th HITTABLE PITCH, THE BATTER IS OUT. IF THE PITCH IS HIT FOUL, THE BATTER WILL CONTINUE UNTIL STRIKING OUT OR HITTING THE BALL.
13. IF A THROWN BALL STRIKES THE MACHINE, GENERATOR, OR UMPIRE, THE BALL IS DEAD AND THE RUNNERS STOP AT THE BASE THEY WERE HEADED TO.
14. IF BATTING PRACTICE WARM-UPS ARE DESIRED, THE VISITING TEAM MAY USE THE MACHINE FOR 15 MINUTES MAX, STARTING 15 MINUTES BEFORE GAME TIME AND THE HOME TEAM FOR 15 MINUTES PRIOR TO THAT.

15. NO ARTIFICIAL FORMS OF NOISE WILL BE TOLERATED DURING ANY GAME.

16. EVERY PLAYER IN ATTENDANCE IS INCLUDED/OR ADDED TO THE BATTING ORDER. ANY PLAYER SHOWING UP AFTER THE GAME HAS STARTED WILL BE ADDED TO THE BOTTOM OF THE BATTING ORDER.

17. FREE SUBSTITUTION IS ALLOWED DEFENSIVELY, BUT ALL PLAYERS SHOULD PLAY A MINIMUM OF 3 INNINGS IN THE FIELD.

18. COURTESY RUNNER IN EFFECT FOR CATCHER, WITH 2 OUTS IN THE INNING.

19. NON-COLLISION RULE IS IN EFFECT FOR BASERUNNERS. RUNNERS MUST AVOID COLLIDING WITH THE FIELDER OR SLIDE (FEET FIRST) TO AVOID CONTACT. THIS WILL BE A DESCREATIONARY CALL BY THE UMPIRE.

20. IF 3 OUTS ARE NOT MADE BY THE OPPOSING TEAM, THE BATTING TEAM MAY BAT THEIR TOTAL AMOUNT OF PLAYERS ONCE IN ANY ONE INNING AS DETERMINED BY THE NUMBER OF PLAYERS THAT SHOW UP TO PLAY FOR THEIR TEAM, **UP TO 11**. IF MORE THAN 11 PLAYERS SHOW UP, THAT TEAM WILL START THE NEXT INNING WITH BATTER 12 AND MAY STILL ONLY BAT 11 BATTERS TOTAL. IN THE 6th INNING, 3 OUTS ARE REQUIRED TO END THE INNING.

21. ONLY THE HEAD COACH IS PERMITTED TO REQUEST A CONFERENCE WITH AN UMPIRE DURING A GAME. JUDGEMENT CALLS MADE BY AN UMPIRE CANNOT BE DISPUTED. ONLY RULE ERRORS CAN BE DISPUTED.

22. WHEN A BALL THROWN FROM THE OUTFIELD REACHES THE CONFINES OF THE INFIELD (WITHIN THE BASELINES) NO RUNNERS MAY ADVANCE. A RUNNER MAY BE AWARDED THE NEXT BASE IF IN THE UMPIRES JUDGEMENT HE WAS **HALF WAY OR CLOSER TO** THE NEXT BASE.

23. IF AN OVERTHROW AT SECOND BASE OCCURS, THE RUNNERS MAY ADVANCE ONE BASE, IF THE OVERTHROW OCCURS AT FIRST OR THIRD BASE THE BALL IS DEAD AND RUNNERS MAY NOT ADVANCE.

24. WHEN A BALL IS HIT INTO FAIR TERRITORY, BASERUNNERS MUST TOUCH ALL BASES. IF THE NEXT BASE IN SEQUENCE IS TOUCHED AFTER THE MISSED BASE, THE RUNNER MAY BE CALLED OUT. THIS IS THE SOLE DISCRETION OF THE UMPIRE DEPENDING ON WHETHER OR NOT THE UMPIRE HAS WATCHED THIS OCCUR. NO APPEALS FROM COACHES ON THIS RULING ARE PERMITTED.

25. NO THROWING OF EQUIPMENT WILL BE TOLERATED. THE FIRST OFFENSE WILL RESULT IN A TEAM WARNING. THE SECOND OFFENSE IN THE SAME GAME WILL RESULT IN A PLAYER EJECTION FROM THE GAME.