

# BOYS/GIRLS 10U & 13U MACHINE PITCH RULES

## FIELD DIMENSIONS

- Bases
  - Girls 10U & 13U - 60 feet
  - Boys 10U - 65 feet
- Pitching Machine
  - Girls 10U - 35 feet
  - Girls 13U & Boys 10U- 40 feet

## EQUIPMENT

- Any official youth baseball bat or softball bat may be used.
- A 9” leather baseball will be the official ball for the boys. 11” softball for 10U girls division and 12” softball for 13U girls divisions.
- 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 their helmet on until he or she has reached the inside of the dugout.
- All male players must wear a protective cup. Should it be determined that he is not wearing a protective cup; he will not be allowed to participate in the game. SAFETY, SAFETY, SAFETY.
- 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 HPC uniform issued to them at the beginning of the season; this includes the jersey, hat/visor, belt 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 hats/visors 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 prior to game time, devotions will take place. Please have your team ready.
- **\*\*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.**

## DEFENSIVE PLAYER POSITIONS

- Each team will play with 10 players in the field (4 outfielders). 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 teams’ players for a maximum of 10 players total. It will be considered an official game, and will **not** be rescheduled. Players that are picked up from other teams must play catcher or outfield position.

- **The pitcher/fielder may not assume a position in front of the machine. He/she must have at least one foot inside the pitching circle, until the ball is batted.**
- 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.**

## GAME RULES

- All players from each team will bat according to the lineup card given to the umpire before the start of the game. Only one on-deck batter will be allowed, and he/she must stand in the on-deck circle situated on the backside of the player at bat.
- Each player should be placed on the official lineup card. Should a player show up after the start of the game, they should be added to the end of the lineup and bat accordingly.
- **The umpire will feed the machine.**
- Balls and strikes will be called by the field umpire feeding the machine.
- **There isn't 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.
- Only one defensive coach is allowed outside the dugout **and** must remain along the dugout fence.
- 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 his or her at bat.
- If a game is tied at the end of regulation time, the game will result in a tie.
- Stealing is **not** allowed. Base runners may not leave base, until the ball is hit.
- Bunting is allowed.
- When the ball is in possession of the defense in the infield, and a throw is made to the pitcher within the circle, the play is dead. In the event of an overthrow, the play will remain dead. Runners cannot advance unless defense makes a throw in an attempt to throw out the base runner. (This is to encourage correct base running and not take advantage of a player who cannot make a throw)
- We will use the halfway mark in the event of a base runner being caught between two bases, when a play is called dead. If a runner is more than halfway, they will be rewarded the base. If they are less than halfway, they must return to their previous base. This ruling will be determined by the umpire.
- There is **NO** "infield fly" rule.
- 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 will be stopped due to the mercy rule.

- Any batted ball that hits the machine or the umpire feeding the machine is a “dead ball”. The batter is awarded first, and all runners advance one base from the base they occupied prior to the ball being hit.
- **If there are 2 outs when the catcher reaches base or while he/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 baseball/softball rules apply.**