

PRATT RECREATION

GIRLS 9-10 PITCHING MACHINE RULES

1. Complete games will be five (5) innings (4 ½ innings if the home team is ahead). Teams are limited to three outs or five (5) runs per inning. No new innings will be started after 55 minutes.
2. The first team listed on the schedule is the home team and will take the 3rd base dugout. Visiting team takes 1st base dugout.
3. Girls - Pitching distance - 35', base length – 60'
4. Each player will be entered into the team's line-up and bat each time it is her turn. Ten (10) players will play in the field.
5. Runners must stay on base until the ball is hit. Runners may advance 1 base on an over throw to first, after that the ball becomes dead and runners must stop at the base they advanced to at the time of the overthrow. Do not run the runners on overthrows to other bases that they would normally not be able to advance on.
6. A pitching machine will be used to pitch. Any batted ball hitting the machine is a dead ball and the runners must return to the base they occupied before the ball was pitched and the batter retains the same count.
7. **The COACH of the batting team will operate the pitching machine. Defensive coach or parent will assist with passed balls.**
8. Batters may not run on a dropped third strike by the catcher.
9. Bunting is not allowed. All batters must swing away.
10. Any overthrow with the ball entering dead ball territory (i.e. dugout, over the fence, etc.) base runners receive the base they were going to plus one base.
11. No walks or intentional walks. Batters have three swinging strikes or 5 total pitches to get a hit. (Unlimited foul balls.) **Batter hit by pitch will not get 1st base. Pitch will be a repitch & not count against the 5 pitches. If the batter does not get a hit after 5 pitches they will be called out.
12. NO infield fly rule.
13. A circle will be around the mound area and the pitcher must have one foot in that circle until the ball is hit.
14. Positions: Outfielders must play on the outfield grass.
15. A courtesy runner will be used for the catcher when there are two (2) outs.

