

Rules and Responsibilities for Pitching Machine League
1st and 2nd Grade
Baseball and Softball

(Revised April 2013)

LEAGUE RULES

1. The league is an **INSTRUCTIONAL** program. Games will be conducted and coached as such.
2. There shall be no official score kept for any game.
3. The first team named on the schedule is the home team and is responsible for laying the bases.
4. The base distance will be 60 feet for baseball and 45 feet for softball.
5. The pitching machines should be positioned directly between all the bases, in the center of the diamond. The same distance between 1st and 3rd, as between home plate and 2nd base. For baseball games this means a home plate to pitching machine distance is 42.5 ft. For softball, the same measurement is approximately 32 ft.
6. Game balls shall be sized accordingly: Baseball – 9 inch; Softball -- 10inch.
7. Pitching machine speeds for both baseball and softball should be maintained at:
 - 35 mph for 1st grade
 - 40 mph for 2nd grade
8. Each team shall regularly play 10 players in the field – 4 outfielders, 4 infielders, 1 fielder near the pitching machine, and 1 catcher. The pitcher position is for defensive purposes only.
9. A minimum of 8 players is required in order to field a team – 3 outfielders, 4 infielders and a catcher.
10. Each batter receives 5 hittable pitches. Umpires will operate the pitching machines; see Coaches Responsibilities below for exceptions to this rule. If batter fouls off the 5th pitch, he will receive additional pitches until he either puts the ball in play or strikes out.
11. 3 swinging strikes is an out.
12. No bunting.
13. No leadoffs or stealing of bases is allowed. The runners may leave their respective bases once the ball is hit.
14. On a ball hit to the outfield, runners shall stop once the ball is thrown back into the infield playing area. Runners between bases may advance to the next base if they are better than half way to that base.
15. Runners cannot advance on an overthrow to 1st or 3rd base. On an overthrow to 2nd base, runner can advance at his own risk.

16. When a hit ball strikes the pitching machine, the ball is immediately ruled dead and a single is awarded the batter. Base runners advance one base on the play.
17. An inning ends with either 3 outs or 6 runs scored.
18. Discretion will be used in applying the rule that an intentionally thrown bat is an out. Please take notice and make the batter aware of his or her actions and instruct them on how to correctly use the bat to avoid injury to others.
19. NO alcohol whatsoever is allowed on the field or in the bench area. This rule includes coaches and any parent helpers.

TIME LIMITS

1. 7 innings or 1 hour and 30 minutes after the beginning of the game. A new inning shall not begin after 1 hour and 20 minutes from the start of the game.
2. After 1 hour and 30 minutes, the game will stop (a batter may complete their individual at-bat). The field must be cleared after 1 hour and 30 minutes to allow for the next game to begin on time.

MANAGER RESPONSIBILITIES

1. Be an example of Christian sportsmanship.
2. Variance in the administration of the pitching machines, coach pitching and/or officiating of the game has been agreed upon by the participating parishes. The following are the expected responsibilities by venue:

VENUE	Pitch/Machine Operation	Officiating
Queen of All Saints	Umpire operate	Umpire
St. Francis	Coach operate	Coach
St. Margaret Mary Alacoque	Umpire operate	Umpire
St. Simon	Coach pitch	Umpire
Grasso	Coach pitch	Coach
St. George	Coach operate	Coach

When operation of the pitching machine is not in control of an umpire, each coach will operate the machine for his team. In addition, as indicated in the table above, coaches will be asked to officiate the game according to the rules stated in the Rules section above.

3. Have the batting order made out prior to the game. All players bat, regardless of whether they are playing in the field.
4. Make positional lineup changes while your team is batting.
5. While batting, have one coach retrieve balls for the catcher. Also, provide 1st and 3rd base coaches.

6. Have an on-deck hitter ready at all times. On-deck hitters shall not be located within the field of play.
7. If the catcher is not equipped for the beginning of an inning, provide a coach to catch until the catcher is ready.
8. **Managers are responsible for their own conduct and that of players, coaches and fans before, during and after the game.** Please remember that this league is for the children, so let's have some fun.

FOR FIELD CONDITIONS AND RAINOUT INFORMATION:

<http://www.cycstlscnty.net>

navigate to	Field Status
select	Field Conditions
select	Field Availability
select	Baseball or Softball

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