



Northumberland Jacks House League

9U Machine Pitch

Rules and Regulations

9U Machine Pitch aims to ensure that players have fun and learn the game in a safe way. It is essential that Coaches use the rules below in a manner consistent with these aims. The game outcome is not relevant in comparison to the practice of patience and good sportsmanship.

RULES

- The home and visiting Coaches must agree on the pitching machine speed at the beginning of the game (between 35 and 40 mph). The Coach can only adjust the height for each batter. The speed of the machine cannot be adjusted until the end of a completed inning and only if both Coaches agree. All Pitching Machine Operators must wear the safety helmet.
- An 8-foot diameter safety circle shall be marked off directly in front of home plate and its center shall be 44 feet from home plate. No player is permitted to break the plane of the safety circle, which is considered a dead ball area. Break the plane means that any part of the body enters the safety circle.
- The (defensive) pitcher must stand beside the pitching machine, outside of the safety circle and behind the release point of the pitching machine. Only the pitcher may return a live ball to the operating Coach with runners on base. The pitcher must wear a regulation batting helmet with face mask. If the pitcher or any other fielder enters into the safety circle, the ball is dead, the batter/runner is awarded first base, and other runners will advance if forced.
- If a batter is hit by a pitch from the batting machine, and cannot continue due to injury or otherwise, the next player in the order will come to the plate. No out is recorded, and the struck player will be permitted to bat in their regular slot the next time they come up in the order.
- To promote a faster game speed, coaches must limit in-game coaching of batters at-bat to short verbal suggestions and must not pause the game for batting instruction.
- If a batted ball hits the pitching machine or the machine operator or lands within the 'safety circle', then the ball will be deemed a dead ball and the batter/runner will be awarded 1st base and other runners will be only advanced if forced.



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GAME FUNDAMENTALS	
Scores / Standings Kept	Yes
Base Distance (feet)	65'
Pitcher's Mound Distance (feet)	44'
Complete Game (innings)	4
Official Game (innings)	2 (1.5 if home ahead, or visitors leading by 7+)
No new Inning starts after	1 hour 45 minutes
Umpires	Yes - 1 umpire at pitching machine
Mercy Runs (per inning)	4
Ties?	Yes
Call-ups permitted	N/A
BASE RUNNING	
Leadoffs allowed	No
Stealing Allowed	No
Runner can advance on overthrows	No
Runner can advance to Home on Passed Ball / Wild Pitch	N/A
Run to First on dropped third strike	N/A



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HITTING	
Permitted Bat Types	USA or USSSA Stamped
# of Batters	All players are in batting lineup
Bunts Allowed	No, batters must take a full swing.
Walks Allowed	No
DEFENCE	
Infield Positions	Pitcher's Helper must wear a helmet with mask), C, 1B, 2B, 3B, SS
Outfield Positions	4 Outfielders
# of Outs	3
Outs Made	regular Baseball rules
Infield Fly Rule	No
Player Substitutions	Free substitution, but not to unduly delay game. Inning catcher substitution only due to injury.
Position Rotation	Full rotation of all players to ensure the whole team plays.
PITCHING	
Pitching Machine Speed (mph)	35-40 MPH
# of Pitches or Strikes and Balls	5 hittable pitches (additional for foul on 5th pitch). Pitch "hitability" is judged by pitching machine operator or umpire.
# of Warm up Pitches	N/A
Pitcher Limit (Consecutive Outs per Appearance)	N/A
Pitcher Count Limit	N/A
Balks	N/A