



New Baltimore Baseball League Rules

Division: Pitching Machine

Pitching Machine is an instructional league for boys and girls ages 7 to 9 years old. Emphasis is on participation and instruction in throwing, hitting, catching, and base running. Scores are kept.

Games are held at city parks, and all park rules apply while attending games. Dogs must remain leashed at all times. Owners must clean up after pets or they will be asked to leave the premises. No smoking allowed in the park at any time.

All Pitching Machine teams will adhere to all rules and regulations of the League adopted by the New Baltimore Recreation Department.

League & Ground Rules

1. The distance between bases will be 60 feet.
2. A team on the field consists of 10 players (seven players minimum to start and/or end the game). The 10th player is to be used as an outfielder.
3. Games will be six innings. No new inning can start after 1 hour and 45 minutes from the start of the game.
4. 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.
5. An inning will be three outs or 10 batters whichever comes first. In the sixth inning of the game, or if the umpire declares it the last inning, three outs must be recorded.
6. MERCY RULE: Games shall be terminated and the team in the lead declared the winner when there is a 15 run difference after 3 innings or a 10 run difference after 5 innings.
7. 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.
8. All players must wear complete safety equipment provided to the team by the league (i.e. helmets, catcher's equipment, etc.). Additional safety equipment, such a cup for boys, is up to parental discretion.
9. Positive Cheering only. No comments are to be directed to opposing team or game officials.
10. Parents are never to approach an official; not before, during or after a game. Questions directed to the umpire must come from a coach only. Questions regarding rule interpretation and overall general conduct can be directed to the Parks and Recreation Department the next business day.

11. Players are not to wear jewelry or wrist bracelets of any kind. No metal spikes.
12. No smoking, tobacco products, or alcohol allowed within 200 feet of any playing field.
13. 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.
14. Coaches must return all equipment after the last game to a departmental representative.
15. At times, there may be questions on rules that are not specifically covered in our house rules. While we are not a Little League affiliate program, we feel their guidelines are best suited to utilize as supplementary to our rules provided. If there is a rule that is a discrepancy between our house rules provided and the Official Little League Rules, the rule in question will automatically default to our house rules.

Bat Specifications

1. All bats must be a USA Baseball Certified bat with a USA Baseball sticker. A list of approved bats can be found at www.usabat.com.
2. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.15 or less.
3. If an illegal bat is used during a game, that team will be warned once and that bat will be ejected from further use. If a second violation occurs then that team will be forced to forfeit the game. If the issue continues throughout the season further actions could be taken against either the coach of the players who are in violation of the regulation.

Offensive Play

1. A coach of the team batting will operate the pitching machine. The machine should be positioned at a distance of 40 feet from home plate and should be set to a speed of 35 - 40 mph. If the pitching machine breaks down, the manager or coach may pitch over or underhand to their team.
2. Once the ball is in play, the pitching coach may not advise the base runners. Coaches in the coach's box are the only ones to instruct runners. There is to be no touching or physical movement of players.
3. First Base slides are not allowed. The base-runner should be taught to run through first base, turn right and return to the base. If a player slides into first base, the player will be called out and a verbal warning will be given to the entire team. If a second offense occurs during the same game, the offending player will be dismissed from the game.
4. Head-first slides are not allowed into any base when a base runner is trying to advance to the next base. If a player commits a head first slide while advancing to the next base the player will be called out and a verbal warning will be given to the entire team.
5. A batted ball that hits the machine (cord or plug included) is considered a dead ball. Umpire decision on contact with the pitching machine is final. Batted balls that contact the machine are considered a base hit.
6. Balls hit through the circle will not be dead balls; the ball will remain in play. Coaches must instruct the pitcher not to play the ball inside the circle. Remember, safety first. Avoid having pitchers reaching towards the pitching machine.

7. When a ball bounces off a fielder 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.
8. Balls and strikes will be called by the umpire. There are no walks. Standard baseball rules apply on strikes.
9. The first player on the team to throw a bat will be assessed 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.
10. Bunting will be not allowed. Batters must take full swings.
11. 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.
12. 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.
13. A runner on second base will not be allowed to score when a routine out is made at first base.
14. 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.

Defensive Play

1. The pitcher must be positioned outside the six-foot diameter machine circle. The pitcher must wear a masked batting helmet.
2. An overthrow into the dead ball territory allows the base runners to advance to the next base. The base is determined 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 inside dugouts.
3. The "infield fly" rule will not be used.
4. Play stops on a throw from the outfield to the infield when a player on the infield has possession of the ball. Chalk lines halfway between bases will determine which base the runner earns after play is stopped on the throw. Only one base is allowed on overthrows, determined from when the throw was made.
5. Outfielders must be positioned on the outfield grass.

Field & Weather Cancellations

1. In the case of severe weather, cancellations will be email by 4:00PM. Cancellations will also be posted on our Department Facebook page.
2. Cancellations after 4:30PM will be determined by coaches and umpires on the field at practice/game time. All players and coaches should report to the practice/game site.
3. Cancellations may be made on a field by field basis. If one field is unplayable, but the rest are playable, only games scheduled on the unplayable field need to be cancelled.

4. If lightening is seen or heard, the fields should be cleared and the game paused to wait for lightning to pass. If lightning is not seen for 30 minutes, the game can continue.