



5th/6th Grade Girls Pitching Machine Bylaws 2026

- By-laws may be altered by recreation staff as deemed necessary.
- If a league is combined with another city, they will use the host city's by-laws.

I. GAME FORMAT

1. No new inning may begin after 55 minutes.
2. Running Clock
3. Games ending in a tie will remain tied.
4. A half-inning ends after 3 outs or when a team scores 7 or more runs regardless of the number of outs. All runs will count until the completion of the play in which the seventh run is scored.
5. If the home team is losing by 11 or more runs, they will not have their last at bat due to the 7 run rule preventing them from winning.
6. First team listed is the home team. Home team starts the game in the field on defense.
7. 9 players will play defensively each inning. Teams must have a player in the pitching position standing next to the machine.

II. EQUIPMENT AND FIELD

1. Bases will be 60 feet apart.
2. Pitching machine will be set approximately 40 feet away from home plate.
3. Bats: 29"-31" bats are recommended
4. Ball: 11 in. dimpled pitching machine softball

III. UNIFORMS

1. Each player will be given a jersey and a hat.
2. Players must wear pants or shorts. Pants are recommended for sliding purposes.
3. Athletic shoes must be worn and tied at all times. Metal cleats will not be permitted.
4. Hard casts or braces must be covered with a soft material.
5. All players must provide their own baseball glove.
6. Batters and base runners are required to wear batting helmets. Helmets will be provided.
7. Please bring a water bottle to every game and practice.
8. Catchers must wear a face mask with helmet, chest protector, shin guards, and must use a catcher's glove.

IV. SUBSTITUTIONS

1. Teams may play with a minimum of 7 players and take automatic outs for the two team member not present. The coach may designate, prior to the game, where the automatic outs will fall in the line-up. Players arriving late may be slotted into the automatic out position.
2. Any team unable to take the field at the scheduled time will forfeit the game; forfeited games will be played for fun with the players present.
3. Substitutions may not be made in the middle of an inning. Players must play the entire inning defensively, unless injured.
4. No player will sit out 2 innings consecutively.
5. Each team has an unlimited amount of defensive substitutions provided it is done in between innings.

V. PITCHING MACHINE RULES OF PLAY

1. Batting order consists of all team players present, each batting in the same rotation throughout the game. Batting order will resume where you left off each inning.
2. All players must remain in the dugout if they are not playing defense, batting, on deck, or base running.
3. The umpire has the right to adjust the pitching machine as needed throughout the game.
4. Most pitches are a strike, however, the umpire may rule a pitch to be a “no pitch” if it is out of the strike zone and the batter did not swing.
5. Each batter receives 3 pitches, unless a no-pitch is called. The player will be called out if they fail to fairly hit one of the 3 pitches. However, if the player fouls on the third strike he/she will remain at bat until the ball is hit fairly or the player strikes out.
6. A "dead ball" will be declared by the umpire in the following situations:
 - a) A batted ball hits the pitching machine. (**Ruling:** Batter will be awarded first base)
 - b) A batted ball is judged to be unplayable due to the placement of the pitching machine. (**Ruling:** Batter will be awarded first base.)
 - c) A batted ball is popped up directly above the pitching machine. (**Ruling:** Batter will be awarded first base.)

VI. BASE RUNNERS

1. All base runners must tag up and may not leave the base until the ball leaves the pitching machine. **Penalty:** base runner may be declared out.
2. Base runners cannot steal home unless another base is played on by the defensive team, an overthrow is made, or the pitcher misses a catch.
3. Base runner must attempt to avoid contact with the catcher by sliding into home plate whenever there is a play at home (as determined by the umpire). **Penalty:** base runner may be declared out and may be ejected if the contact is deemed intentional by the umpire.
4. The batter may NOT attempt to advance to 1st base on a dropped 3rd strike.
5. A batter hit by a pitch will be awarded 1st base unless it is called a strike or they intentionally try getting hit by the pitch.
6. In Field Fly Rule will apply. If there are runners on 1st/2nd or bases loaded and less than two outs. If a fair fly ball (not a bunt/line drive) can be caught by an infielder with ordinary effort, The batter will automatically be called out regardless of whether it is caught. If the fly ball is ruled a foul ball the rule will not apply.
 - a. Runner Options: Runners may advance at their own risk. If the ball is caught, they need to tag up before running. If the ball is dropped, they can run immediately.

VII. RESCHEDULING

1. Conditions permitting, all games will be played when scheduled. If a game or practice is canceled, rescheduling is NOT guaranteed. However, the recreation department will strive to reschedule whenever possible.
2. It is the responsibility of the field supervisor to determine if the condition of the field or weather should stop play of the game.

VIII. COACHES AND CONFERENCES

1. One offensive coach is permitted in each coach's box. All other coaches must remain in the dugout. Coaches under the age of 18 must wear a helmet if they are in a coach's box.
2. Defensive Conference – While on defense, each team is allowed two conferences during a game. These conferences are used for coaches to confer with a defensive player(s).

IX. SCOREKEEPER

1. All line-ups must be submitted to the scorekeeper at least 10 minutes prior to the scheduled game time.
2. The scorekeeper will keep track of individual runs, outs, and team score.

3. In the event that a scorekeeper is not available, the home team will keep the official score. After the game, both teams must approve the final score and it must be reported to the site supervisor.

X. SPORTSMANSHIP POLICIES

1. The City Recreation Department is dedicated to providing quality recreational sports programs in a spirit of sportsmanship and fellowship for all of our families, friends and neighbors. It is expected that all players, coaches, parents, and spectators will strongly adhere to all rules of play and etiquette involving the program.
2. Any questions or concerns regarding the performance of a staff member should be brought to the attention of the Recreation Supervisor.
3. We encourage your constructive feedback on the program and expect that all participants conduct themselves in a manner supportive of fair play and kindness
4. There will be zero tolerance for unsportsmanlike conduct among players, coaches, parents and spectators. Offenders may be ejected and law enforcement may be called when deemed necessary. Anyone ejected from a game will not be permitted to attend the next game (minimum). They may be removed from multiple games and practices when deemed necessary by the recreation department.
5. Any player, coach or spectator ejected from a game must schedule an appointment with the recreation supervisor within 24 hours of the game in order to participate in the program again.
6. Coaches will be expected to properly educate players the values of teamwork, character, and sportsmanship. Coaches shall strive to set an example of the highest ethical and moral conduct for players, team parents, and spectators.
7. **GOOD SPORTS CLINTON:** All players, coaches, and spectators are expected to follow the Good Sports Utah Initiative- to embody respect, leadership, kindness, sportsmanship and positivity.