

## MACHINE PITCH RULES

REVISED 4/1/2010

1. THE GAME WILL BE SIX INNINGS OR ONE HOUR AND TWENTY MINUTES WHICHEVER COMES FIRST. NO NEW INNING WILL BEGIN AFTER ONE HOUR AND FIFTEEN MINUTES. THE MAXIMUM NUMBER OF RUNS PER INNING WILL BE 7. RAINOUTS WILL BE A LEGAL GAME AFTER FOUR INNINGS OR IF THE HOME TEAM HAS SCORED MORE RUNS IN THREE AND ONE HALF INNINGS THAN THE VISITING TEAM HAS SCORED IN FOUR COMPLETE INNINGS. A NEW INNING WILL BEGIN IMMEDIATELY FOLLOWING THE THIRD OUT OF THE HOME TEAM. ONCE A NEW INNING HAS BEGUN IT WILL BE PLAYED OUT DEPENDING UPON FIELD CONDITIONS AND TIME.
2. THE LINEUP WILL CONSIST OF TEN (10) DEFENSIVE PLAYERS (FOUR MUST PLAY ON THE OUTFIELD GRASS). A GAME CAN BE PLAYED WITH 9 PLAYERS. IF AT LEAST NINE PLAYER ARE NOT PRESENT AT GAME TIME, THEN THE UMPIRE WILL GIVE FIFTEEN MINUTES STARTING AT THE OFFICIAL GAME TIME FOR MORE PLAYERS TO ARIVE. IF ONLY 9 PLAYERS ARE PRESENT, THE 10<sup>TH</sup> BATTING POSTION WILL BE AN OUT EVERY AT BAT. ANYTHING LESS THAN 9 PLAYERS WILL RESULT IN A FORFEIT.
3. ALL PLAYERS PRESENT THAT ARE LISTED ON THE TEAM ROSTER WILL BAT. THERE WILL BE NO CHANGE IN THE BATTING ORDER AFTER IT HAS BEEN GIVEN TO THE OFFICIAL SCOREKEEPER UNLESS A PLAYER SHOWS UP BEFORE THE TEAM HAS BATTED ALL PLAYERS PRESENT. ALL PLAYERS ARRIVING LATE AFTER THE START OF THE GAME WILL BE ADDED TO THE BOTTOM OF THE BATTING ORDER. THE BATTING ORDER WILL REMAIN THE SAME THROUGHOUT THE GAME. IF A BATTER REFUSES TO BAT THEN AN OUT WILL OCCUR. IF A PLAYER BECOMES INJURED OR ILL AND CANNOT BAT THEN THEY WILL BE SKIPPED AND AN OUT WILL OCCUR. IF A PLAYER HAS TO LEAVE THE GAME BEFORE THE CONCLUSION OF THE GAME THE HEAD COACH HAS TO NOTIFY THE UMPIRE AND OPPOSING COACH PRIOR TO GAME TIME AND AN OUT WILL OCCUR. ANY CHILD THAT IS BLEEDING WILL BE REMOVED FROM THE FIELD AND SHALL NOT RETURN UNTIL THE BLEEDING HAS STOPPED. THE UMPIRE WILL MAKE THIS DECISION.
4. FREE AND CONSECUTIVE SUBSTITUTION IS ALLOWED. ALL PLAYERS MUST PLAY TWO DEFENSIVE INNINGS. IF A GAME IS CALLED DUE TO TEN RUN RULE, TIME LIMIT OR WEATHER CONDITIONS THEN THIS RULE WILL NOT APPLY.
5. STEALING WILL NOT BE ALLOWED.
6. BUNTING IS ALLOWED.
7. IN-FIELD FLY RULE WILL BE IN EFFECT.

8. A RUNNER IS ALLOWED TO TAG-UP ON A FLY BALL CAUGHT IN FAIR OR FOUL TERRITORY.
9. THE PITCHER/COACH MAY NOT INTENTIONALLY INTERFERE WITH THE PLAY OF THE DEFENSIVE PITCHER AND THE PITCHER/COACH MUST MAKE EVERY EFFORT TO POSITION THEIR SELF OUT OF THE LINE OF PLAY. ANY PITCHER/COACH THAT INTENTIONALLY INTERFERES WITH THE PLAY OF THE BALL WILL BE REMOVED FROM THE FIELD OF PLAY AND PLACED IN THE DUGOUT FOR THE REMAINDER OF THE GAME. THE PITCHER/COACH CAN COMMUNICATE WITH THE BASE COACHES, BUT CANNOT LEAVE THE MOUND TO DO SO. A PITCHER/COACH MAY BE CHANGED AT ANY TIME BUT NO MORE THAN TWICE IN ONE INNING.
10. DEFENSIVE COACHES WILL BE PERMITTED IN THE DESIGNATED AREA IN FRONT OF THEIR DUGOUT. THE UMPIRE WILL REMOVE THE COACH FROM THE FIELD AND PLACE THEM IN THEIR DUGOUT IF THEY DO NOT STAY IN THEIR DESIGNATED AREA. AT NO TIME DURING THE INNING CAN A DEFENSIVE COACH GO ONTO THE PLAYING FIELD TO ADJUST OR POSITION A PLAYER; NOR CAN THEY CALL A PLAYER OVER TO THEM UNLESS THE UMPIRE HAS AWARDED THEM A TIMEOUT. FAILURE TO ADHERE TO THIS RULE WILL RESULT IN THE COACH BEING PLACED IN THEIR DUGOUT FOR THE REMAINDER OF THE GAME.
11. THERE WILL BE A MAXIMUM OF SEVEN RUNS PER INNING OR THREE OUTS WHICH EVER COMES FIRST. THE OFFENSIVE TEAM WILL BAT UNTIL SEVEN RUNS HAVE SCORED OR THREE OUTS HAVE BEEN MADE.
12. THE UMPIRE WILL CALL TIME WHEN THE LEAD RUNNER HAS BEEN STOPPED OR CAN NO LONGER ADVANCE IN THE UMPIRES JUDGEMENT. AS LONG AS THE BALL IS IN PLAY OR THE DEFENSIVE PLAYER IS ATTEMPTING TO MAKE A PLAY THE RUNNERS CAN ADVANCE. HOLDING A BALL IN THE AIR DOES NOT CONSTITUTE TIME BEING CALLED. WHEN THE UMPIRE CALLS TIME THEN THE PLAY IS DEAD.
13. TEAMS WILL MOVE QUICKLY ON AND OFF THE FIELD.
14. THE PITCHER/COACH MUST BE INSIDE THE PITCHERS CIRCLE. ONE FOOT MUST REMAIN INSIDE THE CIRCLE UPON RELEASE OF THE BALL.
15. IF A BATTED BALL STRIKES THE PITCHER/COACH OR THE MACHINE THEN THE BALL IS DEAD. IF A PITCHER/COACH CATCHES A BALL IN SELF-DEFENSE TO AVOID AN INJURY THEN THE BALL IS DEAD. THE ACT OF DEFENDING THEMSELVES WILL BE IN THE JUDGEMENT OF THE UMPIRE.
16. THERE WILL BE A MAXIMUM OF FIVE PITCHES THROWN TO A BATTER. IF A BATTER FOULS OFF THE FIVE PITCHES BEFORE THREE STRIKES OCCUR THEN THEY WILL RECEIVE ANOTHER PITCH. FOUL

- BALLS WILL BE CONSIDERED STRIKES AND NO BATTER WILL BE CALLED OUT ON A FOUL BALL.
17. THE DEFENSIVE PLAYER/PITCHER MUST HAVE AT LEAST ONE FOOT INSIDE THE PITCHERS CIRCLE BEFORE THE BATTER MAKES CONTACT WITH THE BALL
  18. A CATCHER WILL BE UTILIZED. THEY WILL ASSUME THE POSITON OF A CATCHER INSIDE THE CATCHERS BOX AS IN MINOR AND MAJOR LEAGUE BASEBALL. THE CATCHER MUST WEAR A HELMET, A CATCHER'S MASK WITH THROAT PROTECTOR, CHEST PROTECTOR, AND A CUP OR FEMALE PROTECTIVE GEAR.
  19. THE RULES OF REGULAR BASEBALL APPLY IN TAGGING BASE RUNNERS.
  20. OFFENSIVE COACHES WILL BE PERMITTED IN THE COACHING BOXES LOCATED ADJACENT TO FIRST AND THIRD BASE. OFFENSIVE BASE COACHES CANNOT TOUCH A RUNNER FOR THE PURPOSE OF ADVANCING THE RUNNER OR FORCING THE RUNNER TO RUN. IF A COACH TOUCHES A RUNNER THEN THE RUNNER IS OUT. A HOME RUN OVER THE FENCE IS THE ONLY EXCEPTION. ONCE THE UMPIRE CALLS TIME THEN THE COACH IS PERMITTED TO TOUCH THE RUNNER. COACHES MUST CALL TIMEOUT TO ADJUST ANY EQUIPMENT ON PLAYERS.
  21. NO BATS WILL BE ALLOWED OVER 2 ¼ INCHES IN DIAMETER. NO STEEL CLEATS ARE PERMITTED AND ALL BATTERS AND BASE RUNNERS MUST USE PROTECTIVE HEAD GEAR.
  22. THE OFFENSIVE TEAM IS ALLOWED THREE TIME OUTS PER INNING. ANY ADDITIONAL TIMEOUTS WILL RESULT IN THE COACH BEING REMOVED AND PLACED IN THE DUGOUT. THE DEFENSIVE TEAM IS ALLOWED ONE TIME OUT PER INNING AND ONLY ONE COACH AND ALL PLAYERS MAY HUDDLE.
  23. ANY OTHER SITUATIONS NOT GOVERNED BY LOCAL LEAGUE RULES OR CAL RIPKEN LEAGUE RULES WILL BE IN THE JUDGEMENT OF THE UMPIRE.
  24. **THERE WILL BE NO PROTESTS IN COACH PITCH!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!**
  25. AS HEAD COACH YOU ARE RESPONSIBLE FOR YOUR TEAM SHOWING UP FOR ALL GAMES HOME AND AWAY. YOU ARE ALSO RESPONSIBLE FOR YOUR TEAMS CONCESSION SCHEDULE.
  26. ***ANY TEAM THAT FAILS TO SHOW UP FOR A GAME OR CONCESSION DUTY WILL RESULT IN YOU (THE HEAD COACH) BEING REMOVED AS COACH OF ANY TEAM IN THE LEAGUE FOR THE REMAINDER OF THE SEASON. YOU MUST RE-APPLY TO COACH THE NEXT SEASON.***