

**WEST POINT CITY RECREATION- PITCHING MACHINE**

 **2023 BYLAWS – 1ST/2ND GRADES**

PLAY WILL BE GOVERNED BY THE OFFICIAL WEST POINT CITY YOUTH LEAGUE RULES BOOK WITH THE FOLLOWING MODIFICATIONS BASED ON PAST YEARS’ OBSERVATIONS AND COACHES INPUT:

1. **GAME FORMAT**
	1. Start Times. Games will start right on time even if not all players are present; pregame time will be used for warm-ups. This will allow for more innings played.
	2. Late Players. Players arriving late will be placed at the end of the batting order.
	3. Innings Played. Aim to get 3 innings in with each player batting each inning. This averages to approximately 20 minutes per inning, with 10 minutes for each team to bat.
		1. Some batters will take well under a minute, while others may take over a minute.
		2. If time is running short for the 3rd inning, you may reduce pitch count for the 3rd inning.
	4. Pitch Count. Each batter will have 5 consecutive pitches with the yellow balls (may be adjusted for 3rd inning if time is running short).
		1. If after 5 pitches the batter does not hit a ball into play, a ball will be placed on the tee for them to hit.
		2. Avoid long at-bats by giving quick instructions from the mound, as opposed to leaving the mound repeatedly to position a player. You may have an assistant stand near batter to implement quick and necessary adjustments.
		3. If there is a hit that is just foul on a batter’s last 1 or 2 pitches, or by a batter who is having a hard time hitting off of the machine, the coach may call the ball as a live ball and send the batter running to base. Make sure defensive team knows the ball is live.
		4. After each player has hit, the assistant coach will throw any balls not hit back to the pitching mound.
	5. Outs. In order to help players better understand the game, call runners out on a made play and have them sit down while congratulating their efforts, and explaining why they were called out.
		1. Explain beforehand what constitutes an ‘out’, both force-outs and tag-outs.
		2. Defensive outs are rare at this age, and thus should be rewarded by calling and enforcing them.
		3. Players should be encouraged to make a play, even if there is no chance of getting the out.
		4. Do not advance runners on an infield error. If a player gets a hit in the outfield, advance the runner until the ball arrives in the infield.
		5. Explain to your team that usually 3 outs are required before switching, but that we allow all players to bat each inning, regardless of outs made.
	6. Bases. Bases are set at 60 feet.
	7. First team listed will take the field first and sit on the third base side.
2. **PLAYERS**
	1. Batting order consists of all team players present, batting order may be changed each inning so a batter doesn’t always have to be first or last at bat.
	2. Each player will play each inning, and all players will bat per inning, regardless of number of outs made.
	3. All players must remain in the dugout that are not playing defense, batting, on deck, or base running.
3. **COACHES**
	1. Defensive Coaches are free to stand out in the field to help defense be in the right spots and know where to throw a fielded ball, as well as help keep players ready. You may also have multiple coaches out in the field.
	2. Offensive Coaches should avoid long at-bats by giving quick instructions from the mound, i.e.: “point your feet towards the plate”, “keep your elbows up”, etc., as opposed to leaving the mound repeatedly to position a player. You may have an assistant stand near batter to implement quick and necessary adjustments.
4. **RESCHEDULING**
	1. Conditions permitting, all games will be played when scheduled. Rescheduling is not allowed, unless determined necessary by the recreation department.
5. **SPORTSMANSHIP PHILOSOPHY**
	1. The City Recreation Departments are 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.