

## **Machine Pitch Rules 2023**

1. Basics:
  - a. Every player must play in every game!
  - b. There will not be any forfeits. Organize a game with all players that are present.
  - c. There will not be an official score or standing kept for this league.
  - d. Level 1 tee balls must be used at all practices. Machine pitch balls will be used at all games or when practicing with the pitching machine.
  - e. An inning turns over when one of the following happens:
    - i. 3 outs have occurred (Strike Outs do not count)
    - ii. 6 runs have been scored
    - iii. There has been 10 batters
  - f. Games will last for 4 innings or 1 hour. No new innings will begin after 50 minutes.
  - g. Number of players: Defensive – 10 players (4 outfielders), Offensive – every player at the game is in the batting order.
  - h. Clearfield Recreation employees are the only ones that will operate the pitching machine. Employees will also manage home plate.
  - i. Remember, making the program fun and teaching sportsmanship is more important than winning.
2. Pitching/Hitting/Running:
  - a. Base runners must stay on base until the ball is hit.
  - b. Stealing will not be permitted and there is no leading off.
  - c. Each base runner gets one base on an overthrow. Only one overthrow per play.
  - d. No bunting or swinging bunts are allowed.
  - e. Each batter will receive 4 pitches. If the fourth pitch results in a foul ball, the batter will receive one additional pitch. The batter/coach may choose to use a tee on the 4<sup>th</sup> pitch instead of the pitching machine.
  - f. If a base runner gets out by a tag or a fielded out, he/she must return to the dugout.
  - g. The pitching machine will pitch “strikes” or a “no pitch”.
  - h. There will not be any walks. The batter will be out by either striking out or being put out at a base. Strike Outs do not count towards the 3 outs.
  - i. If a batted ball hits the pitching machine or the umpire, pops up directly above the pitching machine, or is unplayable due to the position of the pitching machine, the ball is dead, and the batter will be awarded an automatic 1<sup>st</sup> base.
3. Defense:
  - a. All players will play on defense and must stay in their position until the ball is hit.
  - b. There is not an infield fly rule.
  - c. A youth defensive pitcher will stand to the side of the pitching machine.
  - d. If a fielder hits the pitching machine, or the umpire with a thrown ball, the ball is dead, but runners advance one base.