

SUMMER MACHINE PITCH RULES

1. Umpire is positioned behind machine. Manager / coach of team @ bat to feed machine & make adjustments. Home team to supply qty. 2 game balls.
2. A batted ball which strikes machine / manager / coach is a dead ball. Batter returns with a new count.
3. There are called strikes. Three strikes is an out.
4. No bunting is allowed.
5. The defensive position pitcher must have one foot on the dirt mound and be parallel to the rubber during the pitch.
6. Every player present will bat in lineup. Late arrivals to be placed at end of lineup. Manager to present lineup to opposing team & umpire. Players leaving early will be permanently scratched from game with no penalty.
7. Outs will be counted. Each team shall bat through the entire batting order during the first inning. For all other innings, the team at bat must stop after three outs **or bat around**, whichever comes first.
8. Each team allowed 10 players on field. Extra player must play in outfield on grass behind dirt infield. All outfielders must be at least 20 feet behind the infield.
9. Every player must play at least 4 innings with a minimum of one inning on infield.
10. Throwbacks from catcher to batting machine feed are dead balls. Runners may not advance.
11. It is the decision of the team managers as to whether to play game due to player shortage.
12. Overthrows to first and third are live balls.
13. THERE IS NO STEALING IN MINOR SUMMER BALL.
14. Runners may advance until the throw is intended for the pitcher in the vicinity of the mound. Runners who are over half way to the next base may advance. If the runner is less than half way to the next base, the runner must return to the previous base.