



5th/6th Grade Girls Pitching Machine Bylaws 2023

I. GAME FORMAT

1. Games consist of 6 innings or 1 hour. No new innings can begin after 55 minutes.
2. Running Clock
3. Games ending in a tie will remain tied.
4. An inning or half-inning ends 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. First team listed is home team. Home team starts in the field on defense.

II. EQUIPMENT/FIELD SIZE

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
5. No metal cleats will be allowed on the field.
6. Batters and base runners will be required to wear batting helmets.
7. Hard casts or braces must be covered with a soft material.
8. No jewelry shall be worn except religious or medical jewelry which must be taped down.
9. Catchers must wear a face mask with helmet, chest protector, shin guards, and must use a catcher's glove.

III. PLAYERS

1. Each team roster shall consist of 13 players maximum.
2. 9 players will play defensively (on the field) each inning. Teams must have a player in the pitching position.
3. 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.
4. Teams may play with a minimum of 7 players and take an automatic out for one team member not present. The coach may designate, prior to the game, where the automatic out will fall in the line-up. Players arriving late may be slotted into the automatic out position.
5. All players and coaches must remain in the dugout if they are not playing defense, batting, on deck, or base running.
6. 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.

IV. SUBSTITUTIONS

1. Substitutions may not be made in the middle of an inning. Players must play the entire inning defensively, unless injured.
2. No player will sit out 2 innings consecutively.
3. Each team has an unlimited amount of defensive substitutions provided it is done in between innings.

V. PITCHING MACHINE RULES OF PLAY

1. Pitching machine speed is set by the official at approximately 45-55 mph depending on game and field conditions.
2. The umpire has the right to adjust the pitching machine as needed throughout the game.
3. 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.
4. Each batter receives 3 pitches, unless a no-pitch is called. The player will be called out who fails 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.
5. 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 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.
3. Base runners cannot steal home unless another base runner is played on by the defensive team.
4. The batter may attempt to advance to 1st base on a dropped 3rd strike.
5. A batter hit by a pitch will be awarded 1st base.

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 and the umpire, to determine whether or not the condition of the field, the elements and other conditions should stop play of the game.

VIII. CONFERENCES/COACHES

1. One adult 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 six-inning game, without penalty. These conferences are used for coaches or non-playing representatives to confer with a defensive player or players.
3. In an extra inning game, each team shall be permitted one charged conference each inning while on defense without penalty.
4. Time granted for an obviously incapacitated player shall not constitute a charged conference.

IX. SCOREKEEPER

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

X. PROTESTS

1. Any violation or misinterpretation of a rule (not judgment calls) must be brought to the attention of the umpire BEFORE THE NEXT PITCH.
2. If the umpire cannot solve the problem the Site Supervisor should be found to make a final ruling on the play in question.

XI. 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.
2. Officials and score keepers are representatives of the league. Any questions or concerns regarding the performance of the league representatives should be brought to the attention of the Recreation Supervisor.
3. 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.
4. Anyone ejected must leave the field immediately.
5. Spectators should not interrupt the game. If a spectator, coach or player has become disruptive, the umpire and / or field supervisor may ask them to leave the park.
6. Any player, coach or spectator ejected from a game must schedule an appointment with the Recreation Director, or program coordinator within 24 hours of the game in order to be reinstated in the program. An ejection will result in that individual not participating in the game following the ejection and may face expulsion from the league.
7. 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.