

1ST GRADE MACHINE PITCH PLAYING RULES

- 1) An official defensive line-up shall consist of ten players, four of which are outfielders. The fourth outfielder must be in an outfield position.
- 2) All players will be required to play a minimum of three complete innings in a defensive position in a six-inning game.
- 3) Prior to the start of the game, the umpire in agreement with the managers shall set the speed of the pitching machine, approx. 34 mph (40 rpm).
- 4) Official game is six (6) innings or ninety (90) minute time limit. When time is called, the game shall stop.
- 5) A half inning consists of three outs or seven (7) runs, whichever occurs first.
- 6) **A coach from the offensive team shall operate the pitching machine.**
 - a) **The coach at the pitching machine shall not coach base runners.**
 - b) **Adjustments to the pitching machine may be made at start of inning only.**
- 7) The batter has five pitches to hit the ball into play. If the batter fails to do so, he shall be declared out. The umpire may declare a pitch as **un-hittable** and award the batter an additional pitch. **If the batter swings at an un-hittable pitch, it counts as 1 of the 5 pitches and the umpire will not award the batter an additional pitch.**
- 8) Base runners may not leave the base until the ball is hit.
- 9) Play is over when any defensive player on the infield has control of the ball inside the pitching circle. If runner is more than half-way top next base, he may advance to that base.
- 10) If a batted or thrown ball hits the pitching machine or the offensive coach in the field, the ball is dead and the batter and all runners are awarded one base.
- 11) Free substitution on defense. Batting order must remain the same.
- 12) Stealing is not allowed.
- 13) The infield fly rule shall not apply
- 14) Bunting is not allowed.
- 15) Any base runner that slides headfirst while advancing to a base shall be called out.
- 16) One defensive coach shall be allowed, specifically in the outfield, to help coach his fielders. One batting coach shall be allowed behind the batter, to help coach his batter and to retrieve passed balls. No coach may physically assist a player in any way.
- 17) One base on an overthrow, regardless of the subsequent play.
- 18) No courtesy runner is allowed for the catcher or pitcher.
- 19) Pitching Circle – Shall be 10 feet in diameter with the front edge at 42 feet from the back point of home plate.
- 20) The pitcher cannot leave the pitching circle until the ball is hit.

2ND GRADE MACHINE PITCH PLAYING RULES

- 1) An official defensive line-up shall consist of ten players, four of which are outfielders. The fourth outfielder must be in an outfield position.
- 2) All players will be required to play a minimum of three complete innings in a defensive position in a six-inning game. Failure to comply with this rule will result in forfeiture of the game.
- 3) Prior to the start of the game, the umpire in agreement with the managers shall set the speed of the pitching machine, approx. 36 mph (44 rpm). Exception: Tournament Division ONLY - 39 mph.
- 4) Official game is six (6) innings or ninety (90) minute time limit and finish the inning if necessary.
- 5) At time limit, if an inning has started and the home team is behind by no more than 7 runs the inning will be completed. If the home team is ahead after the top of the inning the game is over.
- 6) If a game is called, it is a regulation game if:
 - i) Four innings have been completed.
 - ii) The home team is leading in the bottom half of the 4th inning.
- 7) A half inning consists of three outs or seven (7) runs, whichever occurs first.
- 8) **A coach from the offensive team shall operate the pitching machine.**
 - a) **The coach at the pitching machine shall not coach base runners.**
 - b) **Adjustments to the pitching machine may be made at start of inning only.**
- 9) The batter has five pitches to hit the ball into play. If the batter fails to do so, he shall be declared out. The umpire may declare a pitch as **un-hittable** and award the batter an additional pitch. **If the batter swings at an un-hittable pitch, it counts as 1 of the 5 pitches and the umpire will not award the batter an additional pitch.**
- 10) Base runners may not leave the base until the ball is hit.
- 11) Stealing is not allowed.
- 12) Free substitution on defense. Batting order must remain the same.
- 13) Play is over when any defensive player on the infield has control of the ball inside the pitching circle. If runner is more than half-way top next base, he may advance to that base.
- 14) If a batted or thrown ball hits the pitching machine or the offensive coach in the field, the ball is dead and the batter and all runners are awarded one base.
- 15) The infield fly rule shall not apply.
- 16) Bunting is not allowed. Exception: Tournament Division ONLY - A team may bunt twice per inning. No fake bunts allowed. If a player "shows" bunt then they are committed to attempt to bunt or take the pitch. Penalty for swinging after "showing" bunt or bunting more than twice in an inning will result in the player being declared out and no runners shall advance.
- 17) Any base runner that slides headfirst while advancing to a base shall be called out.
- 18) One base on an overthrow, regardless of the subsequent play.
- 19) No courtesy runner is allowed for the catcher or pitcher.
- 20) Pitching Circle – Shall be 10 feet in diameter with the front edge at 42 feet from the back point of home plate.
- 21) The pitcher cannot leave the pitching circle until the ball is hit.