



Pitching Machine Rules

The following rules and regulations have been established in order to help provide an enjoyable baseball experience for the kids. We respectfully ask for your cooperation in order for the program to run as smoothly as possible. Please read the rules and regulations carefully and discuss them with your players. Our goal is to have the kids pitching to each other at the end of the season. We encourage coaches to try and practice with the kids pitching.

1. The pitching machine league is designed to:

- To create enthusiasm and fun.
- To teach participants how to interact with others.
- To promote physical activity.
- To prepare participants for upper division baseball and softball.

2. Team Requirements:

- Each player assigned to a team will remain on that team throughout the course of the season.
- All teams are limited to a maximum of three (3) practices a week before the season. Practices are limited to a maximum of two (2) practices a week once the season begins. All practices are limited to 1 ½ hour.
- 3 “Documented” coaches are allowed to help with one team. Coaches should be picked after the teams are put together.

3. Games:

- All players should be placed in the batting order.
- There will be six (6) infielders. They are the Pitcher (located opposite of where the game umpire will be located for fielding purposes), First

Baseman, Second Baseman, Third Baseman and Shortstop, and Catcher. Three players will play in the outfield.

- The free substitution is in effect at all times. It is a good idea to rotate the players to a different position every inning (player will remain in the same batting order no matter what position they play). Remember that the league is designed to be a learning experience for the kids.
- Players should play at least 2 defensive innings per game.
- Games are seven innings or 1 hour long. Once an inning begins, it must be completed.
- There are no extra innings during the season, so ties are possible
- Each batter gets a maximum of seven pitches. Batter is out on a seventh pitch foul ball.
- Base stealing is not allowed. The base runners' foot should be on the base until the batter makes contact with the ball.
- There is "no infield" fly rule.
- Bunts are not allowed.
- Any batted ball which hits the machine is a dead ball. Thrown balls hitting the machine are dead and base runners advance one base.
- One half of the inning is completed when there are three outs or all players have batted, whichever comes first. The battings team coach must announce when the last batter comes to plate. Time will be called as it would with any other batter. The teams will switch sides once time is called.

4. Discipline

- All team managers are in charge of the team and players conduct during the season.
- The Recreation Department reserves the right to discipline participants including suspension of the participant from future play in County athletics depending on the severity of the infraction.

Please also remind your parents that you are their contact person on the field during and after games. If a problem regarding any of the above arises, please have them come to you FIRST. All contact with the umpire's should be through you in a constructive manner.