



## Pitching Machine Rules – 2020

Any situation not covered by these rules will be governed by the 2020 Official Regulations and Playing Rules Green Book issues by Little League International Inc.

1. This is a NON-competitive league — there are no standings, zero tolerance for arguments with coaches, umpires and players.
2. Five (5) strikes per batter.
3. An at bat does not end on a foul ball. Batter continues to bat.
4. Pitching Machine games will be limited to 1.5 hours or 3 innings.
5. All infielders will be switched every inning (Except for the catcher).
6. Player allowed to field pitching position (to the left or right of machine) depending on the position of the batter.
7. All out-fielders will play 10 feet past infield dirt.
8. Batting order- The whole line-up bats every inning.
9. No on-deck batters and no swinging bats in the dugout are permitted.
10. If a runner is out they must leave the base.
11. A batter can attempt to advance to second base on a fly ball that reaches the outfield. The batter can also be tagged out en route to first or second base.
12. The coach operating the pitching machine is responsible for counting the batter's swings and calls fair or foul balls for batting team players.
13. A batter who does not hit can run to first base and then to the dugout.
14. No base stealing.
15. Batted ball hitting the pitching machine will be a "dead" ball. The batter advances safely to first base and all other base runners advance one base.
16. The Location of the pitching machine will be centered on the mound slight forward of the rubber.
17. Outfield positions are permitted as follows: Left Field, Left Center, Right Center, and Right Field.
18. Infield positions are permitted as follows: Third Base, Shortstop, Second Base, First Base and Catcher.

<https://www.littleleague.org/playing-rules/bat-rules/>