

Machine Pitch Division Rules



Ages 6-8

Gameplay

1. The Home Team will be in the dugout on the 1st Base side. The Home team is responsible for providing 2 people (16 or older) to work in the concession stand.
2. The Away Team will be in the dugout on the 3rd Base side. The Away team is responsible to provide a scoreboard operator and broom the infield after the game.
3. Each team must have a minimum of 8 players to start and finish the game.
 - 3.1. If a team does not have the minimum number of players, the game may be played. However, the team failing to meet the player requirement will lose the game 1-0.
 - 3.2. If a team cannot field enough players and cannot play, the game cannot be rescheduled. Rescheduled games are only allowed for weather cancellations or if directed by the board.
 - 3.3. Teams are allowed to get subs from other teams to meet the minimum player requirements. Those players may come from the machine pitch or tee ball divisions. Substitute players must play defense in the outfield.
4. The length of the game is 6 innings or 110 minutes, whichever comes first. If an inning is in progress once the 110th minute is reached, that full inning will be completed. No inning shall start after 110 minutes of play.
5. Half inning will be complete when 3 outs have been made or the offensive team scores 5 runs, whichever happens first.
6. All players and coaches shall shake hands after each game.

Coaches

7. Managers will meet 10 minutes prior to each game to ensure rules are understood and followed.
8. A team parent or volunteer must always be in the dugout.
9. Base coaches are encouraged. Players on the team are not allowed as base coaches.
10. 2 coaches from the defensive team are allowed on the field. They can be positioned in the outfield, behind the second base and shortstop positions.
11. The batting team is responsible for operating the pitching machine and providing a coach behind home plate to assist with positioning the catcher and batter.

Defense

12. No individual can play the same position for more than 2 innings total per game on defense (This is done to ensure that all players have the chance to field at different positions.)
13. Teams will field 10 players at standard baseball positions with 4 outfielders. Outfielders must have both feet in the outfield grass. Infielders must be positioned on the infield dirt, not in the grass.
 - 13.1. If one team can only field 8 players, the opposing team may only have 3 outfielders on defense.
14. The player at the pitcher position must line up to the front and side of the pitching machine and should not move until the ball is hit.
15. The player at the pitcher position can only make a play by throwing to the baseman or catcher. They are not allowed to tag a player or a base.

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Pitching Machine

- See Pitching Machine Addendum

Batting

16. Continuous batting orders will be used. All players on the roster must bat in the same order throughout the game.
17. Batters will receive 5 pitches to hit a ball into fair territory. An at bat cannot end on a foul ball, and the player will receive an additional pitch until they swing and miss or put the ball into play.
18. If a player is hit by the pitch, it is not considered one of the player's 5 pitches.
19. If a 6 year old player fails to put the ball into play in their first 2 at bats, they are allowed to hit from a tee for their remaining at bats. All 7 and 8 year olds must hit from the machine in all at bats. After Memorial Day, all players must hit from the machine for all at-bats.
20. If a player needs special accommodations, they may be granted with commissioner approval.
21. If the ball hits the coach or the pitching machine, it is considered a dead ball and the pitch does not count.
22. If the ball is hit and does not leave the home plate circle, it is considered a foul ball. If the ball hits inside the circle and goes into the grass in fair territory, it is a fair ball.

Baserunning

23. Once the ball reaches an infielder in the infield, all baserunners cannot advance past the base they are running to. This rule does not apply if the outfielder runs the ball into the infield. The ball must be thrown to an infielder.
24. Players may not advance on an overthrow on the infield.
25. Stealing, bunting and leadoffs are not allowed.
26. Players may only slide feet first. Headfirst slides will result in the runner being out.

Safety

27. All batters must wear batting helmets with a full cage. Helmets with no cages (including helmets with a jaw guard) are not allowed and will result in the batter being out if they refuse to wear a proper helmet.
28. Catchers must wear all catcher's equipment.
29. No practice swings in an on-deck circle or behind the dugout. Practice swings are only allowed at home plate.
30. Some jewelry may be worn, but dangling earrings, rings or thick, hard chains are prohibited.