Summary of Rules for Machine Pitch / Player Pitch Baseball

Only the coach can operate the pitching machine. At no time should a player be allowed to operate the pitching machine. One coach is allowed in the outfield when his/her team is playing defense.

There will be a minimum of three pitch and a seven pitch limit. Strikes will consist of called strikes (1 and 2), missed swings, and foul balls. If the third strike is a foul ball he/she shall continue to receive pitches until he/she hits the ball fair or swings and misses. A strikeout can only occur if the batter swings at the third strike or fails to hit the tenth pitch. There are no walks.

The batter is not awarded first base when hit by a pitched ball. The ball is dead.

No bunts are allowed.

No lead-offs. Player must tag up on a fly ball.

No head first slides. “No crash rule” at bases.

Dropped third strike rule is not in effect. The batter is out if he/she throws the bat.

A team can score no more than 5 runs in one inning.

There are ten players in the field. No short fielders.

A game shall consist of 6 innings or one hour. If the game exceeds one hour the final out will be determined by the coaches.

Players may not use shoes with metal or hard plastic cleats. Rubber molded cleats only. Athletic supporters with cups are mandatory for male catchers. Bases should be approximately 55 feet and the pitching machine should be set up approximately 35 feet away from home plate.

Any adult ejected must leave the playing area immediately. An ejected player must remain on the bench. No player, coach, or scorekeeper is permitted to call an opposing player a name while he is batting, running, or fielding. No smoking or drinking of alcoholic beverages.

There is no on deck circle. All players not in the field or at bat should be seated in the dugout area.

Half way through the season, teams will have players pitch. Additional rules are listed below for player pitch:

- Kids pitch – normal rules apply, with strike outs and base on balls. Not every player will be required to pitch, please rotate in pitchers often to develop skills.
- During any given inning, if there are two base on balls awarded, the machine is used for the duration of your half of the inning – kid pitch starts the next half inning again until two base on balls have been awarded and so on. Each half inning starts with Kid Pitch.
- Normal five run rule or three outs to change innings.
- The coaches will umpire balls and strikes. Just a heads up that the games will start slow, but help move the players along to keep pace.

Coaches will keep track of the runs scored each inning and need to check with the opposing team in between innings to ensure accuracy of the amount of runs scored each inning. Final scores need to be emailed to Jay Havenaar at jhavenaar@napervilleparks.org by the 9:00 p.m. the night of the game. Standings will be emailed out weekly and will reflect the information emailed to the Naperville Park District.