

2026 Season – Machine Pitch Notable & Local Rules

Official Game

6 innings or time limit (whichever comes first).

Time Limit

1 hour, 15 minutes. Time limit is “drop dead,” meaning that regardless of which team is batting, visiting or home, when the time limit is reached the game immediately stops.

Home/Visitor

Home team = 1st Base dugout; Visiting team = 3rd Base dugout

Batting

Continuous batting order that includes all players present for the game.

5 Run Rule

Maximum 5 runs per half inning during all innings of the game.

Player Rotation

No player can sit for 2 innings until everyone on the team has sat 1 inning. No player shall sit out defensively more than 1 inning consecutively unless due to injury. A player must sit for an entire inning to be considered as having sat out an inning. No player may play more than 1 inning at a position. All players must play 2 innings in the infield in the first 4 innings of the game. If there are 13 players present, then all must play 2 infield innings in the first 5 innings.

Pitching

Machine pitching will be used. However, for a portion of the season, coach pitching will be used when the batter does not put the ball in play (see below).

Infield fly rule

Not in effect.

Tagging Up

Permitted.

Stealing/Bunting

Not permitted.

Minimum Players

9 players are needed to start a game, however, if a team has less than 9 players, players may be borrowed from the other team to make 9, but the borrowed players may only play the outfield.

Scoring

No score is kept

Machine Pitching and Coach Pitching

The pitching machine should be lined up just in front of the rubber on the pitcher's mound, throwing balls with little arc and set to speeds of approximately 25-35 MPH, which correlates to speed setting 2 to 4 on most machines.

For all games played **up to and on 4/5/2026**, the batter receives a MAXIMUM OF 4 HITTABLE MACHINE PITCHES to put the ball into play. However, a batter's at bat cannot end on a foul ball. During this period, coach pitching will be used if the batter does not put the ball in play against the machine. The coach will throw 3 pitches to the batter. The batter will either put the ball in play, or strike out and return to the dugout.

If the coach comes out to pitch, an out is automatically recorded against the offensive team, but play continues. If the batter gets a hit off of a coach pitch, he remains on base. If he grounds out or pops out on a coach pitch, he returns to the dugout, but no additional out is recorded in addition to the one that was originally recorded for the coach having to come in to pitch.

For example, If there are less than 2 outs, and an out is made on a runner other than the batter running to 1B, the defense will still only get credit for one out, and the runner that was put out will return to the dugout.

For all games played **on and after 4/6/2026**, including makeup games, coach pitching will not be used. The batter will receive a MAXIMUM OF 5 HITTABLE MACHINE PITCHES, and an at bat cannot end on a foul ball. If the batter "strikes out" against the machine, he is out and returns to the dugout.

A "Hittable" pitch does not need to be a perfect strike, but rather a pitch that is not completely out of the hitting zone.

Bats

All non-wood bats must have the USA Baseball insignia to be used during practice and games. Such bats shall not be more than thirty three (33) inches in length nor more than two and five eighths (2 5/8) inches in diameter.

If an illegal bat is used in a game, the bat must be removed from the game. A batter is out for illegal action when he enters the batter's box with an illegal bat or is discovered having used an illegal bat prior to the next player entering the batter's box. If the infraction is discovered

before the next player enters the batter's box, the opposing manager may either take the out or accept the result of the play.

For the first violation, the offensive team will lose one eligible adult base coach for the duration of the game. For the second violation, the manager of the team will be ejected from the game. Any subsequent violation will result in the newly designated manager being ejected.

If a team is caught using an illegal bat for a second time during the season, the manager will be immediately ejected from the game, and may be subject to further discipline by the Executive Board.

Offense

Dead Ball: The ball becomes dead on an overthrow when it hits the perimeter fence (not dugout fence) or batting cage netting in foul territory. One additional base shall be awarded on the overthrow.

Runners Advancing: Runners shall not advance to next base when the pitcher has the ball on the dirt area of the pitcher's mound and the runner is not more than halfway to next base. It is the umpire's discretion to send the runner back to the base he came from or to award him the base to which he was going.

Overrunning First: A batter who overruns first base and turns into the field of play instead of away, is not automatically out if tagged. It is up to the umpire to decide if the player was making an attempt to advance to second base.

Ball Hits Pitching Machine: Any batted ball that hits the pitching machine or pitching coach shall be considered a dead ball single. All runners advance one base.

Sliding: Sliding is allowed. A runner is out when the runner does not slide or attempt to get around a fielder that has the ball and is waiting to make the tag. However, a runner does not have to slide/attempt to get around a fielder unless the fielder has the ball and is attempting a tag on the runner. There is no "must slide rule". A runner is out when the runner slides head first while advancing, but is not out if sliding head first back to a base he has already occupied.

Defense

All outfielders must play at least 15 feet behind the infield dirt. This is the defensive manager's responsibility. The umpire shall enforce the outfield grass distance.

If a defensive player blocks a base or base line clearly without possession of the ball, obstruction shall be called. The runner is safe and a delayed dead ball shall be called.

Manager/Coaches

A manager and not more than 3 coaches are allowed on the field (dugout) during a game. There must be at least one adult in the dugout at all times.

One defensive team coach shall stand near the backstop and retrieve passed balls to speed up the game, but this coach shall not speak to or coach players in any way. One offensive coach shall provide balls for the pitching machine.

If umpires are not utilized for a game, coaches on the offensive team will determine whether base runners are out or safe. First base coach – responsible for first base. Third base coach – responsible for third base. Pitcher’s mound coach – responsible for second base and home plate.

The manager or coaches must assist with “warming up” the pitching machine, not a player.

Players, coaches and the manager may not have food or gum in the dugout or on the field at any time. Only bottled water and sports drinks are allowed.

If you choose to hold a post-game meeting, please do so off the field so the next teams can get ready for their game.

Managers are required to follow the minimum playing time rules. If a manager fails to follow the rules, a first offense will result in a warning from the league. Further offenses will result in a one game suspension.

Violations of the playing time rules should be reported to the Division Representative (Division Rep). The Division Rep and Executive Board will have discretion to determine the nature of the offense and issue a warning or suspension as prescribed above.

Safety

A face cage or a jaw/cheek protector (C-Flap) is required on all batting helmets.

Only official coaches and players are allowed in the dugout. No siblings, batboys/girls, etc.

Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items. (EXCEPTION: Jewelry that alerts medical personnel to a specific condition is permissible.)

During a game, all catchers must wear chest protectors with neck collar, “dangling” type throat guard, shin guards and catcher’s helmet.

The on-deck position is not permitted outside the dugout.

No player (including the on-deck hitter) may have a bat in his/her hand unless it is his/her turn to bat.

No hitting sticks or the like may be used to warm up the first batter while outside the dugout between half-innings.

Only the on-deck hitter may sit in the uncovered area of the dugout, and that player must wear a helmet. All other players must stay under the covered portion of the dugout.

Field Maintenance

The home team manager shall be responsible for ensuring that the field is ready for play at the scheduled start of the game. This includes, but is not limited to chalking the batter's box, foul lines, and halfway hashes between bases, and setting up the pitching machine.

The visiting team manager shall be responsible for general field clean-up after the game, including dragging and watering the infield, and breaking down the pitching machine.

These rules apply even if subsequent games will be played on the field that day.

At the conclusion of the game, the manager is responsible for cleaning and vacating the dugout immediately and to make sure that the bleachers are clean for the next game.

The managers of the day's final game are responsible for emptying in-field trashcans into the main dumpster.

Both managers are charged with the responsibility of ensuring that the facilities are locked and secured at the end of the last game of the day.

These rules are not meant, in any way, to discourage mutual cooperation in field set up and cleanup between opposing managers.