

2026 Machine Pitch Rules

1. To have FUN and be introduced to the great game of baseball.
2. Boys and girls ages 9 or under as of May 1st. Older children with a disability may play. Coaches need to inform each other of the situation.
3. The bases will be 60 feet apart. The pitcher's circle will be centered at a point 40 feet from home plate on a line from home to second. The circle will be a 6-foot radius, the same as Tee-ball.
4. Both teams will use a Mechanical pitching machine. During league play the pitching machines will be set at a speed of 5-7. During the tournament, the speed will be set at 6.
5. A batter throwing the bat out of the circle with a 10 foot radius centered at the home plate will be warned one time per at bat. The second time he/she throws the bat out of the circle, he/she will be called out. (THE WHOLE BAT!) The play is dead if the player gets called for throwing the bat. The catcher must remain outside the circle until the batter hits the ball. During the tournament, any thrown bat will be an out with no warning.
6. No bunting is allowed. All players must take a full swing at the pitch, and the ball must clear the 10-foot circle before it is playable.
7. Three innings will be played.
8. Each half inning will be completed with nine batters.
9. During the regular season and the tournament, batting order may be changed at the discretion of each coach so that all players may have equal playing time. Subs can re-enter at any position, but coaches are prohibited from manipulating the line-up to enter in a "hot" batter to capitalize on runs that inning. Please turn in the complete line-up for all innings prior to the start of the game to the opposing team/tournament book and get approval for unplanned subs during the game.
10. Helmets must be worn while batting and running bases. If a helmet is thrown off the player will get 1 warning. The second time the player is out.
11. The team will consist of nine defensive players and nine offensive players. Minimum of seven players and 7 players bat ONLY.
12. A batter can strike out on three swinging strikes, not on called strikes.
13. No metal cleats can be worn by any player.
14. Players must remain on base until the ball is hit. No stealing.
15. Sliding will be permitted at home ONLY. Don't abuse this rule. No sliding unless there could be a play at home. No sliding will be allowed at any other base. A team will receive 1 warning from the umpire if a player slides at an improper base. The 2nd time will be an out.
16. One umpire is all that is required for league play. Two umpires required for the tournament.

2026 Machine Pitch Rules

17. There are no limitations on the number of bases a batter/baserunner can run after a hit. The baserunner must stop in an attempt to throw to the pitcher when the pitcher and ball is within the vicinity of the circle and no additional bases can be taken. The pitchers must be within the infield base paths to be considered the vicinity of the circle. The ball is considered within the vicinity of the circle once it crosses the plane of the base paths.
18. A baseball with a rubber/cork center shall be the official league ball.
19. The machine pitch game will be played immediately after the Tee-ball game.
20. There is a **six-pitch limit per batter** to either hit or strike out. Whether foul or fair, the sixth is your last pitch.
21. Coaches be honest in attempt to assist the umpire if needed.
22. Full Catcher's gear is required, including catcher's helmet and mask
23. Players may use Tee-Ball bats or Little League bats up to coach's discretion. No wood bats allowed. 24" to 32", max of 2 5/8 diameter. USA stamp.
24. On the 9th batter play stops: **Either by getting the lead runner out or by touching home plate while controlling the ball. This includes catching a ball in the air or tagging the lead runner.**
25. **At anytime during the game the pitcher and catcher are the only two defensive players that may be in the 10 foot circle. The player is safe until the circle is cleared pitcher and catcher only. Players stay on the field until the last batters clear home plate.**
26. **1. To make a force out (not a tag out) on the opposing team there must be a transfer throw made from the fielder fielding the ball to the base where they are trying to make an out, unless the ball is hit to a positional fielder covering that base to include shortstop covering second. (See examples on last page of rules).**
27. As a courtesy to the other towns and teams no delay of games. Keep coaching batters to a minimum. 1 warning will be given and then a strike will be called.
28. Official Cal Ripken baseball rules will be utilized during games (other than what is specified in these league rules) to enforce player safety, i.e. avoiding collision with runners in baselines. No malicious contact against another player including defensive players and catchers. Cal Ripken Rules can be found online.

2026 Machine Pitch Rules

EXAMPLES:

A ball hit to the pitcher the pitcher can tag any baserunner but cannot force an out by stepping on any base. The force must have a transfer.

Ball hit to second or shortstop with runner on first either one of those position players can touch second base for the force out without having a transfer. The shortstop cannot make a force out by touching third they must have a transfer.

A force out can be made at first or third by those two position players touching their respective base on a hit to them.

At no time can an outfielder make a force out or a tag out. A transfer must take place from the outfielder. It is okay if they run into the infield a little bit before throwing the ball.

The catcher is the only player that can make a force out at home. In the event of an overthrow to the catcher or a throw mishandled by the catcher, then the pitcher (and only the pitcher) can now catch the transfer from whichever player collects the overthrow.