



NATIONAL YOUTH SPORTS RULES

9U Machine Pitch

Applies to both practices and games.

ATTIRE

1. NYS jersey and hat must be worn during the game. No exceptions!
2. The catcher position is required to wear a cup.
3. No metal cleats, open-toed shoes, or jewelry allowed.

BAT

1. No composite
2. No BB Core
3. No Wood

FIELD

4. Bases are approximately 60 feet apart.
5. The Pitch Machine will be set at 40 ft away from home plate
6. The pitch machine is to be operated by a coach for the team up to bat
7. On deck batter must stay in the on deck area.
8. All players on the batting team must stay in the dugout.
9. Adults must be the first and third base coaches.
10. All team members must be on the batting lineup.

TEAM

11. Ten players are allowed to play on defense.
12. Team may play with four outfielders.
13. Teams may field a player field for the pitcher position.
14. The home team is listed first on the schedule and will occupy the third base dugout.
15. Courtesy runners are allowed for catcher positions at any time, but the runner must be the player that made the last out.

GAMEPLAY

16. Only USA Baseball approved bats may be used.
17. Games are 1 hour and 40 minutes, or 5 innings, whichever is completed first.
18. A new inning will not be started after 1 hour and 25 minutes.
19. No team may intentionally delay the game.
20. No team may increase their lead by more than 5 runs **See 5-Run Rule**
21. No extra innings in case of a tie.
22. No forfeits!

GAMEPLAY: BATTING



NATIONAL YOUTH SPORTS RULES

9U Machine Pitch

Applies to both practices and games.

- 23. The batting lineup must be followed in continuous order throughout the game.
- 24. The batter may not attempt to advance to first base on a dropped third strike.
- 25. Teams may only bat through their line-up once per inning, except to equal the opposing team's batting line-up. **See 5-Run Rule***
- 25.●.1. *For example, if "Team A" has 12 players and "Team B" has 10 players, then "Team B" may bat 12 players in a row as long as they do not increase their lead by more than 5 runs or get 3 outs.*
- 26. A player can not be walked. Coaches operating the pitch machine are allowed two adjustment pitches
- 27. A player can strike out.

GAMEPLAY: BASE RUNNING

- 28. Stealing is not allowed, Baserunners are allowed to move up one base in the event of a passed ball, Baserunners may not advance home on a passed ball.
- 29. No leading off of any base.
- 30. The base runner may not leave the base until
- 31. Sliding is allowed. No head first slides
- 32. It is the base runner's responsibility to avoid contact with the fielder with the ball.
- 33. Slide or avoid is in effect at all times when the fielder is in possession of the ball.
- 34. Intentionally running into a fielder, including the catcher, who has possession of the ball will result in ejection from the game.
- 35. Runners may advance only one base on an overthrow.
For example, the runner gets the base they are advancing to, plus they can try for the next base at their own risk.
- 36. If a play is made on an advancing runner after the overthrow and another overthrow occurs, the runner may again try to advance to the next base at his own risk.
- 37. If a play is not made on the advancing runner after the overthrow, the runner must stop after one base.
- 38. Once the ball is thrown back to the pitcher by the catcher or any fielder at the conclusion of play, at the umpire's judgment, all base runners must return to their previous base if they are not at least halfway to the next base.



NATIONAL YOUTH SPORTS RULES

9U Machine Pitch

Applies to both practices and games.

GAMEPLAY: 5-RUN RULE

When participating in an NYS Baseball or Softball event, there are 3 ways to end an “at bat”:

- 39. Increase a lead by five runs.
- 40. Bat through your entire line-up once. Remember that a team may equal the same number of batters as the opposing team.
- 41. Three outs.

Whichever of the above events happens first in a given half inning concludes that half inning immediately.