

2013 Cal-Mum Coach/Machine Pitch Rules

- 1) The dimensions of the field should be: 32-40 feet from pitching machine to the front of home plate; 50 feet between bases; and a 10 foot diameter circle around the pitching machine.
- 2) Six innings will constitute a complete game. There will be 60 minute time limit enforced from the first pitch on all games.
- 3) The entire team will be the batting order (no change during game of order). The teams may field a maximum of 11 defensive players at any one time. Players cannot play the same position 2 innings in a row. Catchers are required to wear protective cups.
- 4) Each half-inning will conclude with 3 outs (from fielding or based upon not hitting 1 of 6 pitches) or 10 batters, whichever comes first.
- 5) No player is to sit out more than two innings, and no player is to sit out two consecutive innings. It is the responsibility of the scorekeeper of the opposing team to verify that this rule is followed.
- 6) The player-pitcher must stand within six-seven feet of the machine; he may not play in the circle around the machine.
- 7) All infielders must maintain a minimum distance from the batter until the ball is hit.
- 8) Each batter will receive a maximum of **SIX** pitches. No balls or strikes will be recorded after each pitch. After the **SIXTH** pitch, if the batter has not successfully hit the ball, he will be **DECLARED OUT** unless the **SIXTH** or last pitch is a foul ball. The batter will then receive another pitch.
- 9) If a batted ball hits the machine prior to being touched by the player pitcher, it is a dead ball. The batter is awarded first base and any other base runners are allowed to advance one base. If the batted ball is popped up and lands inside the pitching machine circle, the pitch is not counted (re-pitch to batter) and no player can make a play on the ball inside of the circle.
- 10) Plays at the plate are to be made by the catcher rather than another position player, unless the other player is backing up the play.
- 11) Only one batter may warm up or be "on-deck", all other players are to sit in the batting order a safe distance away from the field.
- 12) The coach catcher will stand behind his own defensive catcher to help get balls back to the coach pitcher within a reasonable amount of time.