

Minor League Machine Pitch Rules 2016



GENERAL:

1. Participants are currently in 1st - 2nd Grades.
2. Coaches are encouraged to hold a weekly practice for no longer than 1 hour.
3. Coaches are responsible for warming up their team prior to game time.
4. The first day will consist of batting practice for both teams and a shortened game.
5. Games will be 55 minutes long. No new innings will begin after 50 minutes.

FIRST DAY SKILLS CLINIC

6. Each team will have the opportunity to bat through their line-up with the pitching machine at the start of the first game (3 balls per child).
7. While one team is batting, the other team will review fielding skills in the outfield.
8. Once both teams have batted, a shortened game will begin.

PRE-INNING WARM-UPS

9. Pre-inning warm-ups for the fielding team will be led by the umpire between each inning (one warm-up ball per fielder).

BATTING:

10. Each batter receives a maximum of six pitches from the pitching machine (enough for a full count). Umpires will be calling balls/strikes from the mound.
11. Players who receive 4 'balls' from the machine will walk to 1st base; 3 'strikes' will consist of a strike out. Swinging attempts at a 'ball' will not count as a strike.
12. Players are required to use the pitching machine, not a coach pitch.
13. Any ball accidentally hitting the umpire or machine is live and playable.
14. Any runner intentionally interfering with a play will be called out.
15. Batters must drop the bat after swinging. Any thrown bat, as deemed by the umpire, will result in the batter being called out with no advancement of runners.
16. Batter must make contact with the ball while in the batter's box, or batter is out.
17. **All** players bat each inning. There will be no 3 out rule to end an inning, but players called out **must** return to the dugout area.
18. Batters and catchers must wear helmets, even while running the bases.

DEAD BALL:

19. Any ball not hit into fair grass area or less than 10 feet, or hit in foul territory.
20. When ball is returned to pitcher/umpire.
21. All dead balls will be called by the umpire.

FIELDING:

22. Fielding team will consist of all players on the team. Only six (6) players may be on the infield, the rest of the players must be in the outfield.
23. Catcher must retrieve balls intended for him/her, and return them to the pitcher/umpire after the ball is dead. Ideally, all the missed balls will be collected and then returned to the umpire after each batter.
24. Pitcher must stand near the pitching machine until the ball is hit. Only umpires will be allowed to operate the pitching machines, no exceptions.
25. **Please rotate all players through all positions, especially pitcher and 1st baseman.**

BASE-STEALING:

26. No stealing. Runners must stay on base until the ball is hit. One base may be taken on an overthrow.

UNIFORMS:

27. Team shirts and hats are provided by the Recreation Department and must be worn at all games. Closed-toe shoes must be worn. Shorts are allowed.

PHILOSOPHY:

The intention of Minor League Machine Pitch Baseball is to stress a fun and active experience, skill development, and learning atmosphere. Have fun and make learning the game of baseball a great experience for the players and all that are involved!