

Softball Machine Pitch Fall Rules Summary

All rules not referenced in this summary follow the 2023 Little League Softball Rulebook

Time Limit (Regular Season): No new inning will start after one hour and thirty minutes. All regular season games will have a two-hour drop dead time limit.

Batting Lineup: Continuous batting lineup will be used.

Minimum Play: Must play defensively at least every other inning. All players must sit out once before anyone sits out a second time. All players must play at least 2 innings of infield. The catcher's position is not considered an infield position to meet infield requirements.

Infield Fly: The infield fly rule will NOT be in effect.

Run Limits: A half inning will be complete when 5 runs are scored or 3 outs are made, whichever occurs first.

Umpires: Umpires will not be used. The pitching machine operator calls outs at 2nd base and home plate. The 1st base coach calls outs at 1st base and the 3rd base coach calls outs at 3rd base.

Number of Players: A game may start or continue with only 8 players. When the 9th position comes up in the batting order, the position is skipped without penalty as long as it is vacated. Defensively, the coach can choose which position to leave unoccupied.

Defensive Alignment: Teams may play with 4 outfielders. Two defensive coaches are allowed on the field and must be positioned in the outfield.

Pitching Machine: Set at 30 mph, placed 35 ft from the rear tip of home plate to the front bar.

- The player pitcher will stand outside the pitcher's circle and even with the front of the pitching machine and may not move forward until the ball has been released by the machine.
- A batted ball is dead if it strikes the machine or a coach on the field, or if it comes to rest inside the pitcher's circle. In the event of a dead batted ball, the batter is awarded first base and all other base runners advance one base. If a thrown ball hits the pitching machine, runners shall advance to the next base or return to the previous base, based upon the runner's proximity to the 30-foot progression line.
- A coach from the hitting team will feed the pitching machine. Batters will not walk and will not be awarded first base if hit by a pitch. Each at bat will consist of a maximum number of pitches:
 - Machine Pitch SB – maximum 5 pitches in at bat
 - If after 5 pitches the batter has not made contact, the coach will throw

underhand up to 3 pitches from in front of the machine. After 3 pitches from the coach, the player will be out.

Stealing/Bunting: Stealing will not be allowed in Machine Pitch Softball. Bunting is not allowed in Machine Pitch Softball.

Baserunning: Baserunners may, at their own risk, advance only one base on an overthrow per batted ball.