

# **Baseball Machine Pitch Fall Rules Summary**

*\*\*All rules not referenced in this summary follow the 2023 Little League Baseball Rulebook\*\**

**Time Limit (Regular Season):** No new inning will start after one hour and forty-five 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. 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.

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

**Pitching Machine:** Set at 34 mph, placed 46 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. The batter will be NOT be out after three strikes. Each at bat will consist of a maximum number of pitches:
  - First 4 games:
    - 4 pitches from machine
    - If player fails to make contact after 4 pitches, the coach will step in front of the machine and throw 2 more pitches.
    - The batter will be out if they have still not made contact (can continue to try if they foul off last pitch)

- Remainder of season
  - 5 pitches from the machine
  - The batter will be out if they fail to make contact with the 5th pitch (may continue if fouling off last pitch)

**Stealing/Bunting:** Stealing will not be allowed in Machine Pitch. Bunting is not allowed in fall machine pitch.

**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. A 14-foot diameter circle will be drawn around the pitching machine. The circle will be divided with a line even with the front bar of the pitching machine. Runners may advance at their own risk until the ball is controlled or comes to rest in the pitcher's circle. A 30-foot progression line will be used at every base. Once the ball is controlled in the circle, a runner will be allowed to proceed to the next base if he/she has crossed the progression line. 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 2<sup>nd</sup> base at their own risk but no further regardless if ball is controlled in pitcher's circle.
- Example #2: Ball is hit to outfield, runner may continue running until the ball is controlled within the pitcher's circle.