

# GIRLS 15U MACHINE PITCH RULES

## FIELD DIMENSIONS

- Bases are set at 60 feet.
- The pitching machine will be at 43 feet

## EQUIPMENT

- Any official youth softball bat may be used.
- A 12" Optic Yellow softball will be the official ball.
- All batters and base runners must wear helmets the entire time they are on the field of play. A base runner that becomes out, must keep her helmet on until she has reached the inside of the dugout.
- The catcher must wear shin guards, a chest protector, and a catcher's helmet with mask, and throat guard.

## UNIFORMS

- All players are **required** to wear the uniform issued by HPC. Jersey, pants, belt, visor and socks. All players must wear the same color pants as determined by the coach at the beginning of the season.
- No substitute of any part of the uniform is allowed.
- **Game jerseys must be tucked in with belt and visor on, in order for the player to participate in the game.**
- No watches or jewelry may be worn.
- NO METAL cleats allowed.

## GAME PRELIMINARIES

- There will be no infield/outfield practice prior to the start of the game. Warm-ups must take place in the outfield. Please do not warm up on the infields.
- 10 minutes before the game, devotions will take place.
- Any game that is canceled will result in a **forfeit** and will **not** be rescheduled. This does not include games rescheduled by HP Athletics, i.e. rainouts.

## GAME RULES

- Each team will play with 10 players in the field (4 outfielders). Players from another HPC team can be picked up to complete a line-up of 10 total players, but must play catcher or an outfield position.
- A game is considered a forfeit if a team does not have at least 8 players ready to play within ten minutes after the scheduled starting time; however, a game can be played using other machine pitch players. It will be considered an official game, and will **not** be rescheduled.
- **The umpire will feed the machine and call balls and strikes.**
- **There is not a "no pitch" rule. Players must learn to not swing at bad pitches. Walks will be awarded after 4 balls are thrown.** In the event of the machine delivering 4 consecutive balls (called by the umpire) to a batter, the umpire has the **choice** to adjust the machine, and the previous batter will return at bat with a clear count. The base runners will also return to the previous base occupied.

- **The pitcher/fielder may not assume a position in front of the machine. She must have at least one foot inside the pitching circle, until the ball has left the machine.**
- There is free defensive substitution. Each player shall learn at least one position in the infield and one in the outfield. This rule is intended to avoid having the same players in the outfield every game. It is expected that no player will play an entire game in the outfield.
- **\*\*NO PLAYER SHALL SIT MORE THAN 2 TOTAL INNINGS PER GAME. THOSE INNINGS MUST NOT BE 2 CONSECUTIVE INNINGS.**
- All players from each team will bat according to the lineup card given to the umpire before the start of the game. Each player should be placed on the official lineup card. Should a player show up after the start of the game, she should be added to the end of the lineup and bat accordingly.
- Only one defensive coach is allowed outside the dugout **and** must remain along the dugout fence.
- Only one on-deck batter will be allowed, and she must stand in the on-deck circle situated on the backside of the player at bat.
- Absolutely no children other than the players are allowed in the dugout, unless he/she is a bat boy/girl. He/She must wear a helmet.
- A regulation game is 6 innings or **drop dead at 1 hour 15 minutes**, regardless of which team is at bat. However, the batter at the plate will finish her at bat.
- We do not keep league standings.
- If a game is tied at the end of 6 innings or end of time, the game will result in a tie.
- **Bunting is allowed.**
- **Stealing is allowed.** Exception: A runner cannot steal home on a pass ball. However, a runner can steal home on a throwback to a pitcher when the ball is overthrown. If the throw is not caught cleanly, the runner may advance at her own discretion.
- **The Infield Fly Rule** will be implemented. You are in an infield fly situation when two conditions are met: **First**, you have fewer than two outs. **Second**, you have runners on first and second, or bases loaded. (Make sure you are clear on this rule)
- When the ball is in possession of the defense within the pitcher's circle, all runners off their base must immediately attempt to advance to the next base or return to the previous base. "Immediately" is interpreted to mean "within a 3 second" time frame. Any hesitation lasting longer than 3 seconds will result in an out, upon umpire's discretion.
- The maximum number of runs a team can score in an inning is 6 runs per inning. At the 40 minute mark, the max run limit will be lifted, upon the start of the following inning. Example: If the 40-minute mark is reached during the visiting team's bat in the 3<sup>rd</sup> inning, the 6-run max limit will be lifted at the start of the 4<sup>th</sup> inning.
- Should a team be ahead by 15 runs or more after the 3<sup>rd</sup> inning or 10 runs or more after the 5<sup>th</sup> inning, the game is over.
- Any batted ball that hits the machine or the umpire feeding the machine is a "dead ball". The batter is awarded first, and each runner advances one base from the base they occupied prior to the ball being hit.
- **There is no dropped third strike rule.** Batter is out on the third strike, whether or not the catcher catches the ball.
- **If there are 2 outs when the catcher reaches base or while she is on base, a courtesy runner must be used.** The courtesy runner must be the player who made the last out, prior to the catcher reaching a base.
- **All other standard softball rules apply.**