

## Machine Pitch Baseball Fall 2024 Rules

### General:

*Pee Wee baseball is instructional baseball.*

- There are no wins or losses. Scores are not kept.
- Coaches may be on the field to run the pitching machine as well as to organize and instruct the players.
- Please read, understand, and follow the guidelines in the attached NTNLL Concussion Protocol.
- Good sportsmanship, respect, and kindness should be promoted by all coaches, umps, parents, spectators, and players, at all times.
- There will be no abuse of umpires tolerated! Any violations should be brought to a coach or NTNLL Board Member at the earliest possible opportunity.
- If a player or coach is ejected from a game, they will face a 1 game suspension and must meet with the Board of Directors before returning to action. If a parent/spectator is abusive to an umpire, member of the coaching staff or a player, they will be removed from the premises and their respective coach will be ejected from the game as well. The ejected/removed person will also need to serve a one game suspension.
- Coaches and players are responsible for keeping the field and dugouts clean and trash free. Please pick up after your team before leaving.
- It is highly recommended that all players wear an athletic supporter: jock strap and cup. Coaches and umps are not required to check to ensure a player is wearing one. This is a recommendation, not a rule.
- There will be no Kid Pitch. It will be Machine Pitch all season.
- Bats must be USA Baseball Certified.

**THERE IS A 2 HOUR TIME LIMIT FOR ALL GAMES. THIS IS A HARD STOP, NO NEW BATTERS AFTER WE REACH 2 HOURS.**

**Defense:**

- Only 6 players allowed in the infield: 1<sup>st</sup> base, 2<sup>nd</sup> base, SS, 3<sup>rd</sup> base, catcher and pitcher.
- The rest of the team may play in the outfield as long as they are at least **30 feet** off the edge of the dirt.
  - **Players CANNOT play more than 2 innings per game at each position, except for Catcher, where there is no maximum. Please make sure to rotate your players.**
- Pitcher must wear a batting helmet.
- Encourage the players to make the throws to the bases even if the runner is already safe.
- Catcher must be in full equipment. {Catchers helmet, chest protector, shin guards, catcher's glove}. Catcher is to be fully suited up with 2 outs of the inning prior to ensure no delays between innings.
- Adult Coach runs the machine. Speed should be set to 37 MPH.

**Offense:**

- Continuous batting order. Everyone bats. No substitutions.
- No bunting, stealing, or leading off.
- If a ball hit in the air to the outfield or infield and is caught, it is an out. There is no infield fly rule.
- 5 runs per inning max or 3 outs.
- 3 strikes and a batter is out. There are no walks.
- **Max of 5 "good" pitches from the machine. The umpire will make the "bad pitch" calls from behind home plate. COACHES PLEASE STICK TO THIS RULE**
- Foul balls count as strikes. Batter cannot be retired on a foul ball that is not caught.
- Both teams will bat in the 6<sup>th</sup> inning

**Baserunning:**

- Players are only permitted to advance a maximum of 2 bases from the base they occupied at the time of the hit. This includes the batter and the runner.
- Players can only advance for the second base if the batted ball is in the outfield grass at the time of advance. This includes ANY batted ball that reaches the outfield grass.

- The ball does not have to be in control of a player, it just has to be located in the infield for all advancing to stop.
- Players are advancing at their own risk and subject to be put out at any time.
- If the ball enters the infield while a runner is in motion, they are permitted to continue to said base at their own risk but cannot advance further. They will **not** be told to “turn around” if they have already left the base.
- Runners are not permitted to advance on any overthrow.
- Umpire will yell “Time” once the ball is in the infield and ALL runners have reached their said base.
- **If a player attempts to advance further than the allotted bases, the umpire will wait until all advancing stops and then call “Time” and return players accordingly. This allows players to be put out if they try to continue to advance but will be forced to return if they reach the next base.**