

## **HIAWATHA KIDS LEAGUE RULES**

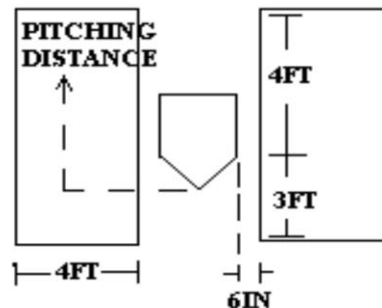
### **Boys/Girls Machine Pitch Division**

#### FIELD

1. The pitching machine shall have a nine (9) foot diameter circle drawn around it. The purpose of the circle is to indicate the area the players may not enter under any circumstances for safety.
2. On offense a maximum of two (2) coaches are allowed. Coaches/adults should be in the first and third base coaching boxes. Additional coach/adult assistants may be in the dugout to assist with team lineup.
3. On defense a maximum of one (1) coach is allowed. This coach needs to be positioned in the outfield area and is only allowed to talk to the defensive players to keep them alert and get them positioned correctly. They may not interfere with play in any way.
4. Field out of play areas are within team dugouts and beyond fenced areas. If no fences are on the field, the area approximately 20 feet from the baselines will be determined as out of play area (at the umpire's discretion).
5. Batter's box dimensions and base path/pitching machine distances are as follows:

<u>LEAGUE</u>	<u>BETWEEN BASES</u>	<u>PITCHING MACHINE</u>
BOYS MACHINE PITCH	60 FEET	44 FEET
GIRLS MACHINE PITCH	60 FEET	40 FEET

#### BATTER'S BOX DIMENSIONS



#### PLAYERS

1. Machine Pitch will consist of five (5) infielders and four (4) outfielders for a total of nine (9) players. The minimum number of defensive players is seven (7). There is no pitcher's position for safety reasons.
2. All outfielders must remain in the outfield grass. Outfielders may not field a ground ball on the infield or record a put-out at any base. If an outfielder does make a play in the infield and an out is made, the runner will be declared safe.
3. To offer all players a chance to learn all nine (9) field positions a mandatory player rotation is in effect and no player may play the same position twice in a game. A player MUST be rotated from outfield to infield each inning, with exception being if the team has less than 9 defensive players. The catcher's position is considered outfield for rotation purposes.
4. Catcher position is exempt from rotation since not all players are willing to play the position. It is recommended that catchers rotate every other inning whenever possible.
5. The catcher position must be played by a player on the defensive team and not by an adult or coach.

## THE GAME

1. Game time is 6:00 p.m. and 7:15 p.m. Forfeit time for any game is ten (10) minutes past the scheduled starting time. The home plate umpire will announce the starting time of all games. First game must be in progress by 6:10 so as not to impede the 2nd game start time. Start time should be recorded by the official scorekeeper. **No new innings may begin after 50 minutes of play**. All diamonds are reserved one hour before game time for those teams schedule to play. All other teams must vacate the diamond for those teams playing.
2. A maximum of four (4) innings will be played. Tie games will continue if time permits. (See tiebreaker rule in General Rules)
3. Machine Pitch will have a 5 run per inning limit through the first 3 innings. Play will cease upon reaching the run limit. The 4<sup>th</sup> inning will be unlimited runs.
4. If a game is called due to darkness or weather before the game has reached 30 minutes of play, the game will be rescheduled as needed by the HKL Board. If the game is called after 30 minutes of play the score will revert to the last completed inning score and the game is final.

## BASERUNNING

1. Leadoffs are NOT permitted. Runners should advance on "contact." Runners leaving early will be called out.
2. There is no stealing.
3. Dropped third strike rule is not in effect. The batter is out.
4. On overthrows, base runners are entitled to advance with liability to be put out. This shall be interpreted as advancing a maximum of one base per overthrow.
5. **In order to stop play, the ball must be controlled by an infielder** (NOT the Pitching Machine Operator).
6. The baserunner **MUST AVOID CONTACT/COLLISION** as described in the general rules.

## OFFICIAL SCOREKEEPER

The home team shall provide an official scorekeeper prior to the beginning of each game. The team listed second on the schedule is the home team. If the home team is unable to find a scorekeeper, the opposing team may provide the scorekeeper. The scorekeeper will not be a coach participating in the game being played. **The scorekeeper will not be in the dugout or on a player bench.** The scorekeeper is responsible for notifying the umpire of the number of runs scored per inning, run limits, batting out of order, and must record the official start time of the game, as called by the home plate umpire.

## PITCHING MACHINE SET-UP/TEAR DOWN

Grounds Crew will be responsible for set up/tear down of the pitching machine.

## PITCHING MACHINE ADJUSTMENTS

1. Grounds crew will set the speed of the older, analog machines to 47-50 MPH and the speed of the newer, digital machines to 32 MPH.
2. No adjustments to the speed should be necessary during the game.
3. Machine operators will adjust the pitching machine to correct the pitch in the strike zone as accurately as possible and whenever necessary.

## SPECIAL PITCHING MACHINE RULES

1. No bunting allowed. Due to safety concerns, there will be no defensive player in the pitching position.

2. No walks are allowed. However, due to variation inherent in the machine, not every pitch will be a strike. Home plate umpire will call balls and strikes.
3. A (dead ball) single will be awarded when:
  - a. Ball is hit and strikes the machine, Machine Operator or any supports necessary for anchoring the machine.
  - b. Ball ends up (settles) in the nine (9) foot circle surrounding the pitching machine.
  - c. A defensive player touches the ball while it is still inside the nine (9) foot circle surrounding the pitching machine.
  - d. All base runners will return to the base occupied prior to the pitch, unless forced to move up a base.
4. The pitching machine will be operated by a person age 18 or older, referred to as the machine operator. Machine operator will feed the pitching machine three warm-up pitches between innings to ready the catcher for play and ensure that the machine is functioning adequately.
5. Machine operators will have no more than one ball by the pitching machine so as not to interfere with play.
6. **T-ball bats are not recommended for use in Machine Pitch even though they are approved bats. T-Ball bats are of lighter construction and will be damaged by balls pitched by the machine.**

#### GENERAL CONDUCT

Coaches may not, by their actions, influence, distract, or intimidate opposing players or the umpire. Coaches and other adults may not go behind the backstop to watch the umpire. Coaches may not protest a judgement call made by an umpire. **If you dispute a call, know that the umpire's decision is still final.**

Players are not allowed to use personal name calling of opposing players or profanity. Catching and infield players may not distract the batter. Base runners may not distract the pitcher.

**No unapproved persons allowed in the dugout/bench area during any game.**

Hiawatha Kids League Machine Pitch rules not outlined above will revert to the Hiawatha Kids League General Rules.

Last Updated by TJM 25MAR2022