

CYC South Central 2nd Grade Baseball Machine Pitch League Rules

1. Every effort should be made to start each game on time. There will be a 10 minute grace period to assemble the necessary number of players. If the necessary number of players are not assembled 10 minutes after the start of game time (as determined by the umpire), the game will result in a forfeit (see below).
2. Each team will have a minimum of 6 fielders and must play a catcher. If 6 fielders are not present, the game is technically a forfeit but should still be played using players from the other team to fill in necessary outfield positions.
3. A maximum of 10 fielders may be used with a P, C, 1B, 2B, 3B, SS, and 4 outfielders. Nontraditional infield positions (i.e., an extra SS or a player between 2B and SS) are not permitted.
4. The official game time will be 1 hour and 30 minutes or 6 innings, whichever comes first. The umpire is in charge of keeping the official game time and will let each coach know when 10 minutes remain in the game.
5. An inning started prior to 1 hour and 30 minutes will be finished. No new innings should start after 1 hour and 30 minutes. If the home team is winning after the top half of the inning and the game time is past 1 hour and 30 minutes, the home team will be declared the winner and will not bat.
6. Prior to each game starting each coach will provide a line-up to the opposing team's coach. The line-up will include the player's name, number and batting order spot. Players that arrive late to the game can be added at any point, but the coach must inform both the umpire and the opposing coach of the additional player. This player should be added to the last spot in the

line-up, no matter where they are in their line-up at that point in the game. For instance, if the team adds a player to their 9 player line-up after the game has started, the new player will hit in the scheduled 10th position.

7. There will be a 5 run limit in each inning.

8. On deck batters must warm up at a safe distance away and behind the batter in the batter's box. For a right handed batter at the plate, the on-deck batter should warm up on the 3rd base side (i.e., facing the batter's back) and for a left handed batter at the plate, the on-deck batter should warm up on the 1st base side (i.e., facing the batter's back).

9. All batters need to have a cage on their batting helmet.

10. There will be 1 umpire for each machine pitch league game. The umpire will not be responsible for feeding the pitching machine (see below).

11. A coach for each team will feed the machine for his own team. This can be the head coach or an assistant coach. It cannot be the umpire or a player. If necessary and agreed upon by each team and the umpire, a coach from the opposing team can feed the machine if the coach of the batting team is short on coaches.

12. The pitching machine should be approximately 42 feet from home plate. This exact distance may be adjusted based on the functionality of the pitching machine (i.e., ability to get the baseball consistently over the plate) and upon approval by the umpire.

13. The pitching machine speed should be set between 35-40 MPH (3.5-4.0 on some machines).

The speed should be agreed upon between the opposing head coaches and the umpire prior to the game to ensure player safety. Minor in-game adjustments to the pitching machine (upon umpire approval) may be made to adjust the height of the pitch for each individual player. The goal is for all players to have an adequate opportunity to put the ball into play.

14. Each team is required to provide at least 1 new and 2 used game balls. Game balls for all pitching machine games need to be Rawlings 5TROT BPM. These balls have the necessary Kevlar stitching for use in the pitching machine. Teams not providing the necessary game balls will be at risk of forfeiting the game.

15. Base paths for all pitching machine games are 60 feet.

16. The pitching machine will be surrounded by a circle with a 5 foot radius. Players are not allowed to field the ball in this area. Any batted ball that stops in this circle or any batted ball that hits the machine is a "dead ball". The batter is awarded first base and all base runners advance 1 base.

17. Each player will be given 5 total pitches. If the 5th pitch is fouled off, the player will get an additional pitch. No additional pitches will be given after a fouled off 6th pitch and the batter will be ruled "out" after a fouled off 6th pitch.

18. If the 5th pitch or last pitch is judged by the umpire to be a "ball" that the batter does not swing at, the player will be given additional pitches (i.e., a ball in the dirt or at or above the player's eye level). This determination is made by the umpire.

19. If the pitching machine is hit by a thrown ball by a fielder, each base runner is awarded the closest base. If two runners are awarded the same base, the leading runner is awarded the base in question and the trailing runner is awarded the previous base. For instance if a ball is hit with runners on 1st and 2nd base, and both of the runners are closest to 3rd base when the ball hits the machine, the lead runner is awarded 3rd base and the trailing runner is awarded 2nd base.

20. The batter and runners may not advance on a dropped 3rd strike. On a dropped 3rd strike, the batter will be declared out.

21. Batters that hit the ball to the infield cannot advance past first base on an overthrow to first base. Runners cannot advance on an overthrow unless they occupied the base prior to the ball being put into play by the batter. For instance, if a runner occupies 2B and a fielder catches a batted fly ball and the fielder throws to 2B in an attempt to make a double play but overthrows the base, the runner can advance to 3B at the runner's own risk.

22. There are no leadoffs or steals. If a player is leading off, the umpire will give the team a warning. If any other player on the team is caught leading off again, the player will be ruled out.

23. The infield-fly rule is waived.

24. Metal spikes are not permitted.

25. Bat regulations are per the CYC rulebook for 3rd grade baseball