

TULSA LITTLE LEAGUE



MACHINE PITCH RULES

1. The front legs of the pitching machine shall be minimally 35 feet from the back of home plate. Pitching machine speed will be 32 to 36 mph.
2. The infield fly rule will NOT be in effect.
3. Each batter will be limited to five (5) pitches, unless the batter strikes out swinging before five (5) pitches. If the batter hits the fifth pitch foul, he continues to bat until he reaches base safely, is put out or misses a pitch.
4. No bunting will be allowed. All hit balls must be on top of or pass the 10' arch in front of home plate.
5. An offensive team coach will feed the baseball into the machine.
6. Once the pitching coach receives the ball from any player and/or time is called, no runner may advance until play resumes.
7. After a ball is hit into fair play, THE PITCHING COACH CANNOT YELL AT OR COACH RUNNERS. He is allowed to talk to and coach the batter at the plate. The pitcher coach must be silent once the ball is put into play. The base coaches will properly perform their base coaching roles.
8. If a batted ball hits the pitching machine or the pitching coach, it will be a dead ball and the pitch will be repeated. The cord is considered part of the field and play will continue if a batted ball or thrown ball hits the cord.
9. The pitching coach must remain behind the pitching machine until the half inning ends.
10. The player in the pitcher's position must remain within one (1) step of the pitching line and safely behind the back legs of the pitching machine until the ball is pitched.
11. A batting order of every player on the official team roster who is present shall be made before the game and used throughout the game unless illness or injury incapacitates a player. Players arriving after the game begins shall be added at the end of the batting order. Each player on a team roster will participate in each game for a minimum of six (6) defensive outs. The penalty for violation of this rule is that the player in question must start and play defensively for nine (9) consecutive outs in the next scheduled game unless illness or injury occurs to that player.
12. Base runners may not leave their bases until the ball reaches home plate. Stealing is allowed, except for home base.
13. Only five (5) runs per half inning are allowed and that half inning shall end with the fifth run scored. All runners must touch the bases they are forced to on any play in which the fifth run scores. If the fifth run of an inning should score on a home run hit over the outfield fence, all runs scoring on the home run shall be counted.
14. All games shall be six (6) innings and be played in full, unless shortened by time limit, run limit, weather conditions or because the home team does not need to score in the bottom of the inning in order to win. Start time will be determined by the schedule for the field where the game is to be played. All games played will have a **one hour and thirty minute** time limit. The next inning begins when the home team has made its third out. Innings begun must be completed **unless it is impossible for one of the teams to win**. No mercy rule, games are played for 6 innings or until the time limit has expired.
15. No runner may advance from third base to home plate unless he is able to score on a play started by a batted ball or catcher's interference.
16. A regulation game normally played with nine (9) players can be played with eight (8) players. There is no penalty for playing with eight (8) players. If a player arrives after the start of the game, he will become the ninth batter and take his turn at bat.