

2026 MACHINE PITCH RULES

The object of the Machine Pitch division is to make baseball as real as possible while still learning. We will be keeping score, there will be outs, etc. All teams must remember that we are here to have fun, play baseball, and to teach our kids good sportsmanship.

1. Game will be 5 innings or 1 hour 30 minutes, whichever comes first. No new inning is to start after 1 hour 15 minutes. If the Home team is winning heading into the Bottom of the 4th inning, the game will be considered complete at that point.
2. Fielding will be 10 players - 1 pitcher for fielding purposes, 1 catcher, 4 infielders, and 4 outfielders. Catchers must wear proper gear. If a team does not have catcher's gear, they may opt not to use a catcher and will be limited to the remaining 9 positions listed above.
3. Infielders must be in a natural baseball position, no over shifts. The catcher may play behind the plate or he may choose to stay farther back or off to the side. All four outfielders must be in the outfield grass. Outfield must be played with a Left Field, Left Center Field, Right Center Field, Right Field. No shifts or short fielders. If a team only has 9 players, they may play with 3 outfielders (LF, CF, RF).
4. A continuous batting line-up is to be used for all games.
5. An inning ends after 3 outs or 5 runs.
6. Each player will get 5 hittable pitches. If an umpire is being used, he will call pitches from behind the machine. A strikeout will be 3 swinging strikes or a total of 5 hittable pitches without the ball being put into play. If the final strike is fouled off, the at-bat will continue until the player swings and misses, fails to swing at a hittable pitch, or puts the ball in play. There are no walks.
7. If a batter is hit by a pitch from the machine, it will not be considered a hittable pitch, and the at-bat shall continue. If the batter swings at a pitch that hits him and the pitch is in the strike zone, it shall be deemed a strike.
8. A ball that hits the pitching machine or coach shall be considered a dead ball. The batter will be awarded 1st base, and all base runners shall advance to the next closest base.
9. Runners may advance while the ball is in the outfield. Once the ball is released in a forward direction from the outfielder, they may continue to advance to the base they are proceeding to AT RISK. If they go beyond that base, they will be returned, although they will be AT RISK while the ball is in play. A play will be considered over once the ball is returned to the pitcher.
10. Runners may not advance on overthrows, regardless if the ball is in fair or foul territory. Runners who do advance are AT RISK.

11. A courtesy runner may be used for the catcher when there are two outs. The last player to make an out will be used as the courtesy runner.
12. There is no stealing. Leads are not permitted. Runners must remain on the base until the ball is hit. Runners may not advance on a passed ball.
13. Only the pitch machine Coach, 1st base Coach, and 3rd base Coach will be permitted on the field while the game is in progress. In addition, each team will be allowed one scorekeeper/team parent in the dugout with the players.
14. All leagues will be using pitching machines. All teams will be using a Level 5 hardness ball.
15. **USA BATS ONLY!!!!!!+**
16. One umpire will be used for playoffs only.