

10U Machine Pitch Rules

1. All games shall be 7 innings with a 60 minute time limit. No new inning will begin after 60 minutes unless the score is tied. Game will continue till tie is broken
2. There is a 5 run limit per inning. If it becomes mathematically impossible for a team to catch up the game will be called.
3. Teams will bat all defensive players. A max of 10 and no less than 8. If a team bats with 8 the 9th batting hole is an out each time it comes to the plate.
4. The pitching machine shall be set with the center of the machine at thirty-five (35) feet. The machine speed will be set at 40 mph +/- 2 mph for. Prior to each game, the umpire will have each coach feed at least one pitch and obtain a consensus that the machine is set correctly. The umpire may adjust the pitching machine any time he/she believes it is needed.
5. A coach from the offensive team shall feed the pitching machine. This coach may give advice and help **to the batter only**. He/she may **not** coach the batter-runner or runners at ANY time.
 1. After a batter hits the ball, this coach shall remain motionless behind the pitching machine or move quietly away from the playing action into foul territory away from the play. If, under the judgment of the umpire, a coach intentionally violates this rule and is hit by a batted or thrown ball, a dead ball will be called and the runner closest to home will be called out, the batter-runner will be awarded 1st base (unless no runners are on base – then she is the runner closest to home and therefore out), and other runners will advance only if forced.
 2. After a batter hits the ball, this coach shall remain motionless behind the pitching machine or move quietly away from the playing action into foul territory away from the play. If, under the judgment of the umpire, a coach did not intentionally violate this rule and is hit by a batted ball, the ball is treated as hitting the machine.
 3. The umpire may restrict a coach to the bench or eject him/her for repeated violations of this rule.
6. The batter will receive a maximum of five pitches or three strikes, whichever occurs **first. If the fifth pitch is hit foul the batter will remain alive as long as they continue to foul off pitches. If the batter fouls a bunt attempt with two strikes the batter will be called out. The umpire may call a "no pitch" if the pitch is clearly out of the strike zone and the batter does not swing.**
7. **A batted ball that hits the pitching machine shall be ruled a dead ball. The batter is awarded first base. All other runners will be awarded one base only if they are forced. This also applies to a batted ball deflected by the pitcher into the pitching machine.)**
8. A runner may not leave a base until the ball leaves the pitching machine.
9. A runner on 1st or 2nd can advance/steal only one base per pitch. If they advance more than one, they are liable to be put out. At end of play, if the runner is safe and has advanced more than one base, the umpire will return the runner to the correct base. A runner cannot steal home.
10. There is no dropped 3rd strike rule. However, the ball remains live and runners (not the batter) may advance/steal with liability to be put out.
11. The defensive team must have a minimum of eight (8) and a maximum of ten (10) players in the field. At the start of a pitch, the pitcher can position on either side of the

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pitching machine with one foot on or in the 8 foot radius circle and equal to or behind the machine. The pitcher may not move in front of the pitching machine towards home plate until the ball has exited the pitching machine. Should the pitcher be in front of the pitching machine prior to the ball leaving the pitching machine, an illegal pitch shall be declared. If no runners are on base, a warning is issued to the defensive team. For a second offense, the batter is awarded first base. All other runners advance one base, regardless of force. Players playing 1st and 3rd base may now play in for a bunt. Also refer to Rule 16

12. The ball is live after each play until the defensive team has stopped all runners from advancing. Umpires should call time at this point. There is no look-back rule in machine pitch. This rule does not preclude the umpire from calling or granting time in situations such as when a runner has slid into a base, requests time, no other runners are advancing, or there is an injured player. The ball shall be dead immediately anytime the pitching coach touches a ball thrown to him/her at the end of a play (whether they catch it or not) and all runners will return to the last base touched.
13. One defensive coach may be outside the dugout. This coach must remain close to the fence in front of the dugout. Should a coach move outside this area, the umpire may restrict him/her to the dugout. If subsequent coaches violate this rule, the umpire may prevent any defensive coaches from being outside the dugout. If a live ball strikes anyone or any equipment out of the dugout, bases will be awarded by the umpire.
14. There are two appeal plays: 1) missing a base, 2) leaving a base before a caught fly ball is touched.
 1. The first three appeal plays are live or dead ball appeals. At the end of playing action, coaches may request time and then make a dead ball appeal.
 2. ALL OTHER SITUATIONS are 'requests for help.' A player or a coach may make a 'request for help' and it may be honored by the umpire at the umpire's discretion.
 3. The coach feeding the pitching machine may not make dead ball appeals and may request help only as it pertains to the pitching machine.
15. There is no infield fly rule in machine pitch.
16. Bunting is allowed. If a batter shows bunt, the batter cannot swing at the pitch. If a batter shows bunt and swings, a dead ball shall be declared and the batter will be called out. No runner shall advance. (In conjunction with Rule 11, this is a safety measure which now allows infielders to charge a bunt prior to the pitch delivery.)