



# Single-A Machine Pitch League Rules

## Syracuse City

### 1. Game Format -

- A. Game timing: No new innings will begin after 50 minutes; teams will finish the inning.
- B. There is no score kept.
- C. Teams will bat all players present. When the batting rotation is complete, the hitting team will rotate to defense. Team outs will not count.
- D. There will be a field umpire calling the bases as well as delivering the pitches from the pitching machine.
- E. Teams will take the field with 10 players. There is no minimum number player limit.
- F. Defensive position will be numbered on the field to help players learn the correct position on the field. Players are to start at least 1ft-3ft within the vicinity of that number. Example: 1-Pitcher, 2-Catcher, 3-1<sup>st</sup> Baseman, 4-2<sup>nd</sup> Baseman, 5-3<sup>rd</sup> Baseman, 6- Shortstop, 7-Left Field, 8 Center Field, 9- Right Field, 10-Right Center Field
- G. Once a batted ball reaches the infield and play is slowed and no out is imminent, the umpire will call time, and baserunners will no longer be allowed to advance to another base. The umpire may ask runners to return to their previous base if determined that “time” was called before the runners advance.

### 2. Equipment -

- A. Equipment such as balls, batting helmets, and bats will be provided by the Syracuse Parks and Recreation Department.
- B. Catchers MUST wear a NOCSAE-approved face mask with helmet, protective cup, chest protector, and shin guards.
- C. Players are allowed to use their own equipment.
  - a. Players are permitted to use bats that are certified by the Bat Performance Factor (BPF) of 1.15 or certified by USA Baseball. Each bat used must have one of the above-mentioned certifications printed on the bat for it to be a legal bat.

### 3. Players -

- A. Batting order will consist of all players present. Each batter will bat in the same order throughout the game. Any player that arrives late will be added to the end of the line-up, regardless of where the team is at in their line-up.
- A. All players must remain in the dugout (behind the backstop) when they are not playing defense, batting, on deck, or base running.

### 4. Batters & Base Runners -

- A. **Batters** – The batter will receive 6 pitches from the machine. If the batter is not able to hit the ball in the 6 tries, the batter will be out. If the batter hits a foul ball, they will get a 7<sup>th</sup> pitch. If the 7<sup>th</sup> pitch is a foul, continue this process until a ball is put in play, or a swing and miss. If a pitch goes into the dirt, hits a batter, or goes over their head, that pitch will not count against the batter unless they swing. It will be considered, NO PITCH!
- B. **Stealing** – There is no stealing in the league
- A. **Base Runners** - If a player happens to be tagged out, their ball is caught, or any other legitimate out occurs, the player will be out and will go to the dugout.
- C. **Batting Helmet** – All batters, on-deck hitters, and runners must wear a batting helmet while batting and while on base. Helmets are not to be removed until players are off the playing field completely.

### 5. Coaches –

- B. One coach is permitted in each coach’s box. All other coaches must remain in the dugout.
- C. One coach is allowed on the field while on defense.



# **Single-A Machine Pitch League Rules**

## Syracuse City

### **6. Field Dimensions –**

- A. Single-A Bases will be set at 50’.
- B. Pitcher’s circle with a 4ft radius around the pitching rubber.
- C. Distance between pitching rubber and home plate 35ft.

### **7. Pitching & Machine Interference –**

- A. Pitching machine speed is set by the umpire, approximately 30-35 mph, depending on game and field conditions.
- B. The placement of the pitching machine within the pitching circle is a hazardous situation and should be treated as such. No player will be allowed to stand in front of the pitching machine. No player will be allowed to come into the painted circle (pitcher’s circle) surrounding the machine at any time. This area is considered a deadball area. Any batted ball or thrown ball that settled in this area will be considered dead ball and runners will advance one base. A ball that rolls through the painted circle surrounding the pitching machine at a high speed is considered live and may be fielded on legal ground.
- C. A ball that hits into the pitching machine will be called a dead ball and considered a base hit allowing runners to advance if forced. A ball that is popped up and is coming down over the area of the pitching machine will be called a dead ball (this is to keep the fielder from running into the machine while trying to make the catch). This will be considered a no pitch and batter will bat again.