



## Baseball Pitching Machine

*Goal: To teach the players the basic rules and techniques of baseball. And to have fun!*

1. Ten players on defense. A pitcher, catcher, 4 infielders & 4 outfielders.
2. Everyone bats in the lineup. If one team has more players, the other team will bat the same amount of players.
3. Balls used: Machine pitch- baseball size pitching machine balls. Dimpled balls in the shed.
4. Pitch speed set at 35 MPH
5. No walks.
6. Every batter is allowed 5 pitches. If the batter fouls off the fifth pitch, the batter remains at bat. The batter remains at bat with every fouled off pitch.
7. Due to time constraints, the pitching machine will not be adjusted for every batter. Coaches, please be ready to help the batter adjust positioning in the batter's box, and work on this in practice.
8. Hit by pitch counts as one the 5 pitches. Batter is not awarded first base.
9. Game length: 75 minutes
10. Innings: 5 runs per inning or 3 outs. Continuation of runners will be in effect, so a maximum of 9 runs may occur.
11. Base running:
  - a. No stealing
    - i. Overthrows: Runners may advance only one base on an overthrow. (i.e. catcher throws to pitcher and pitcher misses the ball)
    - ii. Advancing the runner during a play: The runner may go as far as they can until the ball is dead. (i.e. batter hits the ball and defense throws to first base & she misses the ball)
    - iii. "Dead ball" is determined by the umpire. The play is considered "dead" when the pitcher has the ball in the proximity of the pitcher's mound. If a "Dead Ball" is called by the

umpire, runners who are less than half way between bases must return to the base.  
Please be compliant if you are asked to return to a base.

- iv. Runners may not lead off the base. They must wait for the ball to leave the pitcher's hand/pitching machine.

12. Bunting is not allowed.
13. Coaches must stay inside the dugout during defensive play. You may have base coaches on the 1st and 3rd base sidelines during offensive play. Base coaches must stay inside the base coach box which is 6 ft off the baseline. You must have a coach inside the dugout at all times (i.e. Coach in dugout, Coach on 3rd baseline and player with helmet on 1st base line). All coaches on the field must have had a background check.
14. Foul balls with 2 strikes- batters remain at bat if they continue foul off pitches (no limit).
15. If the pitching machine is hit with a batted ball, the ball is dead, the batter is awarded first base and all runners may advance one base only. If the batter hits the pitching machine, dead ball - take a base, all runners advance one base.
16. Players provide their own glove. Tennis shoes are approved. No metal spikes, sandals, or flip flops.
17. Little League SOP's- one minute between innings. Hustle in, hustle out.