

Machine Pitch Baseball/Softball Rules

GENERAL RULES:

1. **HAVE FUN**
2. Everybody plays.
3. This league is for 2nd-5th grade, a players' grade is determined by next year's school year (2026-2027), but exceptions can be made by the Superintendent.
4. All players in good standing who are present must bat and field unless they are injured or some other legitimate reason prevails. Reasons must be given to the umpire or director, who will rule on the situation.
5. Disciplinary reason- Must be reported to the Director or League Supervisor before the start of the game.
6. Medical reasons- Must be reported to the Director or League Supervisor before the start of the game.
7. No player can legally switch teams once rosters have been set, unless otherwise approved by the director.
8. The ERC staff will decide on rainouts and rescheduling.
9. Coaches are responsible for all equipment, coach manuals, and videos to be returned to the director at the end of the season.
10. Coaches are responsible for players regarding practice. Do not leave them on their own, it is poor policy.
11. Coaches: please do not play soft toss into our fences, if you want to play soft toss, please do so at the batting cages into the nets. Also please remember to tell your players to stay off the fences (climbing, hanging, etc.)
12. Coaches should try to have at least one (1) but no more than two (2) practices a week. No practice will last longer than 60 minutes.
13. A little league stamped ball will be used in all machine pitch games.
14. No more than five coaches per team will be allowed in the dugout and on the field during games.
15. **STRESS SPORTSMANSHIP ABOVE ALL!!!!**

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LEAGUE RULES:

1. A regulation game shall be 5 innings or 60-minute time limit. If there are five (5) minutes or less remaining in the hour, no new inning shall begin.
2. A half inning will consist of 5 runs or 3 outs; whichever happens first. In the 5th inning only, a team may bat their line-up or 3 outs; whichever happens first.
3. Games may end in a tie. No extra innings will be played.
4. No more than 5 infielders in one defensive setting. **Catcher this year will be optional.** If using a catcher, the player playing the position of catcher will stand by the backstop with a mask and chest protector on. The remaining players must be positioned in the outfield on the grass.
5. No steel spikes. All batters must use helmets while batting or running.
6. Each batter will have 5 pitches to hit. They may swing at all 5 but if in the UMPIRE'S JUDGEMENT the machine throws an unhittable pitch, and the batter does not swing at the pitch then that pitch will not count towards the five (5) pitch total. If again, this is the UMPIRE'S JUDGEMENT.
7. A batted ball that bounces over the fence/rolls under will be ruled a ground-rule double. No infield fly rule.
8. NO BUNTING OR STEALING OR LEAD-OFFS.
9. Crash Rule is in effect. If in the judgment of the umpire, the crash is intentional, Runner is declared out, if not play will continue.
10. A pitching machine will be used for this league. The hitting team's coach will place the ball into the pitching machine. If there is a problem with the machine, the umpire or supervisor will make the adjustments. SETTINGS FOR THE PITCHING MACHINE ARE Softball: A3, B3, C1 – Baseball: A5, B2, C1. Distance from the home plate is 35feet. The coach, or some person designated by the coach will do the pitching to their own team within the circle.
11. If the person pitching is struck by a batted ball or interferes with a play unintentionally, the ball becomes dead and will be replayed.
12. Defensive teams' pitcher must stay in the circle around the mound until the batter contacts the ball.
13. In the event of an overthrow, base runners may advance (at the risk of being put out) one base only. For example: If a defensive player overthrows first base, the runner may advance to second base at the risk of being thrown out. If the defensive player overthrows second base the player may **NOT** advance to third base.
14. Action will stop after the ball has entered the circle area around the pitcher's mound. The umpire will call time. The umpire may also use their judgment on calling "time" if they rule that there was specific intent by the defense to throw towards the circle area around the pitcher's mound. Baserunners will be allowed to advance to the base they were heading to when time was called.
15. The umpire's decisions on all judgment plays are final, and there shall be no appeal. Appeals on any other matter must be made to the director.
16. **If a team has less than 9 players available, they can play the game with who they have available and will not take an out in the open spot in the lineup.**
17. **STRESS SPORTSMANSHIP ABOVE ALL!!!**