

2021 Machine Pitch Rules – AALL, SALL and ANLL

General

1. If not otherwise indicated, Green Book Rules apply.
2. Games will be playing using Level 5 balls.
3. Each team can have one defensive coach in the field.
4. Each team can have a first base coach and a third base coach. No second base coaches.
5. There is no limit to the number of coaches a team may have helping in the dugout.
6. No Infield Fly rule.
7. The on-deck circle is not to be used during a game.

Defense

1. During regular season, managers can agree to play up to 12 players on defense but no more than 6 infielders and one of the six infielders must be a catcher. During tournament play, ten players can play on defense. Four must be outfielders. Outfielders must set-up behind the base-paths. No more than 6 infielders.
2. Catcher is required if more than 9 players on defense. Catcher is optional if a team has nine players or less.
3. Player at pitcher position must have one foot on the mound when ball is pitched.
4. Players should play both infield and outfield positions during the course of the game.
5. Game may proceed with less than eight players at the discretion of coaches.

Hitting

1. Hitters cycle in order through the line-up continuously until the $\frac{1}{2}$ inning is completed. A coach of the team on offense will feed the pitching machine. Exchanging line up cards is encouraged, but not required. 2. There are no walks and no bunting.
3. Each batter receives a maximum of 5 pitches. If batter has not hit after 5 pitches, the batter is out and returns to the bench.
4. If a batter does not get a hit after 5 pitches the coaches may agree to use a tee. This would be for the beginning of the season and help offense and defense get more reps. Coaches should agree on this before the game.
5. For each of the 5 pitches that is deemed unhittable, the batter receives an additional pitch at the discretion of the coach feeding the ball machine.
6. A batter will continue to receive additional pitches if the last pitched is fouled.
7. In the event the machine is not providing hittable pitches, the coaches may pitch up to 5 pitches. Same pitch count rules apply to coach thrown pitches.
8. If batter is hit by pitch, the player may choose to either take first base or to take more pitches. The pitch which hit the batter will not be counted against the pitch count rule.
9. Each half-inning is complete after three outs or five runs scored.
10. A ball that hits the pitching machine is in play. The coach shall attempt to stay out of the way of the ball and defensive play action. Ball is live even if it hits the coach.

Base Running

1. No stealing.
2. Runners may not leave the base until the ball is hit.
3. No extra bases on overthrow.
4. When ball is hit to the outfield, runners may continue to advance until the ball is returned to the infield (whether or not an infielder controls the ball). If a player is less than half way to the next base when the ball reaches the infield, the runner will be returned back to the last base crossed.
5. There are no umpires. 1B Coach makes calls at 1B. 3B Coach makes calls at 3B, and Coach at the pitching machine makes calls at 2B and Home.

2018 Machine Pitch Rules

Game Length

1. Three innings is the normal game length. Games may continue beyond three innings at the discretion of the coaches if 3 innings are completed before a time of 1:30.
2. No new inning after 1:30
3. Game will be called complete after a time of 1:45.