

# KAYSVILLE RECREATION BASEBALL



## LEAGUE RULES FOR Machine Pitch – MAJORS DIVISION:

1. THIS LEAGUE WILL PLAY ACCORDING TO NFHS (High School) BASEBALL RULES UNLESS SPECIFIED BELOW.
2. ALL LINE UPS (WITH NAMES AND NUMBERS) NEED TO BE TURNED IN TO THE OFFICIAL SCOREKEEPER 15 MINUTES BEFORE GAME TIME. EACH TEAM WILL PROVIDE A SCOREKEEPER. EACH COACH SIGNS THE SCORESHEET AT CONCLUSION OF GAME.
3. GAMES WILL BE 65 MINUTES IN LENGTH. NO NEW INNING AFTER 50 MINUTES.
4. A PLAYING SCHEDULE MUST BE KEPT. THERE WILL BE NO GRACE PERIOD FOR THE START OF THE GAME. THERE WILL BE NO FORFEITS. EACH TEAM WILL BAT THEIR ENTIRE LINEUP. IF YOU HAVE LESS THAN 9 PLAYERS, THE OTHER TEAM WILL PROVIDE DEFENSIVE PLAYERS IN THE OUTFIELD ONLY TO ENSURE A TEAM HAS 9 PLAYERS. IF A TEAM HAS LESS THAN 9 P-LAYERS, AN OUT WILL BE ASSESSED EVERY TIME THE 9<sup>TH</sup> BATTER IS SUPPOSED TO BAT.
5. TEN PLAYERS WILL PLAY ON DEFENSE WITH THE 10<sup>TH</sup> PLAYER BEING A ROVER. THE ROVER WILL PLAY IN THE OUTFIELD. OUTFIELDERS WILL PLAY AT LEAST FIFTEEN FEET BEHIND THE BASELINE. EACH PLAYER MUST BE BEHIND THE PITCHING MACHINE AND NO MORE THAN 8 FEET TO THE RIGHT OR LEFT OF THE MACHINE. ONE MUST BE DESIGNATED TO COVER HOME PLATE AS THE "CATCHER."
6. EVERY PLAYER WILL BAT IN THE LINEUP. THERE IS FREE DEFENSIVE SUBSTITUTION IN THE FIELD. PLAYERS MUST PLAY AT LEAST EVERY OTHER INNING.
7. UP TO 2 COACHES MAY COACH FROM THE OUTFIELD WHILE THEIR TEAM IS ON DEFENSE FOR THE FIRST 6 GAMES. ONCE THE 6<sup>TH</sup> GAMES ARE OVER COACHES MUST RETURN TO THE DUGOUTS FOR THE REMAINDER OF THE SEASON AND TOURNAMENT.
8. There are no bat restrictions.
9. PITCHING MACHINE RULES:
  - A. A BATTER SHALL BE DECLARED OUT AFTER FAILING TO HIT A FAIR BALL AFTER 5 PITCHES.
  - B. THE BATTER SHALL BE DECLARED OUT IF THERE ARE THREE STRIKES BEFORE THE 5<sup>TH</sup> PITCH ON MISSED SWINGS. FOUL BALLS AND FOUL TIPS ARE ALL COUNTED AS STRIKES.
  - C. A BATTER IS NOT OUT ON A FOUL BALL ON THEIR 5<sup>TH</sup> PITCH. THEY MAY CONTINUE UNTIL THEY EITHER HIT THE BALL OR STRIKES OUT.
  - D. NO BUNTING ALLOWED.
  - E. NO STEALING.
  - F. NO LEAD OFFS.

*COACHES **WILL NOT** BE ALLOWED TO ADJUST PITCHING MACHINE. INSTEAD YOU MAY ADJUST BATTER IN BOX. THE PITCHING MACHINE WILL STAY AT 38 MPH FOR THE ENTIRE GAME AT 38 FEET.*
10. BASE RUNNING – A PLAY IS CONSIDERED DEAD WHEN THE DEFENSIVE PLAYER HAS CONTROL OF THE BALL ON ANY BASE. (1<sup>ST</sup>, 2<sup>ND</sup>, 3<sup>RD</sup>, HOME, PITCHERS MOUND) IF THERE IS AN OVER THROW OR UNDER THROW AT ANY BASE, RUNNER CAN ONLY ADVANCE ON BASE.
11. AN OFFENSIVE INNING CONSISTS OF 3 OUTS, OR A TEAM SCORING 5 RUNS, WHICHEVER HAPPENS FIRST!
12. **PICK UP RULE:** WHEN A TEAM CANNOT FIELD 8 OR 9 PLAYERS, A PLAYER MAY BE PICKED UP UNDER THE FOLLOWING RULES:
  - A. A TEAM MAY ONLY PICK UP A PLAYER FROM THE LEAGUE BELOW.
  - B. THE PLAYER MUST BE FROM AND REGISTERED WITH KAYSVILLE CITY RECREATION.
  - C. A TEAM MAY PICK UP AS MANY AS 3 PLAYERS, BUT ONLY ENOUGH TO FIELD A FULL TEAM OF 9 PLAYERS.
  - D. PICK UP PLAYERS MUST BAT AT THE END OF THE BATTING ORDER AND PLAY IN THE OUTFIELD.
  - E. PICK UP PLAYERS SHOULD COME IN HIS OWN TEAM UNIFORM.
  - F. IF A PLAYER SHOWS UP THEN THE PICK UP PLAYER MUST SIT OUT (THIS SHOULD BE DONE AT THE END OF THE FULL INNING).
  - G. OPPOSING TEAM COACH, GAME OFFICIALS AND THE SCOREKEEPER MUST BE NOTIFIED THAT A PICK UP PLAYER IS BEING USED.
  - H. PICK UP PLAYERS MAY NOT BE USED IF A PLAYER HAS BEEN EJECTED FROM THE GAME.

**SCORE WILL BE KEPT, THERE WILL BE A POST SEASON TOURNAMENT AND CAN TRY OUT FOR SUMMER ALL STARS!**