

Baseball Machine Pitch 6/7 Rules Summary

All rules not referenced in this summary follow the 2024 Little League Baseball 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. If the home team is winning in the bottom of the last inning and time permits, they shall still bat in the bottom half of the inning.

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. Players shall not play a single position more than 2 innings in a single game.

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. Any runs scored on the last play that exceed 5 runs will not count toward the score. As allowed under Little League Rule 4.10(e) Note (2), the 15-run, 10-run and 8-run mercy rules will NOT be utilized.

Umpires: Umpires will not be used in the regular season. 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: Placed 46 ft from the rear tip of home plate to the front bar

- 1st half of season: 32 mph
- 2nd half of season: 34 mph
- 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 closest base.

- 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. The batter will not be out after three strikes. Each at bat will consist of a maximum number of pitches:
 - 1st half of season – maximum 7 pitches in at bat
 - 2nd half of season – maximum 5 pitches in at bat
 - If the 5th(7th) or subsequent pitch is batted foul, the batter shall remain at bat until he/she strikes out or puts the ball in play. If the 5th(7th) pitch is deemed unhittable by both managers, the batter will be awarded one (or more) additional pitches until the batter receives a hittable pitch.

Stealing/Bunting: Stealing will not be allowed in Machine Pitch. Bunting is not allowed in Machine Pitch 6/7 Baseball.

Baserunning/End of Play: Baserunners may, at their own risk, advance only one base on initial overthrow for a ball that remains in play. Runners may only advance one base for a ball ruled out of play. Runners may advance at their own risk until the ball is in the infield. Once the ball is controlled, a runner will be allowed to proceed to the next base if he/she has crossed the halfway point. If the runner has not, he/she will be sent back to the preceding base.

- Example: Ground ball hit to SS, SS overthrows 1B. Runner may advance to 2nd base at their own risk but no further regardless if ball is controlled in the infield.
- Example #2: Ground ball hit to 3B, 3B holds the ball. The runner may only advance one base.
- Example #3: Ball is hit to outfield, runner may continue running until the ball is controlled within the infield.