

Columbus Parks and Recreation
Machine Pitch Rules

1 Changes from last year highlights

- 4.2 Bat Size

2 Governing Rules:

- 2.1 All Leagues in the Columbus Parks and Recreation are governed by the “Official Playing Rules of Baseball”, superseded by the following “Local Rules of the Columbus Parks and Recreation”

3 Game Rules

- 3.1 Four innings (or 3 1/2 if the home team is leading) constitute an official game. Once a game begins and is subsequently ended for weather, it will be made up if an “official game” in duration has not occurred. ***The suspended game will resume from the last completed inning.***
- 3.2 Runs scored are recorded. There is no “mercy rule” (ending a game due to one team leading another by a wide margin).
- 3.3 A minimum of seven players must be available at the start of a game to constitute a starting line-up. No outs shall be taken for the missing player’s position in the batting order. If one team fails to have the minimum number of players available to start the game, the other team will be declared the winner, but a practice game will still take place.
- 3.4 The home team is the Official Scorebook. Each coach is required to turn in their league scorebooks to their division manager at the time they are eliminated from the year end tournament.
- 3.5 The length of a game will be either 6 innings or no new inning to start after 1:45 from the start of the game; whichever comes first.
- 3.6 Three outs or four runs scored constitutes a 1/2 inning. The 6th inning only will have no run rule to end it, only 3 outs.
- 3.7 A machine operated by an adult 18 years of age or older will be used to pitch to all batters and will governed by the following rules: The machine will be set up on the pitching rubber. A consistent speed of **25 MPH** will be used to pitch to all players. There are no bases on balls. As play stops, runners may not advance past the base they are at, and the ball is “dead” once it is returned to the adult at the pitching machine. The adult operating the pitching machine should never field any ball put in play. They should only receive the ball back at the end of each play and feed the ball to the pitching machine for each pitch. If interference from an adult occurs or the pitching machine is hit with a batted ball, the batter will return to the batter’s box with his (or her) pitch count not being affected. All overthrows intended for the adult from an infield position (ending up in fair or foul territory or out of play) will result in a “dead” ball and play shall stop --- at which point only those base runners that have already passed a base may advance.

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- 3.8 There are 10 players on defense including four outfielders. Outfielders must be positioned on the outfield grass at the time the ball crosses the plate. Coaches are encouraged to rotate players between infield and outfield across all positions during the season. The adult coach calls outs.
- 3.9 Each batter gets a maximum of up to six pitches to hit a ball fair whereupon a strikeout will be recorded; however, if a batter records three swinging strikes prior to the sixth pitch, a strikeout will also be recorded. The batter cannot foul out, i.e. fouling on the last pitch, will result in the batter receiving another pitch.
- 3.10 The entire roster constitutes the batting order.
- 3.11 Once the ball is hit fair and is in play, the defense should attempt to make an official out and/or get the ball back to the player-pitcher on the pitcher's mound. The adult coach will then rule which runners should advance to the next base (if the runner was over 1/2 way to that base when the pitcher received the ball) or go back to the base from which they came (if they were under 1/2 way to the next base when the pitcher received the ball). These rulings start with runners heading home and work backwards (third base, then second base).
- 3.12 Leading off: No
- 3.13 Stealing: No
- 3.14 Dropped 3rd Strike Rule: N/A
- 3.15 Infield Fly Rule: No
- 3.16 Designated Hitter Rule: No
- 3.17 A runner cannot leave the base until the ball is hit fair in play.
- 3.18 A runner does not need to slide feet first (head first sliding is allowed, but highly discouraged).

4 Equipment

- 4.1 Metal cleats are not allowed.
- 4.2 The bat shall be not bigger than 2 5/8 inches in diameter.
- 4.3 A hardball will be the Official game ball.

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5 Participation

- 5.1 Each player must play a minimum of three complete innings.
- 5.2 A player or coach ejected from the game will at least be ineligible to participate in the team's next game. All ejections will be reviewed by the Columbus Parks and Recreation committee in accordance with the Code of Conduct policy.

6 Substitutions

- 6.1 Free substitution is allowed; meaning a player may be substituted for defensively and re-inserted as many times as a coach wishes.

7 Protests

- 7.1 There are no protests.

8 Pitching

- 8.1 Players do not pitch; therefore there are no pitching regulations.

9 Year End Tournament

- 9.1 There is a year-end tournament. Win – Loss records from the regular season will be used to seed the teams for the tournament. **No time limit for Championship Game.**