

MACHINE PITCH GROUND RULES

- 1) Have fun! This is a kid's game! Keep all players safe above all else!
- 2) Machine pitch games will play 6 innings or 1 hour and 30 minutes. No new inning will start after 1 hour and 25 minutes from start time or when the umpire feels it's too dark to play. A new inning starts when the last out of the previous inning is made.
- 3) The 10 run rule is in effect after 4 innings (3 1/2 if home team is ahead).
- 4) Each team must have at least 9 players to begin an official game. An official game may not continue if a team has less than 9 players.
- 5) Pitching machine shall be set with back leg right in front of the pitching rubber. The pitching rubber is 45' from the back corner of home plate. The speed shall be set at @ 37 mph. It is the responsibility of the coaches to set up the machine before the game.
- 6) The run limit will be four (4) per inning.
- 7) Teams will play with a full-roster (continuous) batting order. Defensive substitutions do not need to be reported to the umpire or opposing manager.
- 8) All non-wood bats must have the USA Baseball mark, whether they are 2 1/4 or 2 5/8.
- 9) There are no walks in machine pitch. Three strike rule in effect or five (5) pitches. After 5 pitches the batter will be out, unless the 5th pitch is fouled off; whereby the batter will continue to bat until the ball is hit fair or he/she strikes out. Pitches that strike the batter will not be considered a pitch against the batter.
- 10) If necessary, coaches are allowed to call time to adjust the machine to insure the ball is passing through the strike zone. However, coaches are not allowed to adjust the machine from batter to batter. Example: Your second batter is tall but your third batter is short. Have the batter's adjust themselves in the batter's box.
- 11) Batted balls that hit the machine or pitching coach are considered "dead balls". The batter is awarded 1st base (regardless if the batter is put out) and runners will advance one (1) base only.
- 12) Base stealing or advancing on a pitch that gets by the catcher is NOT permitted in machine pitch. Also, there is NO bunting in machine pitch.
- 13) There is no swinging of bats outside the batter's box and NO on-deck circle. A player should not handle a bat, even inside the dugout, until it is their time to bat. Please do not allow players to swing the bat outside of the dugouts either.
- 14) Runner or runners may advance one (1) base (at their own risk) on an overthrown ball that remains in play, but not more than one (1) base per batted ball sequence. No advance is allowed on a reasonable attempt to throw back to the pitcher in the pitcher's circle.
- 15) There is no "must slide" rule in Little League. However, any runner is out when he/she does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. Runners cannot slide head first while advancing but are allowed to slide head first when retreating to a base. See Rule 7.08 (a) – (k) on pages 103 – 105 in the rule book for more info. If the umpire feels the runner did not make reasonable effort to avoid contact, the player may be called out and the manager will be issued a warning.

- 16) Teams are allowed four (4) coaches during games. One adult must remain in the dugout at all times. All coaches must be in the dugout while their team is on defense. On offense, only the base coaches are allowed to coach the batter and runners. The coach placing the ball in the machine may not communicate to the batter. However, that coach may communicate to the base coaches which can then speak to the batter. The pitching coach should take a knee after the ball is hit and try to protect the pitcher from running into the machine.
- 17) There will be no penalty in the batting order if a player is injured and removed from the game. The new batter does not inherit the count of the previous batter, no out is recorded, and the new batter assumes a fresh count. If a player is using the restroom when it's their time to bat, that player loses his/her at bat but no out is recorded, just move on to the next batter in the lineup.
- 18) Players should only leave their dugout if they need to use the restroom or are injured.
- 19) NO infield fly rule in machine pitch.
- 20) Defense will play with a regulation infield and four (4) outfielders. Outfielders must be in the grass until the ball is hit.
- 21) Machine pitch is an instructional division. No player shall play the same position for more than two consecutive innings. Every player should play a minimum of one inning in the infield. If safety is a concern, please communicate that to the parents and make an effort to work them in. No player, unless sick, injured, removed from the game by the parents, or displaying conduct not fit for Little League shall sit more than two (2) innings defensively during a regulation six (6) inning game. Players may not sit defensively more than one (1) inning during the first four (4) innings.
- 22) The catcher may use a regular fielder's glove instead of the catcher's glove that is provided. Please make sure your players (especially your catcher) are wearing a protective cup.
- 23) Time will be called once a reasonable attempt to get the ball to the pitcher has been made. The ball must be in the pitcher's circle/area and this call will be made by the umpire. If runners are more than half way to a base when time is called, the runners will be permitted to advance to that base. This advancement will be based on the judgment of the umpire and should not be argued.
- 24) Pool players must bat at the end of the lineup, start defensively, and play no less than three consecutive innings on defense. Pool players may not play pitcher or 1st base on defense.
- 25) Each team is responsible for cleaning their dugouts and bleacher area after the game. Please help us out here, we are volunteers just like you all.

Thank you for volunteering! Without coaches like you, this league would not be possible!