

Roy City & West Haven 1st/2nd Grade Girls Machine Pitch Rules

Updated 4/23/2019

General Guidelines

- Machine Pitch League is designed to teach softball fundamentals to players in 1st/2nd grade. The emphasis for all involved should be to HAVE FUN!
- Games will be played on Mondays and Wednesdays at the West Haven Sports Park – 4215 S 3900 W.
- Players must wear the team issued jersey when playing a game. Jackets may be worn over the uniform during cold weather. **Long pants are required for league. Metal cleats are not allowed.**
- Dugout selection will be determined as follows: Home team will take 3rd base dugout. Home/Guest teams are designated on the schedule.
- All equipment and players must be in the dugout at all times except for the batter, the on-deck batter and the coaches.
- **Each team is responsible to clean out their dugout before leaving the area after the game.** Please transition away from the dugout as quickly as possible so the next game can get started on time.
- Inclement weather determination prior to games will be determined by 3pm MST. In case of rainouts, the game will be rescheduled by the recreation department and coaches will be notified as soon as possible. Games shortened or cancelled by rain could *possibly* be made-up on days other than regular scheduled game days.
- All players will receive a medal for participating at the end of the season.

Game Rules

- Line-ups should be submitted to the field scorekeeper 10-15 minutes prior to game time. **The line-up should include last names of each player and their uniform number.**
- **A playing schedule must be kept. There will be no grace period for the start of the game. THERE WILL BE NO FORFEITS.** Each team will bat their entire lineup.
- Players that arrive to the game after their first scheduled at-bat will be added to the bottom of the line-up. Late players cannot be inserted into the batting order at any other position besides last.
- Score will be kept for each game. Standings will not be recorded and there is no post-season tournament. **Games can end in a tie.**
- Games will be no new inning after 50 minutes. **Games will “drop dead” at 55 minutes, meaning at 55 minutes the game is over regardless of outs/score/team at bat.** All innings will have a **HARD 5 run rule** or 3 outs, whichever is first. **Official game time will start when Home Team is asked by the umpire to take the field.**
- Ten players may play on defense with the 10th player being a rover. The rover **must** play in the outfield. **Players can be substituted defensively at any time. Teams may choose not to have a catcher if less than 10 players are present OR if they only want to play 9 players in field. Catchers gear will be provided at each field for shared use. Every defensive player, besides catcher, must be behind the pitching machine (at time of pitch delivery).**
- Each player will be pitched 6 balls maximum. Umpires may declare “No Pitch” on pitches clearly unhittable due to pitching machine variance. If the player does not hit the ball in fair play after 6 pitches, the player is out.
- Bunting is not permitted. Full swings only. Penalty: ball is dead and pitch counts toward maximum 6.
- Batted balls that hit the pitching machine or umpire before touching a defensive player will be an immediate Dead Ball. The batter and all runners will be awarded one base. If a batted ball rests inside the pitching circle, the ball is ruled dead – each player will advance one base.
- Players cannot steal. Baserunners may not leave their occupied base until the ball is hit by the batter. Penalty for leaving early: runner is out.
- One coach is allowed **in the outfield** when their team is on defense to allow for instruction of players. **Coaches that abuse this privilege may be asked by the Umpire or Field Supervisor to remain in their dug-out.**
- No player shall sit out (2) consecutive innings (defensively) unless injured, sick or other circumstances.
- The infield fly rule will **not** be in effect.
- Play is considered dead when a player has control of the ball inside the infield boundaries, and runners have stopped advancing. Umpire will rule dead ball. Advancing runners may continue if at least half-way to the base.
- Base Distance – 50 Feet, Pitching Machine Distance – 30 Feet, **Pitching Machine Speed – 32 MPH**
- **11 inch machine pitch dimple softballs will be used.**