

Machine Pitch League

**Machine Pitch League will begin on May 7th.
Machine Pitch League Tournament will be held at
Gallatin the week of June 16th.**

1. Bases are 60 feet. Pitching mound is 46 feet.
2. A pitching machine is used to pitch the ball by an adult. A defensive player must be stationed in the circle by the adult. The adult is not allowed to touch the ball (except to put it in the machine).
3. The pitching machine should NOT be adjusted except at the ½ inning. The ONLY exception is if both head coaches and home plate umpire deem the pitches “unhittable.” If the machine is adjusted during an at bat, every pitch will count towards the batter’s 5 pitches.
4. **Each team will provide a base umpire. An umpire behind home plate is optional during regular season play. A home plate umpire will be provided during tournament play.**
5. A Diamond Flexi-ball D5 will be used.
6. Games will be 4 innings or 1 hour time limit, whichever occurs first. No innings may start after this time. Ties **are allowed** at the conclusion of the inning.
7. There will be no stealing whatsoever. There will be 5 total pitches per child, or three swinging strikes. No walks allowed. Batter hits or swings out. If the batter hits a foul with a count of two strikes, then another pitch must be thrown until the last batter swings out or hits a fair ball.
8. All other Minor League rules apply to the Machine Pitch League.
 - a. The batting order consists of the entire roster. Every player must have a turn at bat before the initial batter receives a second turn, or that player is out of the game or it is counted as an out.
 - b. A change of sides occurs when 3 outs occur, or 10 batters have batted in the same inning, whichever comes first.
 - i. The batting team announces 10th batter before the 1st pitch.
 - ii. If no notice is given, sides are changed.
 - iii. 10th batter will be the first batter next inning.
 - iv. 10th batter must hit or strike out.
 - v. On 10th batter, a player must have ball in hand and step on home plate to end inning.
 - c. The catcher does not have to catch the third strike (Rule 7.09).
 - d. One base on an overthrow. The base being attempted plus one base at the runner’s risk, if the runner goes and is thrown out it will count as an out. If that base is also over thrown the player can not advance to the next base until the next pitch. Only one base total. There will be no leading off the base.
9. No on deck batter