



## Machine Pitch Rules

### General Information

1. Each participant will wear a Red & White reversible jersey that can be purchased at the Aquatic Center for \$12.
2. The team listed first on the schedule is the "Home Team" and will wear white, the "Guest Team" will wear red.
3. Each team will be schedule 8 games for the season.
4. Good sportsmanship is expected from coaches, player & spectators.

### Game Guidelines

1. Games will last six (6) innings or will be timed, no new inning after 55 mins of play.
2. All players attending must play at least two complete innings.
3. Do not sit a player out as a sub for a second inning if all other participants have not sit out for at least one inning.
4. The coach of the offensive team will deliver the pitches to their batters through the pitching machine. For safety reasons please have long hair pulled back and do not have anything hanging around your neck.
5. The machine speed will be set between 34 – 36 MPH.
6. Only adults are allowed to coach the bases.
7. Each ½ inning ends with six (6) runs or three (3) outs, whichever happens first. No "Official" score will be kept. Only a tally of runs per inning (6 runs).
8. The offensive coach delivering the pitches will also act as umpire they will call the outs and keep track of the 6 runs per inning scored.
9. Ten (10) players will be allowed in the field. The rover (10<sup>th</sup> player) must stay in the outfield.
10. All four outfielders (Right Field, Center Field, Left Field and Rover,) must be on the outfield grass when the pitch is delivered.
11. Each team may bat its entire team, there are no limits to the number of hitters in the lineup.

12. Each batter will be allowed four (4) pitches from the machine, one of which must result in a playable batted ball. If a playable batted ball does not result from one of the four pitches, the coach delivering pitches will then deliver one (2) soft tossed underhand pitch to the batter.
13. If a foul ball is hit on the last pitch, the batter will be given one more pitch until the ball is declared as a strike or hit.
14. The ball becomes dead when it leaves the fielder's hand in attempt to return the ball to the pitcher. The runner(s) are only allowed the base they are going to or had attained at the time of the throw.
15. No base stealing is allowed.
16. Please remember the ages of these kids. (6-8 years) This program is intended for fun and skill development.
17. Please No Practicing on Chalked Fields.

