

Cactus (Machine Pitch) Baseball

Game Rules:

- Home team will be on the third base side, Visitor team will be on the first base side
- Home team will bring two (2) game balls and a pitching machine
 - Pitching machine settings: 3 / 3 / 6 (power)
 - Pitching machine distance: 40ft (back of machine bumped against front of pitching mound)
- No bunting
- Each player must play at least one defensive inning in an infield position per game
- All players at the game must be in the batting order
- There will be 10 defensive players per inning: P, C, 1B, 2B, 3B, SS, OF, OF, OF, OF
 - The 10th position must be an Outfielder and cannot be a second Pitcher
 - All Outfielders must be positioned in the grass and cannot rotate as additional Infielders
- All bats must be either solid wood or non-wood (33" or shorter) and must feature the USA Baseball mark. USSSA bats are not eligible for use.
 - Solid one-piece wood barrel bats do not require a USA Baseball logo
- Catcher's helmets MUST have a throat guard

Machine Pitch:

- Each batter will be allowed up to five (5) pitches per at bat to hit a ball in play otherwise they are out; batters will be allowed unlimited foul balls on the fifth pitch
 - The batter may receive a sixth pitch if any previous pitch during the at-bat is deemed a bad pitch

Kid Pitch:

- For weeks 1-2 each team will use Machines 100% of the time
- For weeks 3-4 each team will use a kid pitcher for the first inning before reverting to a Machine to complete the game
- For weeks 4-6 each team will use a kid pitcher for the first two innings before reverting to a Machine
- Each pitcher should only pitch one inning per week
- The pitcher will throw 5 pitches and if the batter is not able to get a hit the coach will come out and throw 2 additional pitches
- Any batter may opt out of facing kid pitching at which point a coach will come and deliver 5 pitches instead
- If for any reason a team is unable to field a pitcher they may borrow one from the other team as the goal is to prepare for AA in the Spring.

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Base Running:

- Base runners will not advance extra bases on wild throws or over throws
- Base runners and batters will only advance one base; unless the ball is hit so that it reaches the outfield grass the batter may then attempt 2nd base.
 - The play will be live and runners can be put out at 2nd base. There are no doubles on errors or throws.
 - Base runners may NOT advance more bases than the batter
 - No 1st to 3rd or 2nd to Home on a single

Inning and Game End:

- The half inning is over when the hitting team has recorded 3 outs or 5 runs
- No new inning will start after 1 hours and 30 minutes
- Drop Dead game time is 1 hour and 45 minutes
- At the end of a game, you must clear your dugout for the next game quickly. Do not gather your team on the field; instead, find a place outside the field if you want to talk to your players after a game.

GOODYEAR
LITTLE LEAGUE