



INTERLEAGUE RULES 2025

MACHINE PITCH / COACH PITCH BASEBALL

No standings or score shall be kept in this division. Each team shall keep a scorebook for the purpose of maintaining batting order. Games will be played under official Little League rules and regulations with these clarifications.

Beginning a game: Teams may start with 7 players but may play up to 10 (if both teams are able to field 10). If one team has fewer than 10 players, a nine-player defensive alignment shall be utilized by both teams. In a 10-player alignment, four outfielders are required. A team using 7 or 8 players would skip over the empty batting positions without penalty. In the case of a game with seven defensive players, the opposing team will lend the defense a player to create an eight-player defensive alignment.

Coaches: All leagues using a pitching machine shall set the machine with the settings 7-3-3 and machine distance of 40 feet. Teams may have a maximum of four coaches. There must be an adult in the dugout at all times. Teams may place two coaches in the outfield near each foul line on defense provided an adult remains in the dugout. (A thrown or batted ball that hits an outfield coach shall remain in play.)

Equipment: Cleats may be plastic or rubber. This is no on-deck circle in this division. Host teams will provide standard baseballs for use (no tee-balls or safety balls).

Time Limit: No new inning shall start later than 1 hour, 45 minutes after the start of the game. An inning begins as soon as previous inning ends. Friday and Saturday games will have a curfew of 9 pm. On weeknights, a new inning may not start after 8 pm.

Run Rule: To meet our objectives, the run rule will not be in effect during the regular season.

Ending an Inning: An inning shall end when 3 outs are made or when 5 runs have scored (rule 5.07). This rule applies in all innings (including the last). In the instance a team is trailing by more than 5 runs in the last inning, the inning may be completed to allow for maximum playing time for all players.

Playing Time: All players present shall play a minimum of three (3) full defensive innings per game. At least one full defensive inning must be at an infield position which includes 1B, 2B, SS, 3B, C or Pitcher. It is recommended that all players present play a minimum of four full defensive innings per

game with at least two of those innings at an infield position. Infielders must be positioned at least 2 feet behind the baseline as the pitch is delivered.

Stopping Play (with less than 3 outs): On a hit ball that does not leave the infield, play is stopped when no further play is being made by the defense. On a ball hit to the outfield, play is stopped when the ball is CONTROLLED BY AN INFIELDER OR THE PITCHER IN THE INFIELDF. Runners that are GREATER THAN HALFWAY to the next base may advance; otherwise, they must return to the previously tagged base.

Overthrow to first base: If a play is attempted at FIRST BASE and fails for any reason, the runner may advance to 2nd base only, at their own risk. Other base runners may advance to next base ONLY if they are forced. This encourages making the right play.

Adult Pitcher: If a league utilizes adult pitch, the following rules apply to each situation. The coach must throw the ball overhand and be no less than 30 feet and no more than 40 feet away from plate.

Putting the ball in play: There will be a five-pitch limit maximum per batter. If a batter puts a ball in play or strikes out prior to the 5th pitch, there are no additional pitches to that batter. If the 5th pitch is thrown and the batter does not swing or swings and misses, the batter is declared out. If the player fouls off the ball, they remain at bat. There are no bases on balls.

Pitcher Interference: If a batted ball touches the Adult Pitcher or pitching machine before being touched by a player, the play is dead and the batter will be awarded first base. Only runners forced to advance shall do so.

Catcher Back-Up: One coach for the defensive team may be positioned in the proximity of home plate, in foul territory, for the purpose of expediting play by retrieving passed balls. This coach may not interfere with an attempted play.

An assigned umpire will stand behind the pitcher.

No "digging" is allowed. To maintain fields and prevent injuries, players may not dig while on defense. First offense is a warning, second offense is removal for that inning, and third offense is removal from the game.