



Richardson/Garland YMCA Machine Pitch Rules

1. Teams must recite the YMCA pledge before the first pitch.
2. The pitching machine must be checked in & out at the Richardson YMCA prior to use. This applies to all practices. The pitching machine is **NOT** to leave the property of the YMCA. Any team suspected of doing so will lose the privilege of using the pitching machine.
3. **ONLY** coaches or assistant coaches are allowed to feed the ball through the machine. The pitching machine must **NOT** be left unattended (ON or OFF).
4. The pitching machine **MUST** be placed directly over the pitcher's mound and set at a maximum speed of 6. Roughly 30-35 mph. Speed of 6 is the standard setting for **ALL** games.
5. For safety reason, batters on-deck must warm up behind the dugouts.
6. **Old Rule**-Each player is given for 4 attempts or swings per at bat. If the player misses all 4 attempts they are considered out. Any pitch that a player does not attempt to swing at is not counted as an attempt. **Note: If an official feels that the batter is deliberately stalling the game, he may count non-swings as strikes after warning both teams.**
 - **New Rule**-A maximum of 5 pitches per batter will be allowed. If the batter does not hit the ball in to fair play after 5 pitches he/she is out. If the batter fouls off the 5th pitch he/she must swing at all of the following pitches until they hit the ball into fair play or swing and miss.
7. In the event that the batter hits **ANY** part of the machine with the ball while at bat, the batter is awarded a single and all runners advance 1 base from the start of play.
8. Each game consists of 6 innings or 60 minutes of play, whichever comes first. No inning may be started after 60 minutes of play.
9. A half inning is complete after a team has recorded 3 outs **OR** 5 runs have been scored. No more than 5 runs are allowed to be scored in an inning.
10. In the event of bad weather a game is official after 30 minutes of play or 3 complete innings. The score at the end of the last full inning becomes the final score assuming 30 minutes or 3 innings were completed.
11. In the event of an unfixable machine malfunction during the game, play will continue according to the Richardson YMCA Coach Pitch Rules.

12. A ball is considered **DEAD** when any fielding player possesses the ball inside the baseline (between 1st and 3rd base). At this point, all runners more than halfway to the next base are allowed to advance while others must return to their previous base. (Umpires discretion).
Note: If the fielder attempts to make a play at any base, runners are allowed to advance at their own peril.
13. A team consists of 6 infielders, a catcher, a pitcher, a 1st, 2nd and 3rd baseman and a shortstop and a maximum of four (4) outfielders.
- 14. Note: For the safety of the pitcher, he/she will be positioned BEHIND the pitching machine (at least three feet) at all times while the ball is being fed into the machine. When the ball has been put in play, the pitcher may move about freely.**
15. Substitutions are unlimited as long as they are done to ensure equal playing time and substitution doesn't conflict with rules 10 or 12
- 16. Purposeful and intentional stalling of the game for any reason will not be tolerated and is grounds for removal.**
17. Players cannot play the same position for more than 2 consecutive innings
18. One coach is allowed in the outfield during play to help direct players. One coach is allowed at both 1st and 3rd base to help coach.
19. A runner is considered out if the player runs out of the baseline in an effort to avoid being tagged (umpires discretion).
20. Base stealing is **NOT** allowed even if a player fails to catch the ball.
21. All runners are given an extra base in the event an overthrow. (Umpires discretion).
22. Sliding is allowed, although not recommended except when dictated by the regular flow of the game.
23. Intentional blocking of **ANY** base, including home plate is **NOT ALLOWED** under any circumstances. Intentional blocking is cause for removal from the game. If a player accidentally blocks or impedes a runner, the runner is given extra base.
24. Purposeful collisions **WILL NOT BE TOLERATED.**
25. The umpire has the highest authority at all times during a game and has the ability to remove anyone that is disrupting the game or not acting in a sportsmanlike manner at ANY time.
26. Any question you have for the umpire can be asked between innings if time allows or after the game.
27. HAVE FUN!!!