



Centerville 2026 | Kinder Machine Pitch | Baseball Rules

Sportsmanship is of the utmost importance: Be respectful to players, parents, coaches, and umpires. If you have a concern, please address it with the field supervisor on site or call or text Haley at 801-677-6431. There is ZERO tolerance for foul language, harassing umpires or disrupting coaches or spectators. If you are asked to leave, you will be suspended for the entire season.

1. Each team will field all players, with the six standard infielders. All others (outfielders) must remain beyond the base paths when the ball is not in play.
2. An inning is complete after all batters have hit. Bat your entire line-up and then alternate teams.
3. Batters will get six pitches total (5 machine/ 1 tee) to get the ball in play. A foul tip on the sixth pitch will result in additional pitches until a ball is put in play or the batter walks. Batters can opt to use the tee on the 6th pitch to hit ball into play. If a player is hit by a pitch, they make take first base.
 - a. This is a hard six pitches. Six total pitches regardless of the machine throwing a wild pitch or strike. Six total. If no hit happens in six pitches, then the batter may take first base.
4. No new inning will start after 50-minutes of play. The game clock starts at the scheduled game time.
5. Four innings or 50 minutes constitute a complete game. In case of rain, three innings or 30 minutes will constitute a complete game, or two-and-a-half innings, if the home team is ahead.
6. The coach pitching or feeding the balls may instruct players during a live ball (E.g., base coaching). Coach is to also make every effort to get out of the way of a thrown ball (E.g., ducking as to not obstruct a player's throw to a particular base).
7. No bunting allowed.
8. No stealing. No lead offs.
9. There is no infield fly rule. Play and field every hit.
10. Runners cannot advance on pitch from coach to catcher, as well as cannot advance on the return throw from the catcher to the pitcher, and runners cannot steal.
11. The pitching position must be occupied with player being eight feet parallel to the coach pitching (left or right).
12. The catcher position is optional, but if occupied, catcher must field the ball off the bounce and not take the catch directly off the machine.
13. A thrown ball that hits the pitcher is still a live ball. Runners will advance at their own risk.
14. When an overthrow occurs to any base, baserunners may advance one additional base only (at the runners' risk), provided that the player retrieving the errant throw attempts only to return the ball to the pitcher. If the player who retrieves the errant throw continues the play by throwing the ball to any player other than the pitcher, then the ball remains live and the runners may continue to advance beyond one additional base (at the runners' risk), except that any further overthrow shall again trigger these overthrow advancement rules.
15. Setup:

- a. Pitching Machine Speed=35mph. There are three electric machines in case machine goes down, the coach will pitch to their own batters.
 - b. Pitching Mound Distance=40 ft.
 - c. Bases=60 ft.
 - d. Field number is pre-marked on the backstop.
16. Game balls: The designated home team is responsible for providing the balls for the game. Use balls from your provided bucket of balls for the game balls.
17. The designated home team will provide the official scorekeeper for the game for purposes of tracking six pitches total per batter, making sure team's alternate at bats (innings played), and batting entire lineups in same order. Do not report scores, no standings will be kept.
18. In case of inclement weather or game cancellation a decision will be made two hours before game time on playability. Coaches will be contacted via quickscores in the event of a cancellation and then they will contact their players. All weather updates will be posted via quickscores.com/centervilleutah.