

PITCHING MACHINE

PHILOSOPHY: Pitching Machine will be an instructional league for boys & girls. Emphasis is to be on participation and instruction in throwing, hitting from a pitching machine, catching, base running, & defensive strategy. Managers, coaches, & parents must be patient with players. Remember: you are out there for the children; they are not out there for you.

LEAGUE RULES: NO HITTING BALLS INTO FENCE

1. A team on the field consists of 11 players (seven player minimum to start and/or end the game). The 10th player is to be used as an outfielder. The 11th player is the second pitcher.
2. Games will be six innings. No new inning can start after 1 hour and 30 minutes from the start of the game.
3. Games will start at the scheduled time or five minutes after the conclusion of the previous game. For the first scheduled game, 10 minutes grace will be allowed before a forfeit is called due to lack of players.
4. An inning will be three outs or 10 batters whichever comes first. In the sixth inning of the game, three outs must be recorded.
5. MERCY RULE: If a team is leading its opponent by 15 runs or more, after 3 ½ or four innings have been played, the game shall be terminated and the team in the lead declared the winner.
6. The two pitchers must be positioned on the two-foot mark outside the six-foot diameter circle. Each pitcher must have both feet on the two-foot mark until the ball is hit. Each pitcher must wear a masked batting helmet.
7. A batted ball that hits the pitching machine is considered a dead ball. Umpire decision on contact with pitching machine is final. Dead balls are considered a no pitch. Balls hit through the circle will not be dead balls; the ball will be in play. Coaches must instruct the two pitchers not to play the ball inside the circle. Remember, safety first. Avoid having pitchers reaching towards the pitching machine.
8. When a ball bounces off a player in fair territory and goes into the pitching circle, the play will be called dead. The batter earns first base and the other runners advance one base only.
9. There will be three strikes and no balls. However, if the third strike is called, the child will be given one warning. The next strike, the batter will be called out.
10. The first player on the team to throw a bat will be accessed a team warning. After this warning any player on that team that throws a bat will be called out by the umpire. If the batter throws the bat more than five feet or hits the catcher) the batter will be called out.
11. Bunting will be allowed. Batter must bunt once the batter squares off to bunt (no full swings).
12. An overthrow into the dead ball territory allows the base runners one base, which they must take (this is from when the ball was thrown, not when it entered the dead ball territory). The dead ball territory is defined as outside the fence line or dugouts.

13. The "infield fly" rule will not be used.
14. Each team can use free substitution. Each player must play at least two innings defensively (one in the infield, one in the outfield). The catcher position may change only once per inning except for injury. A player cannot sit out two consecutive innings. A continuous batting order will be used.
15. A player batting out of order will be replaced by the correct batter. The correct batter will assume the count of the out of order batter.
16. A player that leaves the game early is not called out when their turn at bat comes up, batting order shall continue in the same continuous order. The manager must notify the other team when the player has left.
17. On an outfield throw to the infield player (the infield must have possession of their ball), play stops when ball reaches a reasonable area near the base path unless an attempt is made. Chalk lines halfway between 1st & 2nd, 2nd & 3rd, 3rd & home will determine which base the runner earns after play is stopped on the throw. Only one base on overthrows. Outfielders must be positioned on the grass.
18. A runner on second base will not be allowed to score when a routine out is made at first base.
19. All players must wear complete safety equipment including a cup for boys.
20. The umpire will not call a player out missing a base unless the call was appealed by the opposing manager after time is called and before time resumes.
21. The distance between bases will be sixty feet.

PROCEDURES:

1. All bats must be approved by Parks & Recreation baseball program staff. All barrels must be 2 ¼" or less. Wooden bats are permitted providing they meet the 2 ¼" or less barrel size.
2. Prior to the start of the game, the managers will agree on the pitching machine setting to be used. If an adjustment becomes necessary, both will agree to the adjustment. Any adjustment to the speed must be made at the end of an inning.
3. It is recommended that a runner be used for the catcher.
4. Defensive team coaches cannot be on the field of play.
5. Managers & umpires are required to sign the scorebook at the end of the game.
6. Home team manager will be responsible for providing an umpire, if necessary.
7. The manager or coach of a team batting will operate the pitching machine. If the pitching machine breaks down, the manager or coach may pitch over or underhand to their team. Once the ball is in play, the coach may not advise the base runners. Coaches in the coach's box are the only ones to instruct runners.
8. The Home Team (listed on the game schedule) manager or coach will take the pitching machine to the field. The visiting team manager or coach will return the pitching machine to the equipment barn after the game.

9. Managers must maintain defensive player sheets and return them to the field supervisor at the Pollard Park Pole Barn.
10. Additional practices can be secured by permit.
11. All managers & coaches will return all equipment after the last game to a department representative inside the Pollard Park Pole Barn.

LEAGUE POLICIES:

1. Positive Cheering only. No comments are to be directed to opposing team or game officials.
2. Scores are kept in minor and major league levels. Scores and standings are kept at the 15-U level.
3. Players are not to wear jewelry or wrist bracelets of any kind.
4. No smoking, tobacco products, or alcohol allowed within 200 feet of any playing field.
5. No dogs are allowed on Township property. Only exception is at the park behind the Township Offices.
6. All "officials" practices and games are scheduled through the Parks & Recreation Department and are held at Township facilities unless otherwise noted on the official schedules.
7. Coaches are not to encourage or condone unnecessary roughness. Any player using unnecessary roughness will be called out and warned once per game. On a second occurrence, a player will be removed from the game. A second occurrence must be reported to the Parks & Recreation Department by the next business day. Additional penalties may be assessed.
8. A coach or manager who is ejected from a game will include a minimum suspension of 2 games with further review from department staff depending on infraction.
9. Coaches must return all equipment after the last game to a departmental representative.
10. In case of severe weather, cancellations will be posted by 4:30PM on our weather hotline. Hotline can be reached by dialing 586-949-0400, press 4, then 1. Cancellations will also be posted on our Department Facebook and Twitter pages.
11. In the case of severe weather that occurs after 4:30PM and prior to a practice/game time, cancellations will be determined by the league officials on the field at practice/game time. All players and coaches should report to the practice/game site.