

## 10 – UNDER MACHINE PITCH LEAGUE RULES

The Chickasha Amateur Softball Association 10-under machine-pitch league is intended to be a fast pitch event with the following exceptions.

### Playing Field:

1. Bases set at 60' – Pitching machine set at 35' – Pitching speed set 40 at MPH.
2. There shall be a circle, four feet in radius, drawn from the center of the pitcher's plate. There shall be a line drawn at 35' on each side of this circle and extending three feet outside of this circle. The youth pitcher shall be within and behind this line until the ball is pitched.
3. Once the pitching machine is set, only necessary adjustments will be made. Any adjustments will be determined and executed by the umpires. Any coach making adjustments to the pitching machine will be removed from the game.

Time Limits: One (1) hour, finish that inning and play one (1) more inning, or seven (7) innings, whichever happens first.

Run Limits and Rule: Run Limit – Five (5) runs per inning per team, until the inning after the one (1) hour or in the 7<sup>th</sup> inning 10 runs are allowed

Run Rule – 12 after 3, 10 after 4, and 8 after 5

Participation Rule: Free substitutions: All roster players present at the start of the game shall be placed in the batting order, whether playing defensively or not. "Recommend-a minimum of two (2) innings to be played on defensive for all roster players."

Defensive Players: Four infielders, three outfielders, one catcher, and one pitcher. Prior to the pitch, the outfielders must be behind the infielders, the catcher must be in the catcher's box and the pitcher must have both feet within and behind the line drawn three feet on either side of the four foot pitching circle. The pitcher may be on either side of the pitching machine but must be behind the 35' line.

### Batting:

1. Bunting is allowed.
2. The batter is out after 1.) 5 pitches; 2.) 3 swinging strikes or any combination of 1 and 2; 3.) 3<sup>rd</sup> strike bunted foul ball. The batter is not out if the 5<sup>th</sup> and succeeding pitches are swinging foul balls.

#### **The infield fly rule is not in effect.**

3. If a **Batted Ball** hits the machine, hits the pitching coach or stops in the circle, the ball is dead and the batter is awarded 1<sup>st</sup> base. Any other runner(s) advance only if forced.
4. If a **Thrown ball** hits the machine, hits the pitching coach, or stops in the circle, the ball is dead and all runners are awarded bases at the discretion of the umpires.
5. Intentional interference by the machine coach will result in the removal of that coach and the runner closest to home being called out.

### Base Running:

1. Base runners may leave their base when the ball leaves the pitching machine, with liability of being put out. Runners starting at first or second base are entitled to advance or steal one base per pitch. Runners starting at third base may not steal or advance home but are liable to be put out if they come off the base.

3. After all play stops, and the ball becomes dead, if a runner occupies a base beyond the one the runner is entitled to advance or steal, the runner will be returned to the correct base without liability to be put out. If more than one base runner is between the same two bases the placement will be on where the lead runner should be placed.
4. If a batter strikes out (3 swinging strikes or 5 pitches) and the ball is dropped, the batter is out and cannot advance to first base. However, the ball remains alive for the purpose of throwing out any advancing runners.
5. Runners can only score on a batted ball, or on an awarded base.

Lock-back Rule: The Look-back rule is not in effect but once play has been stopped the umpire will call time and all runners will return to the last base touched or occupied.

Dugout/Coaches:

1. All coaches, players and team members must remain inside of the team dugout until/unless required by the rules or the umpires.

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