

City of Dillon Parks & Recreation



PO Drawer 431, Dillon, SC 29526

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MACHINE PITCH RULES

1. Each team will play 10 players defensively. There will be 6 infielders and 4 players in the outfield. A catcher will be used but will be placed at least 15 feet from the batter. The catcher will wear protective headgear at all times.
2. All nonstarters must be put into the ballgame in the third inning. (home team start of the third, away team bottom of the third) All players must play at least 2 innings or 12 consecutive outs except in case of injury or discipline problems.
3. The offense will bat its entire roster after the last batter has been up to bat the inning will end.
****Example (if a team has 12 players then all 12 players will be listed in batting order.) After three outs the bases will be cleared.**
4. Games will consist of 4 innings or a 90-minute time limit, whichever comes first.
5. A pitching machine will be used. It will be set before each game @ 35 feet from home plate at 40 mph. The machine will not be adjusted unless needed due to malfunction. A 10-foot circle will be placed behind the machine and the pitcher must be inside the circle when a pitch is made. The coach will pitch to his team. Any hit ball that hits the machine or coach will be considered fair and played as such.
6. Each batter will be given 5 pitches or 3 swings, unless the 3rd swing is fouled. No walks, bunting or stealing will be allowed. All base runners must stay in contact with the base until the ball is hit. Bases will be cleared of all runners when 3 outs are made. Every batter must wear a helmet with a face guard and chinstrap.
7. All play becomes dead once the pitcher has control of the ball in the pitching circle and/or the catcher has control of the ball in the catcher's circle. The last batter may be put out only before he/she reaches first base, by a strike out, fly ball being caught or the defense (PITCHER/CATCHER) tagging home with ball in their possession. The last batter can be put out if the defense tags he/she out between bases.
8. All runners will advance one base if the ball goes out of play. Infield fly rule will not be used however, on fly balls runners' advance at own risk. Halfway lines will be used and runner's advance based on where they are once the ball is controlled.
9. All batted balls must pass the 12-foot arch to be considered fair, all others will be fouls.
10. Scoreboards will not be used due to this activity does not keep score or standings.