

Roy City & West Haven 1st/2nd Grade Girls Machine Pitch Rules

Updated 1/9/2024

General Guidelines

- Machine Pitch League is designed to teach softball fundamentals to players in 1st/2nd grade. The emphasis for all involved should be to HAVE FUN!
- Games will be played on Mondays and Wednesdays at the George Wahlen 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. Teams may choose not to have a catcher if less than 10 players are present OR if they only want to play 9 players in field. Catchers gear will be provided at each field for shared use. Every defensive player, besides catcher, 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 – 30 Feet, **Pitching Machine Speed – 32 MPH**
- **11 inch machine pitch dimple softballs will be used.**