

2017 PYBSA Pitching Machine League Rules

- 1) The pitching machine will be set to deliver the pitch at 40 miles per hour across home plate.. All PYBSA Machines will be calibrated to know the speed that should be set.
- 2) The batter, on-deck batter, base runner, and pitcher must wear a protective helmet, equipped with a face guard and chin strap.
- 3) The catcher must wear complete catching equipment, which includes a protective cup. He must be in the squat position when the ball is pitched. A catcher may use a fielder's glove or catcher's mitt.
- 4) Games will be a minimum of 4 innings with a complete game being 6 innings. The time limit is 1 hour and 15 minutes. No time limit for starting an inning - if there is time left, the next inning will be started. The first three (3) innings will have a three run limit. No run limit for innings 4-6. Ten run mercy rule after 4 innings.
- 5) A game will be a forfeit if a team cannot field nine (9) players within 15 minutes after game time. A team can begin a game with (8) players and one (1) six year old tee ball player may be used to reach the minimum number of required players.
- 6) Eleven players will play in the field, which includes 6 infielders and 5 outfielders. If both coaches agree prior to game, 6 outfielders may be used. Free defensive substitution.
- 7) All outfielders must be equally spaced and equal distance from home plate.
- 8) All players must play at least six (6) defensive outs - penalty is a forfeit of game.
- 9) All players on a team roster will bat in a continuous batting order. Any players arriving late will be added to the end of the batting order.
- 10) The batter will be allowed five pitches or three strikes (swings). He will be called out after the fifth pitch. A foul on the last pitch shall not count unless a foul fly is caught for an out.
- 11) Walks are not allowed and Bunting is not allowed.
- 12) The machine coach may talk to (coach) only the batter - not the base runner(s). After one warning, the machine coach will be moved to the dugout for the remainder of the game.
- 13) When the ball is hit into fair play (live ball), the coach pitcher shall exit the playing field behind the runner or away from any play on the field to avoid interference.
- 14) If a batted ball hits the pitching machine (or cord), the ball is dead. The batter is awarded first base and any forced runners will be awarded one bag. If a batted ball hits the coach pitcher, the ball is dead and shall be counted as a no pitch.

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- 15) If a thrown ball (live ball) hits the pitching machine (or cord), the ball is dead. All runners, including the batter, will be allowed to advance to the bag they were attempting.
- 16) If in the opinion of the umpire, the batter slings or throws his bat in an unsafe manner, he will be called out, after one (1) team warning.
- 17) The infield fly rule will not be applied.
- 18) Courtesy runner (last recorded out) should be used for the catcher. **Stealing is not allowed.**
- 19) A runner is out if he attempts a head-first slide, while trying to reach the next base. A dive or attempt to return to a base is permitted. A runner is out if he does not slide **or** attempt to avoid contact with a fielder who has the ball and is waiting to make a tag.
- 20) If a runner leaves the base before the pitch reaches the plate, the base umpire will signal to indicate a violation has occurred. The defensive team shall have the privilege of nullifying any portion of the play that occurred after the violation. Exception: a ground rule double occurs.
- 21) The player pitcher must have one foot inside the 12' pitching area circle and not be closer to the batter than even with the pitching rubber. He shall not leave the circle until the ball is hit. Penalty - the offensive coach has the option of accepting a hit or taking a no pitch.
- 22) No play is dead until the player pitcher has control of the ball inside the circle or the umpire calls time out when a runner is forced to stop and return to a base under the threat of making an out. If a runner has passed a base when the pitcher gains control of the ball in the circle and does not stop, he may advance to the next base at his own risk. If the runner stops or hesitates he must return to the previous base. If the pitcher chooses to make a play on the runner advancing to the next base the ball is live until the lead runner is stopped or the ball is returned to the circle.
- 23) Replacing a fielder/position with another fielder on a regular basis is not permitted. Players must stay in their position on the field. The defensive coach will have two time outs per inning to talk with their team and change positions. If a coach calls a third time out or changes fielders a third time, the pitcher must be changed and cannot return to pitcher for the remainder of the game.

All rules not covered above will be covered by the official District 8 Dixie Youth Pitching Machine Rules & Regulations.

In order to protest a game, you must let the umpire know you are protesting the game and it should be noted in the official score book. The game will continue to be played. You must submit your protest in writing within 24 hours and include a \$50 protest fee. If you win your protest, the \$50 will be refunded back to you. If you lose your protest, the \$50 will be donated to the Dixie Scholarship Fund for boys and girls