

Fairfax

Parks & Rec

Machine/Coach Pitch Baseball/ Softball rules

General Game Rules

1. **Eligibility.** Players in 1st or 2nd grade at the beginning of the season (approx. beginning of April) shall be eligible for the Machine/Coach Pitch League. **Teams are not coed**
2. **Schedule.** All teams shall play a six-week schedule. Games are on Wednesdays from May 1 through June 5, 2024. Game times are 5:30 pm and 6:30 pm. Practices are TBD. All practices and games are held at the Fairfax Sports Complex, 625 Linn St, Fairfax, OR Walford Baseball/ Softball Diamonds.
3. **Approved Machine.** The approved mechanical pitching machine for the Highway 151 Machine/Coach Pitch League is the Louisville Slugger Ultimate Pitching Machine UPM 50 (Black Flame) or a similar model. Coaches are the only authorized operators of the pitching machine. No youth players shall load/operate the pitching machine. The approved settings for the UPM 50 are speed setting 1 on the power lever and height setting 2 on the release lever. Fine-tuning the micro adjustment with the game ball may be necessary to achieve consistent pitches in the strike zone. Other adjustments to the machine may be required to achieve the correct pitch. Coaches may choose to pitch to their players in place of using a machine. Whether using the machine or if the coach pitches all players get no more than 5 pitches before they must use the Tee. **No exceptions.**
4. **Approved Balls.** **Boys** – Safe-T-Soft level one baseball or similar ball.
Girls – 10” optic yellow Safe-T-Soft softball or similar ball
5. **The Field.** The pitching machine shall be placed 35 feet from home plate. There shall be 60 feet between bases.
6. **Game Play.**
 - a. A **complete game** consists of 5 innings or a one-hour time limit.
 - b. **An inning** consists of 5 runs or three outs.
 - c. **Players in the game.** All rostered players shall take the field on defense. Coaches are encouraged to place players in traditional defensive positions. All players must be behind the pitcher until the ball crosses the plate. Players may not stand in base paths. Players may not form a defensive line in the infield. Teams shall have no more than 2 players positioned near the pitcher’s mound. The defense should include outfielders when numbers allow. Coaches are encouraged to rotate player positions every inning and develop as many players as possible in key positions.

7. Defensive Rules

- a. **Ending a play.** Play is not ended by getting the ball back to the coach who is pitching. Play is ended by defensive efforts that stop the base runners from advancing. When base runners are stopped the ball may be given to the coach at the pitching mound.
- b. **Defensive obstruction.** Defensive players without the ball must yield the right of way to the base runners.

8. Offensive Rules

- a. **Batting.** Each batter is allowed to swing at 5 pitches from the coach. No bunting is allowed. If the player has swung at none of the 5 pitches, or some of the 5 pitches, but has not put the ball into play, then they must use the tee. The batter has three chances to hit the ball off of the tee. If they do not put the ball into play with three swing opportunities they are called out. A foul ball on the third attempt is considered an out. Coaches must pitch overhand from at least 20' from the back of the plate for baseball and underhand for softball.
- b. **Running the bases.** No "one hit, one base" rule. Runners are allowed to advance bases at their discretion. Base runners may only advance one base on an overthrown ball. Players may not advance to home on an overthrown ball.
- c. **Outs.** Outs shall be assessed and the base runner will leave the field of play and return to the dugout. It is an out if a fly ball is caught, a base is touched before a runner or a runner is tagged out. A batter may also strike out (see 6b).
- d. **No stealing.** A base runner may only advance the bases on balls batted into play. A runner must start with at least one foot on the base until the ball is batted into play.

9. Additional Rules.

- a. **Catchers.** Must wear full protective gear (helmet, mask with throat protector, chest protector, and shin guards) and locate themselves behind home plate to be in a position to catch the ball on the fly from the pitching coach. Players are encouraged to wear the protective mask while playing the pitching position during games. Any softball player engaged in player pitching must wear a pitching mask while pitching.
- b. **Scorekeeping.** No scorekeeping
- c. **Umpires.** Teams may designate umpires, but it is not required. Coaches may act as umpires and facilitate the game.
- d. **Bats. Baseball** – any recognized baseball bat will be allowed. No softball bats will be permitted.
Softball – any recognized softball bat will be allowed. No baseball bats will be permitted.

- e. **Player pitching.** During the last two games of the season, any player considered a 2nd grader may pitch. A player pitcher may pitch no more than three pitches to each batter regardless of the outcome of that pitch. After three pitches the coach pitcher shall have no more than three pitches to the batter. After that, if the at-bat is not concluded, then the batter may hit off of the tee.

Teach and develop players. Winning is not everything. Player Development is the priority. Make it fun. Keep it fun. **Have Fun!**

Point of Contact. The point of contact for these rules is the Fairfax Parks & Rec Director.
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