
Rules of Play

6U Sling Machine Pitch

2023

1. General

1.1 The league is semi-competitive. Game scores and league standings are not kept.

1.2 In an effort to encourage defensive skill development and teamwork, it is encouraged that the Manager keep track of the number of outs recorded each inning by his own defense. This tracking need not be overemphasized with the Players but should be used as an incentive to promote teamwork, and as a tracking tool for development throughout the season.

1.3 There are no benchwarmers in the sling machine pitch league. All team members present play each inning in the field and at bat.

1.4 All the players on a team will bat to complete an offensive half-inning.

1.5 Bat Barrels can be no larger than 2 ¼ inches and NO Double Walled Bats.

2. Field of Play

2.1 The home team Manager is responsible for ensuring that the field is prepared for play.

2.2 Bases shall be 50 feet apart.

2.3 Blue flame machine settings 35' power pedal 2 arm 3 release 4 at 36 feet from home plate.

2.4 Coaches have the option, depending on player skill to pitch from one knee 25' from plate, from a standing position 40' from plate or setting up machine to pitch to player. As season goes on, all players should learn to hit a pitch from machine, as this is the natural transition to 8U machine pitch.

3. Umpiring

3.1 The defensive manager/coach in the field is the umpire.

4. Offense

4.1 One offensive coach will be required to assist each batter on his/her team to pitch the ball to each batter.

4.2 The hitting coach and base coaches advise runners on the offensive team.

4.3 To start play, the hitting coach will check that the defense is ready, and then throw the ball to the batter. The batter will swing until he/she hits a fair ball.

4.4 If the batter does not hit the ball within six (6) consecutive pitches, a tee will be brought out and the batter will hit the ball off the tee.

4.5 There are no strike outs or walks.

4.6 A batter who intentionally or unintentionally throws a bat is automatically out. A batter who carries the bat ten feet or more from home plate is out and base runners may not advance.

4.7 Base runners may not advance on caught fly balls.

4.8 Players are allowed to slide at any base.

4.9 Stealing bases and leading off base are not allowed.

4.10 Each member of each team batting one time constitutes a half-inning.

4.11 The "last batter" in the inning must be announced to the Umpire (by the Manager of team at bat) who, in turn, will announce it to the opposing team. Failure to announce "last batter" caused the inning to be ended at that moment.

4.12 The offensive team may have a parent or coach at 1st and 3rd base to help direct the base runners.

5. Outs

5.1 Outs will be played in this semi-competitive coach pitch season in an effort to help players understand the game of baseball better and to transition them to the next level of play.

5.2 Outs can be made by the defensive team by the following methods:

- 1) The ball is caught in the air (before the ball hits the ground) after being hit by the batter.
- 2) A force-out is made at any base in which the force is applicable.
- 3) A tag is applied to any of the runners in which the ball is not dropped by the fielder.

5.3 A runner who is out must leave the base and return to the team's bench.

5.4 A runner cannot be out if they have no feet on the base after the play has been stopped.

5.5 All Managers and parents must respect these rules for outs, and all parties involved will make a conservative effort to ensure fairness of all players.

6. Defense

6.1 Two coaches are permitted in the area behind the fielders to assist while the game is in progress. Defensive coaches will not be allowed in front of the fielders. This will allow players to stay more focused on retrieving the ball.

6.2 Players take regular baseball positions with extra players filling in as needed.

6.3 The player pitcher in coach pitch, located in the same general area of the diamond as the pitcher in regular baseball, does not pitch.

6.4 After a ball is hit into the field of play, a play is made by the defense. In all cases except "Last Batter" the play ends when:

1) A fly ball is caught,

2) A base runner or the batter is tagged or forced out at any base, and "Dead Ball" is called (see below). Double and triple plays are allowed, including retiring runners who attempt to advance on a caught fly ball, or

3) A defensive Player maintains control of the ball inside the four base paths, holds the ball above his/her head, and the Umpire calls "Dead Ball". When "Dead Ball" is called, runners on base may not advance further. If a base runner is more than half way to the next base at the instant of the "Dead Ball" call, he/she may advance to the next base. If the runner was less than half way to the next base at the instant of the "Dead Ball" call, he/she shall return to the last base tagged. The "Dead Ball" call is not to be made automatically when the ball is returned to the infield, rather, it shall only be made the defensive player is no longer attempting to retire runners, and holds the ball up to stop play. (Players should be encouraged to attempt all possible plays prior to stopping play with the "Dead Ball" call.)

6.5 "Last Batter" play:

When a team's Last Batter bats a ball into play, and the ball is not caught on a fly, the defense must try to get the runner out at first base. After the runner reaches first base, the runner may advance around each base to end the inning.

6.6 A team's half inning ends under any one of the following conditions:

1) The last batter flies out

2) If the last batter is out as a result of being tagged or a play at first base, play continues until the remaining runners score or are tagged out, or the defensive team tags home plate, or

3) Without further play if the "last batter" throws his bat.

6.7 If a ball is overthrown (in bounds or out), after the runner has already passed the base, a player may advance to the next base when the runner clearly indicates his intention to advance. Only runners in motion will be awarded the next base.

6.8 If a ball is overthrown (in bounds or out), before the runner reaches the base, the runner must stay at that base. He/she will not be awarded the next base.

6.9 Collisions and physical interference between players are to be avoided at all times. The base runner is normally responsible for the degree of contact. Any collision judged intentional by the umpires will cause the guilty runner to be called out, and may result in his expulsion from the game.

6.10 A fielder who intentionally collides or physically interferes with a runner is subject to ejection from the game. In addition, the umpire may award an advance of bases as required to offset the effects of the fielder's interference. An ejected player is an out in the lineup.

7. Game Play

7.1 Each game will be a 75-minute time limit. At 70-minutes after the scheduled start time, the Home team shall call time out and announce to all that the game will end in five (5) minutes. Do your best to get an equal number of at bats for each team. In no case can play extend beyond the time limit.

7.2 In the case of a game in progress being rained out, two full innings constitute a complete game.

7.3 No game should start with less than four (4) registered players on either team. When dividing up the teams and there are less than four players on one of the teams then the managers should form one larger team and play one game in lieu of dividing into groups. If a forfeit is called, the managers are to organize a scrub game with all players present so the youngsters may still participate.

8. Conduct and Sportsmanship

8.1 The team Manager is responsible for exemplifying and maintaining good sportsmanship at practices and games. Please review the Coach's Code of Conduct for specific conduct expectations.

8.2 The team Manager is responsible for the conduct of his coaches, his players, and their parents.

8.3 A player, coach or parent guilty of misconduct in the judgment of the Manager is subject to disciplinary action by League Baseball Board of Directors.

9. Inclement Weather

9.1 In the case of a game in progress being rained out, any game passing 2 innings constitutes a regulation game

9.2 The Baseball Rec Commissioner, Deputy Rec Baseball Commissioner or Head Coach will decide whether a game is to be played or should be postponed because of inclement weather or poor field conditions prior to the start of the game. Once the game starts, the Head Coaches shall determine whether the game should continue.

9.3 The home team Head Coach is responsible for checking the field in the event of inclement weather. He/she, in conjunction with the Baseball Rec Commissioner or Deputy Rec Baseball Commissioner, will determine whether the games can be played. If early games must be postponed, this does not mean that later games cannot be played, weather permitting.

9.4 In a questionable situation, coaches should call the Baseball Rec Commissioner or Deputy Rec Baseball Commissioner. Players should be instructed to call the head coach or the assistant coach to obtain the status of the game. **At no time will teams practice or play games when county closes fields.**

9.5 All officials, coaches, and players should assume that a game will be played unless they receive official notice that it has been canceled.

9.6 A game is considered a postponed game if the first pitch is not delivered.

9.7 The coaches should try and resolve all makeup games during a scheduled practice day. If unable to come to agreement please contact the Baseball Rec Commissioner and/or Deputy Rec Baseball Commissioner to help resolve. All efforts should be made to replay the game.

9.8 If lightening is spotted by the umpire, play is to be immediately suspended and shall restart after 15 minutes from the last sighting