

MANHATTAN PARKS AND RECREATION  
**Wildcat Baseball- Machine Pitch Rules**

*Updated 4/12/2019*

1. A complete game in the Machine Pitch League will consist of 6 innings.
2. Time limit is 1 hour and 30 minutes.
3. Pitching Machine: The front leg(s) shall be set at a distance of forty-two (42) feet from the rear point of home plate.
4. Recommended pitching machine speeds:  
36 M.P.H. – 42 M.P.H. for the 8U age division.  
Coaches shall not turn off the machine at any time during the game.
5. Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines.
6. The defensive player listed as pitcher shall not leave the pitching area until the ball is hit.

**Rule 9.08 Penalty:** The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

**Rule 9.08 Additional Penalty:** First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

7. Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.
8. The Infield Fly Rule shall not be in effect at any time.
9. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order will be declared an out each turn at bat.

**Rule 9.11 Approved Ruling:** A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

10. Teams may use free substitution on defense but the batting order shall remain the same.
11. No bunting will be allowed in machine-pitch baseball.
12. No intentional walks will be allowed in machine-pitch baseball.
13. The batter shall receive a maximum of five (5) pitches or three (3) swinging strikes. If a batter fails to put the ball in play after 5 pitches then the batter is out.

**Rule 13 Comment:** A batter that has received less than five (5) pitches and has a count of two (2) swinging strikes shall have his turn at bat extended on foul balls up to the five (5) pitch limit.

14. Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.
15. A courtesy runner for catcher may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base.

16. A team may score a maximum of six (6) runs per inning, including the last inning or record three (3) outs.

17. Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.

**Rule 9.19 Comment:** When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

18. When a batted ball hits the pitching machine, the ball is dead, the batter is awarded first (1st) base and all runners shall advance one (1) base.

19. Only one coach is allowed to be on the field to serve as the "pitching coach" for their team.

20. The pitching coach must not make any deliberate attempt to field or interfere with a batted ball.

**Rule 21 Penalty:** If in the judgment of the umpire the coach makes a deliberate attempt to interfere with play than the batter is out. Any unintentional interference, play will continue.

21. The pitching coach is not allowed to coach baserunners when the ball is in play. Coaching of baserunners must be done by the 1<sup>st</sup> and 3<sup>rd</sup> base coaches.