



Machine Pitch Baseball Rules

1. Grade: 2nd of the current school year. Game time is 50 minutes. The game will end at 50 minutes regardless of which team (home or visitor) is up to bat. At 50 minutes of game time, the umpire will allow the last play to be completed and then the game will end. No new inning will begin after 45 minutes. Official game time will be kept by the umpire on the field.
2. The Home Team will take the 3rd base dugout and will play in the field first.
3. An umpire will be provided. Umpires will help with the flow of the game (i.e. strikes/balls, outs called, etc.). They will do so in a teaching manner so that the players can learn from the outcomes of the plays.
4. Rainouts will be re-scheduled by Saratoga Springs Recreation.
5. Regardless of how many players a team has, all players must bat each inning unless the team on defense gets 3 outs first.
6. Fielding team will consist of all players. Only six (6) players can be in the infield the rest of the players must be in the outfield (outside of the painted field). If a team has more than 9 players then additional players must be in the outfield. Defensive players must stay out of the base runner's path.
7. Each player will be given up to six pitches. The batter will be out after three strikes (a strike is only called if they swing and miss or hit the ball foul). The batter cannot strike out on a foul ball. There will be no walks. If a player does not hit the ball or strikeout after 6 pitches they will then hit the ball off of a tee (provided by Saratoga Springs Recreation).
8. No score or standings will be kept.
9. Each team will bat until either the opposing team gets three outs or the team at bat hits through its line-up one time. All players called out must return to their dugout.
10. If a pitch hits a player it is an automatic walk.
11. A pitching machine will be used. The pitching machine speed will be set between 30-35 mph depending on the weather conditions.
12. If a team has less than 7 players at the start of the game, they will bat first (and become the visitors) and have their late players bat at the end of the lineup as they arrive.
13. No forfeits. Teams may play with the number of players that they have.
14. No stealing bases. Runners must stay on the base until the ball is hit (no leading off). One base on an overthrow.

It is our intention to stress participation and learning rather than the competitive aspect of the game. We hope you have fun this summer, and let's make it a great experience for the players and all that are involved.