

12.00 1ST AND 2ND GRADE MACHINE PITCH SPECIFIC PLAYING RULES

Rules in sections 4.00 - 9.00 are in effect for the machine pitch divisions. In addition, the following playing rules apply.

- 12.01 The speed of the machine is
- 34mph (40 rpm) – 1st grade.
 - 36mph (44 rpm) – 2nd grade.
 - 36 mph – 1st grade 1st division.
 - 39 mph – 2nd grade 1st division.
 - The machine will be set prior to the game by the field manager.
- 12.02 A coach from the team at bat will operate the pitching machine.
- This coach may not coach or instruct the runners. The coach's exclusive responsibility is to feed the pitching machine.
 - This coach may not interfere with a ball in play.
- 12.03 Number of pitches.
- 1st & 2nd grade, the batter has five pitches to hit the ball into play. If the batter fails to do so, they shall be declared out.
 - The umpire may declare the pitch unhittable and award the batter an additional pitch.
 - If the batter swings at an unhittable pitch, the pitch counts as one of the five pitches and the umpire shall not award an additional pitch.
 - 1st and 2nd grade 1st & Metro leagues, the batter has six pitches to hit the ball into play. The batter is out after three swinging strikes or for failing to put the ball into play within the six pitches.
 - The umpire may declare the pitch unhittable and award the batter an additional pitch.
 - If the batter swings at an unhittable pitch, the pitch counts as one of the six pitches and the umpire shall not award an additional pitch.
- NOTE: Coaches are encouraged to take multiple baseballs (no more than 5) to the pitching machine when on offense to help speed up play by delivering them in sequence without waiting for the catcher to return them pitch-by-pitch to the coach feeding the machine. The objective is to speed up the game to maximize the number of innings played.
- 12.04 No bunting.
- A maximum of two bunts per inning are permitted in 1st and 2nd grade 1st divisions.
- 12.05 There are no intentional walks.
- 12.06 The infield fly rule shall not apply.
- 12.07 No lead offs. Base runners may not leave the base until the ball is hit.
PENALTY: Runner is out and ball is dead.
- 12.08 There is no base stealing.
PENALTY: Runner is out and ball is dead.
- 12.09 Runners may not advance on pass balls.
- 12.10 Sliding head first is prohibited.
PENALTY: Runner is out and ball is dead.
- 12.11 An official defensive line-up shall consist of ten players, four of which are outfielders.
 - The four outfielders must be in an outfield position.
- 12.12 All runners, including the batter-runner, may advance a maximum of two (2) bases on batted ball to the infield and a maximum of three (3) bases on a batted ball to the outfield. If batted ball touches infielder or goes through his legs and continues into outfield, it is considered a batted ball to the infield and not the outfield.
- 12.13 If, at any time, a batted ball hits the pitching machine, electrical cord, electrical box or the offensive coach in the pitching circle, the ball is dead.
 - Batter and all runners are awarded one base.
- 12.14 **Pitching circle:** Shall be 10 feet in diameter with the front edge at 42 feet from the back point of home plate. **Fair Ball Arc:** There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball (this includes a ball that is legally bunted). **Safety Arc:** There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
- 12.15 The pitcher cannot leave the pitching circle until the ball is hit.
- 12.16 At time limit, if an inning has started and the
- Visiting team is behind by six or more runs, the game is over.
 - Home team is behind by five or fewer runs, the inning will be completed.
 - Home team is behind by six or more runs, the game is over.
- In all cases, a-c above, if a player is at bat, please complete the at bat.
- 12.17 1st grade ONLY - this includes 1st divisions.
- One defensive coach shall be allowed, specifically in the outfield to help coach his players.
 - Coach may not interfere with a ball in play.
 - One batting coach shall be allowed behind the batter, to help coach the batter and to retrieve passed balls. No coach may physically assist a player in any way.