



Pulaski Baseball Machine Pitch Majors Rules



Current Grade(s): 1st Grade (7U Tournament Team players), 2nd, 3rd (not ready to play Pee Wee)

Objective

1. Continue to teach the fundamentals of the game of baseball (hitting, throwing, catching and base running).
 2. Teach player position responsibility.
 3. Teach game situations.
- The listed home teams will play in the field first and use the third base dugout. The visiting team will bat first and use the first base dugout.
 - Games will be scheduled for 5 innings and will end at the end of an inning (after the home team bats). No new innings should be started after 60 minutes of play (in order to keep the rest of the games on schedule).
 - Those teams with a roster of 12 or less, no player shall sit out more than 1 inning per game. Teams with a roster of 13 or more, no player shall sit out more than 2 innings per game with everyone sitting at least 1 inning (based on 5 innings). No player should sit out 2 innings in a row. **Free substitution.**
 - A player may play no more than three innings at any one position.
 - All players must play at least one inning in the infield per game. This must be completed within the first four innings of a game.
 - All players will be placed in the batting order for each game. The batting order will remain the same for the entire game regardless of if they are in the game defensively or not. It is strongly encouraged that the coach changes the batting line-up throughout the year.
 - Louisville Slugger Blue Flame will be used and placed on the foot of the rubber (46').
 - Batters will receive 5 pitches. If the 5th pitch is a foul ball, the batter will receive another pitch. The hitting team shall provide 1st and 3rd base coaches, pitcher manning the machine and a coach in the dugout.
 - If the batter has not hit the ball after the fifth pitch or has swung and missed on strike three, the batter will be declared out.
 - Three coaches are allowed on defense. Two in the outfield and one behind the catcher. The catchers are to give the ball to the defensive coach and the coach places the ball in a bucket. If the catcher can consistently throw the ball to the pitcher, he/she may do so.
 - Balls hit off the pitching machine are in play. If the coach is hit by the ball or the ball hits the bucket of balls by the pitching machine, the play will be considered dead and declared a "do-over".
 - No bunting will be allowed.
 - The infield fly rule will not be in effect.
 - No stealing or leading off. Runners must remain on the base until the ball crosses the plate.
 - Runners must slide if being played upon. No head first slides except going back to a base.
 - Runners interfering with a fielder will be called out.
 - A courtesy runner should be used for a player that is scheduled to play catcher in the upcoming inning if there are already two outs in the inning. The substitute base runner must be the last player who made an out.
 - A courtesy runner will be allowed for any injured player and must be the last player who made an out.

- Batting helmets will be worn by any player in the on-deck circle, batter's box or when running the bases.
- If a batter throws their bat, they will be called out and runners may not advance. This is a safety issue and the batter needs to learn this immediately.
- No team shall score more than 4 runs per inning in the first 3 innings. Starting in the top of the 4th inning, runs are unlimited (this will allow teams a change to come back).
- A game called due to darkness, rain or time will be considered a complete game if four innings are completed, or three and a half innings are completed and the home team is ahead.
- A base runner may not advance to another base once the ball comes into the baseline on the infield and time is called. If that runner is less than half the distance to the next base, the runner will return to the previous base at the completion of the play.
- Only 1 base on an overthrow per at bat.
- Players fielding the pitching position must do so within 3' of the pitching rubber.
- There are 10 positions on the field. The tenth player will be used as an extra outfielder. Outfielders will play evenly spaced and equally deep (no back-up infielders). Traditional positions should be played.
- A team may play with as few as seven players at the start of the game. The difference in the number of starting players between the teams will determine the outs in the batting order for the team with less players. If team one has seven players and team two has 10, then the 8th, 9th and 10th spots in the order for team one will be an out. If team one has nine and team two has 10, then the 10th spot in the order for team one would be an out. If both teams have less than ten players but have the same number of players, no outs for the missing players will be recorded.
- If a team starting with 10 or less players has a player get hurt and misses his spot in the batting order, the batter is ruled out until he can return to the game. If a team has less than 7 players, the game will end and the result would be a forfeit.
- Defensive team must field a catcher. Catcher must wear full gear and play in the crouch position.
- Coaches are the only people allowed on the playing field to help out the players.
- Each player should have a glove. Tennis shoes or rubber spikes are recommended. No metal cleats will be allowed.
- Allowed bats:
 - 2 ¼" barrel non-wood bats marked BPF 1.15
 - All USA Baseball approved/stamped bats (any barrel size)
 - USSSA marked BPF 1.15 (any barrel size)
- Any other rules or regulations are governed by the "Little League Baseball" rulebook.