

2010 PYBA Pitching Machine League Rules

The pitching machine will be set up to deliver the pitch at 40 miles per hour when it crosses home plate

The batter, on-deck batter, base runner, and pitcher must wear a protective helmet, equipped with a face guard and chin strap

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's mitt must be used

Games will be a minimum of 4 innings with a complete game being 6 innings. The time limit is 1 hour and 15 minutes

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

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

Eleven players will be played in the field, which includes 6 infielders and 5 outfielders. Free defensive substitution

All outfielders must be equally spaced and equal distance from home plate

All players must play at least six (6) defensive outs - penalty is a forfeit of game

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

A complete time at bat shall consist of hitting a fair ball or striking out (three strikes). A batter will receive unlimited fouls after two (2) strikes

Walks are not allowed - a pitch out of the strike zone is considered a non-pitch, unless a swing is attempted

The machine coach may not coach the batter or runner - his job is to feed the machine. After one warning, the machine coach will be moved to the dugout for the remainder of the game

2010 PYBA Pitching Machine League Rules (continued)

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 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

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

The infield fly rule will not be applied

Bunting is not allowed - penalty is a called strike. If the ball is put into play, there is no play. The batter returns to hit, if it was not strike three

Stealing is not allowed

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

When in the umpire's judgment play has stopped on the runner(s), he will call time out and the runner(s) will return to the bag they last legally occupied

A line will be drawn on each side of the pitching rubber that the pitcher must remain behind until the ball crosses home plate - if he crosses early, the offensive team has the option of keeping the play "as is" or batting again with all runners returning to their previous base

While the ball is live, replacing a fielder/position with another fielder on a regular basis is not permitted

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. You must submit your protest in writing within 24 hours and include a \$25 protest fee. If you win your protest, the \$25 will be refunded back to you. If you lose your protest, the \$25 will be donated to the Dixie Scholarship Fund for boys and girls

