

# 3<sup>rd</sup>-4<sup>th</sup> (2026) Machine Pitch Baseball/Softball Rules 2026

## **Boys**

1. Bases 60' Machine Speed 40 MPH  
Pitching machine @ 50'...Circle 10' radius  
Games played @ 6:30 Tue. & Thurs.  
Regulation Baseball will be used
2. Game nights consist of two (2) five inning games, only the first game counts toward the team record. 5 run limit per inning/5<sup>th</sup> inning is a 10-run limit. Run Rules: 15 after 3 full innings, 10 after 4 full innings. 1<sup>st</sup> game only.. a 6<sup>th</sup> inning, with a 10-run limit, will be played to break a tie...tie stands if not broken in 6<sup>th</sup>. A runner will be placed on 2<sup>nd</sup> base to start the inning; the runner will be the player in the batting order preceding that half-inning's leadoff hitter. (e.g.) No 7. Hitter is due to bat; the no. 6 hitter/pinch -runner starts on second base. Inning starts with 1 out, the batter has a 2-1 count.
3. Each team will field a maximum of ten (10) players on defense, 6 infielders, by position, 4 in the outfield. Extra players will sit on the bench. A team will not be penalized for playing with less than 10 players, you must have a minimum of 7 players to start a game, or you will forfeit. Teams must bat entire roster. Free substitution is allowed on defense and should be done at least every 2 innings. Batting order does not change.
4. No leading off from bases; the runner must stay on the base until the ball leaves the machine.  
UMPIRES: If a baserunner leaves early a "dead ball" is called, baserunner is out, pitch does not count. Players are allowed to steal bases. The "Infield Fly Rule" DOES NOT apply to this league.
- 5." Dropped Third Strike" -- with no runner on first base or with two outs, the batter immediately becomes a runner. The batter may attempt to reach first base and must be tagged or thrown out. With two outs and the bases loaded, the catcher who fails to catch the third strike may, upon picking up the ball, step on home plate for a force-out or make a throw to any other fielder. Rule 6.09 (b) Comment: A batter who does not realize his/her situation on a third strike not caught, and who is NOT in the process of running to first base, shall be declared out once he leaves the "dirt circle" surrounding home plate."
6. "Overthrow Rule" .....Once an overthrow occurs, all base runners have one additional base they can take at their own risk. Once those additional bases are taken, all play stops at that point and runners can no longer advance on that play (example...runner on 2<sup>nd</sup> & the throw goes to 1<sup>st</sup> base and is overthrown, the batter can advance to 2<sup>nd</sup> base & the runner on 2<sup>nd</sup> can advance on to home... both at their own risk.)
7. Defensive team's pitcher must stay in the circle until the batter makes contact with the ball. The defensive team must throw the ball to the pitcher in the "circle area" for the ball to be declared dead. Runners advancing will occupy the base they are going toward. UMPIRES: A "dead ball" will be called when the ball has reached the vicinity of the pitching area "circle."
8. PITCHING: An adult coach of the team up to bat is required to feed the balls into the machine. If the batted ball hits the coach in the circle, the machine, or the umpire in the field of play it is a live ball. There are no walks, each batter will receive at least 3 pitches in their strike zone. UMPIRES: You are responsible for calling either a "ball" or "strike" on every pitch.
9. Crash Rule: If, in the judgment of the umpire, the crash is intentional, the runner is declared out.
10. Smoking, tobacco, alcohol or foul language is not permitted on the fields by anyone.

\*\*The official 2026 NFHS/KSHSAA rule book will apply if there is no league rule covering the play or situation.

## **Girls**

- Bases 60' Machine Speed 30 MPH  
Pitching Machine @ 40'..Circle 10' radius  
Games played @ 6:30 Mon. & Wed.  
11" Softball will be used