

# BEVERDAM YOUTH LEAGUE

## MACHINE PITCHING RULES FOR MINOR LEAGUE

1. There will be a 10' diameter circle chalked around pitching machine.
  - This area is called the “free hit zone”.
  - Players **ARE NOT** allowed to field a ball in this area!
  - Any batted ball that lands in this area is dead, and the batter is awarded first base.
  - Any batted ball that comes in contact with the machine or the machine operator is dead. The batter is awarded first base. All base runners advance one base.
  - Player is placed on outside of “free hit zone” and assumes position of the pitcher. One foot must be touching or placed on the edge of the circle.
  - Only umpires or NYSCA certified coaches may load machine.
2. Catcher shall take his/her normal position.
  - No stealing
3. Use Four outfielders.
4. The pitching machine may be calibrated for each individual player. No more than (2) pitches per batter shall be allowed to calibrate the machine to the individual batter's strike zone. Any balls delivered out of the strike zone after the machine has been calibrated will go against batters (5) pitch limit.
5. If the machine delivers (2) consecutive balls out of the strike zone, then time will be called, and the machine shall be re-calibrated.
6. Each batter gets a maximum of five pitches to put the ball in play. The batter is out after the fifth pitch. Three strikes at a missed ball is an out. (If the fifth pitch is a foul the batter is still alive.)
7. The machine shall not be set a speed of less than 40 miles per hour.
8. There will be (5) balls used during a game to help keep up with pitch count. Catcher shall catch & ball give to umpire or coach that is behind the plate.
9. Machine shall be treated just like coach pitch. Refer to rule book for all other rules .