



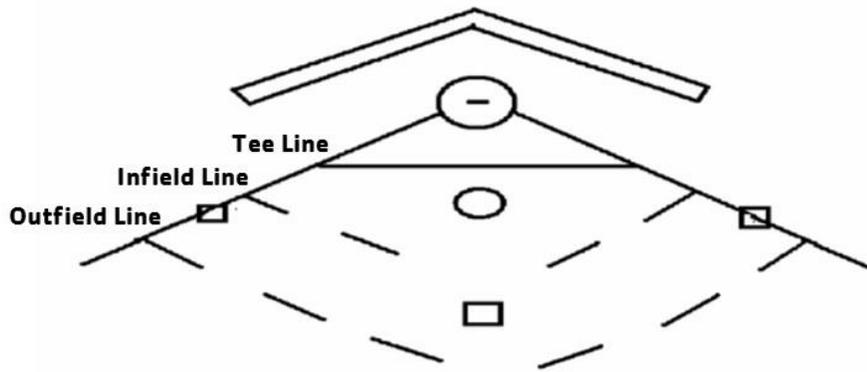
FOR YOUTH DEVELOPMENT®  
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# PLAYING TOGETHER

## Baseball – Machine/Coach Pitch Rules

### Field Measurements

Base Path	Pitcher's Mark	Speed of Machine
1 <sup>st</sup> Grade – 50 feet	30 feet	n/a
2 <sup>nd</sup> Grade & Up – 60 feet	35 feet	32 mph



### Game Length/Scoring

1. All games shall be 6 innings with a 75 minute time limit. No new innings will begin after 75 minutes.
2. There is a 6 run limit accumulative per inning. If a team has scored 0 runs by the start of the 3rd inning, they can score up to 18 runs in that inning.

### Number of Players/Substitutions/Batting Lineups

1. The defensive/fielding team must have a minimum of 7 players /maximum of 9 players on the field.
2. Line ups will be exchanged before the game. All players present will be expected to bat. All players will bat, regardless of whether they played in the field that inning.
3. Players may freely be substituted on defense but the batting order will remain the same for the entire game.
4. A runner who becomes injured will be replaced by the offensive player that precedes him/her in the line-up.

### Pitching Machine Setting

1. The pitching machine will be set with the center of the machine at 35 feet. Prior to each game, the umpire will have each team's coach agree to the setting of the machine.
2. The umpire shall feed the pitching machine.

### Batting

1. The batter will receive a maximum of 5 pitches or 3 strikes, whichever occurs first. If the 5th pitch is a foul hit, the batter will be called out. The umpire may call "no pitch" if the pitch is called clearly out of the strike zone and the batter does not swing.
2. There is no dropped 3rd strike rule. However, the ball remains live and runners may advance with liability to be put out.
3. A batted ball that hits the pitching machine shall be ruled a dead ball and the runner will be awarded 1st base. All other runners will be awarded one base if they are forced.

### **Base Running/Look-back Rule**

1. A runner will not leave a base until the ball is hit. There are no steals or lead offs.
2. The ball is live after each play until the defensive team has stopped all runners from advancing and the pitcher has control of the ball. At this point the look-back rule goes into effect and the runners who are off base and stopped must immediately go to the next base or return to the last base without stopping or reversing direction. The defensive team must stop runners from advancing before the ball becomes dead at the end of the play.

A. Should the pitcher gain control of the ball with both feet in the circle while the runner is still moving toward the base, that runner may continue to run whether or not the pitcher makes a play on the runner.

B. Should the pitcher gain control of the ball with both feet in the circle while the runner is stopped on base, that runner must remain on that base unless the pitcher makes a play on another runner. If a runner stopped on base leaves that base after the pitcher has control of the ball in the circle and who is not making a play on a runner, then a dead ball will be called and the runner called out.

### **Fielding**

1. At the start of a pitch, one player shall be in the pitcher's position on the left side of the pitching machine with one foot inside the 10 foot radius circle.
2. Defensive players may not move in front of the pitching machine towards home plate until the ball has exited the machine. Should a defensive player be in front of the machine prior to the ball leaving the machine, an illegal pitch shall be declared.

### **Coaching**

Only one defensive coach may be outside the dugout. This coach must remain close to the fence between the on deck batter's box and 1st base.

### **Overthrows**

1. Runners can take only one extra base on overthrows for 1st and 3rd base only. If a ball is hit to short stop and he/she overthrows it to 1st base, the runner can use his/her discretion to take 2nd base. Once he/she reaches 2nd base safely, he/she must stop. That goes for any additional runners on bases.
2. Any overthrows to 2nd base will be considered fair play.

### **Ball Size**

1st Grade Girls: 9" softball

2nd Grade Girls and up: 1 1" regulation softball

1st Grade Boys and up: Regulation baseball

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