

DELTA TOWNSHIP YOUTH BOYS' BASEBALL MACHINE PITCH RULES

1. A regulation game shall consist of 5 innings or 1 hour of play, whichever occurs first. No new inning will begin once the 1 hour time limit has expired. However, an inning started prior to the expiration of the time limit shall be completed whenever possible. No Game shall last longer than 1 hour and 10 minutes.
2. If time permits (prior to game time), each team will receive 5 minutes of infield/outfield practice with the visiting team going first.
3. All players present shall be in the batting line-up. Eleven players, 6 infielders and 5 outfielders, shall play defense. Free defensive substitution is permitted as long as the batting order remains the same.
4. Each team's turn at bat will consist of the following:

Innings 1, 3 & 5 Offensive team will bat all players regardless of the number of outs.

Innings 2, 4 Offensive team will bat for 3 outs or the entire lineup which ever occurs first.

If one team has more batters than the other, then the team with fewer batters shall send the same number of individuals to bat as the team with more players (i.e. - a few players would bat a second time in the half inning).
5. **This is a machine pitch only league.** The height and speed of the machine will be set by the parks staff so all players see consistent pitches. Coaches will "pitch" to their own team. Players will receive a maximum of 7 pitches. If a player does not hit the ball in 7 pitches it will be considered an out and he must return to the bench. Only the specific machine pitch balls can be used in the pitching machine.
6. All players must play defense a minimum of 2 innings. Defensive positions must be rotated every inning. Players should rotate from the infield to the outfield and from the outfield to the infield when rotating occurs. It is strongly recommended that all players be given the opportunity to play as many different positions as possible.
7. A team should have a minimum of 8 players to start or finish a game. Any team with less than 8 players may use players from opposing team to continue the game.
8. Bunting, leading off, stealing and advancing on a passed ball or wild pitch are not permitted.
9. Regulation helmets **MUST BE WORN BY ALL BATTERS AND BASE RUNNERS.**
10. Metal spikes are not permitted. Long pants are strongly recommended.
11. A batted ball that hits a coach/supervisor is a dead ball and will be replayed. Runners shall remain on the base occupied at the time of the pitch.
12. One base shall be awarded for all overthrows at any bases. Once the ball has been returned the infield by the defense (regardless of whether it is caught or not) all play will stop.
13. Two bases shall be awarded for a batted fair ball that goes out of play.
14. There shall be no infield fly rule.

