MACHINE PITCH BASEBALL RULES

Grounds & Field:
1. All games will be played at East Lincoln Optimist Club.
2. NO PETS allowed on the ELOC fields/property.
3. NO foul language permitted.
4. Coaches have the authority to ask anyone to leave the field and ELOC property. Document & notify league presidents of any issues at the fields.
5. Both head coaches will determine cancellation due to weather during a game or at the start of a game. ELOC website will update status during the day & has authority on cancelations.
6. All field lights must be turned off, gates locked and dugouts/grounds must be cleaned by BOTH teams prior to leaving the fields.
7. Climbing fences or benches is not permitted at any time during games by players or others.
8. Base distances are 55’ and pitcher’s mound is 45’ from back of home plate. Pitching machines front arm sits just behind the mound. Pitching machine settings should be 8 Foot/4 Arm/2 Hand.

Game & Practice Equipment Requirements:
10. All Batters will wear a batting helmet with face mask.
11. All Players playing the pitchers position will wear a batting helmet with face mask.
12. All Players playing the catchers position must have full catching gear including a “cup”.
13. All male players are encouraged to wear a “cup” at all times (Catchers a must).

Game Roster & Play Rules:
14. Teams must have a minimum of 8 players at start of the game, batter 9 in the order will be recorded as an Out for the duration of the game (if no player arrives to play). Injured players having to leave the batting order will NOT count as an out IF 9 or more batters are still in the order. If a player leaves mid game for any reason other than an injury they will be counted as an out even if more than 9 are still batting.
15. The home team is the official scorekeeper. Teams must exchange batting order before the game begins and establish the official start time. Coaches/scorekeepers are encouraged to verify score between each inning.
16. All players must be in the dugout if they are not playing in the field, on deck or hitting.
17. Coaches will umpire regular season games. Any disputed calls will be discussed between both head coaches away from other coaches/players. The call will be final. We hope to provide umpires for play-off games.
18. Games are 6 innings. Game time limit is 1 hour 30 minutes (No NEW inning will start after 1 hour 20 minutes of play). A new inning starts immediately after the last out of the previous inning and not at the first pitch of an inning starting. A 12 run rule applies after 4 innings of play. If time permits extra innings can be played to break a tie.
19. There will be no new batter in an inning after 5 runs have scored. All runs scored from the final batter will count. (Example: If 4 runs have been scored, bases are loaded and the batter hits a home run, all 8 runs from the inning will count).
20. All players on the team rosters will bat in order as established before the game. Players arriving late can bat in order if they arrive before they are due up, if not they must hit last in the order even if they have to wait to hit.

21. If a player bats out of order an out will be recorded but player will be allowed to bat, if the “out of order” batter is still up the correct player can take over the count without penalty.

Game Play Rules:
(In the Field)

22. All players on the team rosters will play in the field with a max of 6 players in the infield at pitcher (with in 5’ of the mound/machine), catcher, 1B, 2B, SS and 3B all at the respective baseball positions. All other players must be in outfield.

23. Two defensive coaches can be on the field with his/her team but they must remain in the outfield, out of the way and NO talking during the pitch to the batter. Minor movement of players before a pitch is ok but coaches much not physically help players during a play. As the season goes on try to move to foul territory then possibly off the field of play.

24. If a batted ball hits the pitching machine or pitcher-coach, the ball is dead, batter is awarded first base and all base runners advance 1 base.

25. Coach-Pitcher must remain at the pitching machine during play and do their best to stay out of the way of the ball, infielders & throws (Example: Get low for a throw from 3B to 1B)

(Up to Bat)


27. No stealing of bases.

28. No “infield fly” rule.

29. Base runners must remain on base until ball is hit.

30. Each batter will be limited to 3 strikes or 5 pitches. An “at bat” can not end on a foul ball unless caught in the air, each pitch after the batter must swing as if it’s another 5th pitch.

31. First base over runs must be to the foul side. Player may be tagged out if making an attempt towards second base.

32. A base runner can not advance past second base on an overthrow at first base as long as no attempt is made to throw him out at second base. If a play is attempted at second base, runner may advance at his risk.

33. Runners can advance only one base on balls going out of the field of play (dugouts, over/under fences ect). Players & Coaches should raise their hands when the ball is stuck under the fence.

34. Base Running Lines – Base runners must run on the base lines at all times and judgment must be used if they are avoiding a fielder. Fielders must avoid playing defense in the baseline when making a play or not being a part of the play (example – 3B watching the play is in the way of the runner coming to third base). Fielder interference will result in base runner being safe at the base and/or awarded the next base if the runner was heading to the next base. Fielders should also be encouraged to keep their foot on the edge of the bases out of the baselines to avoid interference.

35. Any base runner who doesn’t touch the base when passing must be sent back, if they are tagged or the base is tagged (in force situation only) before they get to the base the runner is out.

36. Play will stop when the lead runner is stopped or ball is under control in the infield. Players running the bases must step beyond the line at the half way point between the bases at this time or they will be sent back to the previous base. If a player in the field makes an attempt to get a base runner out, the fielder has extended the play and the base runner can proceed to the next base.

ALL ADDITIONAL RULES NOT COVERED PLEASE REFER TO PONY.ORG
PITCHING MACHINE SETTINGS

SET EACH AREA TO...

45' FROM HOME PLATE

4 2 8