

Roy City & West Haven Recreation 2nd Grade Boys Machine Pitch Rules

Updated 1/9/2024

General Guidelines

- Machine Pitch League is designed to teach baseball fundamentals to players in 2nd grade. The emphasis for all involved should be to HAVE FUN!
- Games will be played on Tuesdays and Thursdays at George Wahlen North Park (4200 S. 2175 W.)
- Players must wear the team issued jersey when playing a game. Jackets may be worn under the uniform during cold weather. **Long pants are required for league. Metal cleats are not allowed.**
- Dugout selection will be determined as follows: Home team will take 3rd base dugout. Home/Guest teams are designated on the schedule.
- All equipment and players must be in the dugout at all times except for the batter, the on-deck batter and the coaches.
- **Each team is responsible to clean out their dugout before leaving the area after the game.** Please transition away from the dugout as quickly as possible so the next game can get started on time.
- Inclement weather determination prior to games will be determined by 3 p.m. MST. When severe weather such as thunder/lightning are present at/during games, recreation supervisors will monitor and cancel games on site if necessary. Recreation department discretion.
- In case of rainouts, the game will be rescheduled by the recreation department and coaches will be notified as soon as possible. Games shortened or cancelled by rain could possibly be made-up on days other than regular scheduled game days. Games shortened by the elements will be considered complete if at least 25 minutes of regulation game length have been completed.

Game Rules

- Line-ups should be submitted to the field scorekeeper 10-15 minutes prior to game time. **The line-up should include last names of each player and their uniform number.**
- **There will be a 5 minute grace period for the start of the game if a team has less than 7 players. THERE WILL BE NO FORFEITS.** Each team will bat their entire lineup.
- Players that arrive to the game after their first scheduled at-bat will be added to the bottom of the line-up. Late players cannot be inserted into the batting order at any other position besides last.
- Score will be kept for each game. Standings will not be recorded and there is no post-season tournament. **Games can end in a tie.**
- Games will have a time limit of 60 minutes. No new inning may start after 50 minutes from game time. All innings will have a **HARD 5 run rule** or 3 outs, whichever is first. Official game time will start when Home Team is asked by the umpire to take the field.
- **Ten** players may play on defense with the 10th player being a rover. The rover must play in the outfield. **Players can be substituted defensively at any time. Catchers will be allowed in the 2nd grade league. Every other defensive player must be behind the pitching machine (at time of pitch delivery).**
- Each player will be pitched 6 balls maximum. Umpires may declare "No Pitch" on pitches clearly unhittable due to pitching machine variance. If the player does not hit the ball in fair play after 6 pitches, **the player is out.**
- Bunting is not permitted. Full swings only. Penalty: ball is dead and pitch counts toward maximum 6.
- Batted balls that hit the pitching machine or umpire before touching a defensive player will be an immediate Dead Ball. The batter and all runners will be awarded one base. If a batted ball rests inside the pitching circle, the ball is ruled dead – each player will advance one base.
- Players cannot steal. Baserunners may not leave their occupied base until the ball is hit by the batter. Penalty for leaving early: runner is out.
- One coach is allowed **in the outfield** when their team is on defense to allow for instruction of players. Coaches that abuse this privilege may be asked by the Umpire or Field Supervisor to remain in their dug-out.
- No player shall sit out (2) consecutive innings (defensively) unless injured, sick or other circumstances.
- The infield fly rule will **not** be in effect.
- Play is considered dead when a player has control of the ball inside the infield boundaries, and runners have stopped advancing. Umpire will rule dead ball. Advancing runners may continue if at least half-way to the base.
- Base Distance – 50 Feet, Pitching Machine Distance – **38 Feet**, Pitching Machine Speed – **38 MPH**
- Regulation baseballs (not pitching machine dimpled balls) will be used.