



## Boys 2<sup>nd</sup> Grade Machine Pitch 2026

### General Guidelines

- Machine Pitch is designed to teach baseball fundamentals to players in 2<sup>nd</sup> grade. The emphasis for all should be to HAVE FUN!
- Games will be played at Ellison Park – 700 N 2200 W, Layton.
- Game scores will be kept (not in book), but no standings recorded. All teams will be scheduled for 8 regular season games. No post-season tournament.
- Teams shirts and hats will be provided by Layton City. Rubber molded cleats or regular athletic shoes must be worn. Metal cleats are not allowed. **Layton City strongly recommends long pants be worn, but shorts are allowed.**
- Home/Away teams are designated on the Quickscores schedule. Home team should sit in the 3<sup>rd</sup> base dug-out. Home team will take the field first.
- Each team is responsible for cleaning up their dug-out area after each game. Please transition away from the dug-out as quickly as possible so that the next game can get started on time.
- Rainout: In the event of poor weather, no decisions will be made on cancellations until 3:00pm. After 3pm you may call 801-336-3920. If there is no recording, it is the responsibility of the coach and team to show up and be ready to play. **Games cancelled for any reason may be made-up on days other than regular scheduled game days. Games shortened by the elements will be considered complete if at least 30 minutes of game length have been completed.**

### Game Rules

- Line-ups (name and number) should be exchanged between coaches 10 minutes prior to game-time. Layton City will not have staff keeping score in book (scoreboard only).
- There will be no forfeits. Each team will bat their entire line-up. 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 defensively.
- Games will have a “drop dead” limit of 55 minutes. **When the time reaches 55 minutes, the game will end.** Complete innings do not have to be played. Games can end in a tie. If a batter is up when 55 minutes expire, they will be allowed to finish the at bat. Clock will start when umpires ask the Home team to take the field.
- All innings will have a **HARD 5 run rule**, or 3 outs, whichever occurs first.
- Pitching Machine Distance: 35 feet      Pitching Speed: 35 MPH
- Base Distance: 60 feet
- A batter shall be declared out after failing to hit a fair ball after 5 pitches ruled hittable/strikes by the umpire.  
A BATTER IS NOT OUT ON A FOUL BALL IF IT IS HIS 5<sup>TH</sup> PITCH  
Umpires may declare “No Pitch” on pitches clearly unhittable due to pitching machine variance.
- There are no bunts, half-swings, walks, or infield fly rule.
- 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 bases or lead-off. Runners may not leave the base they occupy until the batter hits the ball.
- Once the ball is controlled by a defensive infielder inside the base paths, offensive base-runners must either retreat to last base touched or continue to next base. If they are on a base when the ball is controlled by the



defensive infielder, they must stay on that base. Time Out may be requested when runners have stopped running.

- Ten (10) players may play on defense with the 10th player being a rover. The rover must play in the outfield. **Defensive players may be substituted at any time.** Outfielders will play at least 15 feet behind the baseline. Each player must be behind the pitching machine. The player playing in the pitching position must play behind the umpire feeding the pitching machine and no more than 3 feet to the left or right of the machine. **A catcher is required.** Player must be in protective gear (helmet, chest protector, shin guards). Catcher is allowed to stand off to side, if they choose. We recommend they take a normal catcher position to prepare themselves to advance to 3<sup>rd</sup> grade baseball with live pitching.
- No player shall sit out (2) consecutive innings defensively.
- (1) 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.
- Every batter or player on base must wear a helmet.
- "Speed-up" runners may be used for the catcher. Use the last available player as runner so the catcher can get the catchers gear on.
- Wood, 2 ¼", 2 5/8", and 2 ¾" bats may be used. No bat length to weight restrictions.

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