

2014 MORGAN COUNTY 5 & 6 PITCHING MACHINE RULES

1. Base and pitching distances: Bases 50 ft and pitching 35 ft (See rule 1 below)
2. No base stealing.
3. Regulation DY Baseball will be used. (1-8-14)
4. 5 & 6 are to play 6 innings.
5. 5 & 6 games will begin at 5:30pm with a 1:15¹⁻⁹⁻¹⁴ hour time limit. If an inning begins before time limit expires, that inning will be completed. (1-09)
6. 5 & 6 are allowed five coaches.
7. A player must be 5 years old before May 1, 2014 to be eligible to play on a 5 & 6-year-old baseball team.
8. A team must have 8 players present to start a game. After filling the infield all additional players will be used in the outfield. The outfielders will be positioned 20 feet behind the baseline. ALL players must be put in the batting line up.

PITCHING MACHINE RULES 5 & 6

1. Pitching Machine – The distance from the front of the pitching rubber to the back of home plate shall be 35 ft. (2-10) Machine speed will be set at 32MPH across the plate.(1-8-14)
2. The pitching machine shall stand in contact of rubber while the pitch is being delivered. The pitcher shall stay behind the line with in 3 foot of the pitching rubber (umpire judgment) on either side of the pitching machine, until the ball is put into play. (2-10)
3. A coach whose name appears on the roster of a team will pitch and release the pitch in a reasonable time. (2-10)
4. There shall be no walks.
6. A batter will be allowed 4 pitches to hit or strike out. If he does not hit or strike out, the 4 pitches count as an out. A foul on the fourth pitch – batter gets another pitch and will continue to bat until out is made or base is reached. (Changed 1-16-08)
7. When one team scores 7 runs (possible ten) or gets three outs then teams will change out.
8. Coach at pitching position cannot coach runners. But is allowed one offensive time out per inning provided the base coach had not already called a time out. The pitching coach must remain in the circle unless time has been called.

9. The ball is considered dead all runners advance one base when a fair batted ball touches or hits the pitching machine before it touches an infielder including the pitcher. If a thrown ball hits the pitching machine or a fair ball after being touched by an infielder hits the pitching machine, the ball is alive and in play.
10. The ball will become dead when the pitcher has control of the ball and is within the circle. The judgment of the umpire will determine the position of the base runners. Hash marks will be put half way between bases to aid the umpires in their judgment. If a base runner, in the judgment of the umpire, has reached halfway to the next base before the pitcher is in the circle with the ball in control he is awarded that base of if he has not reached the halfway point, he shall be sent back to the last base.
11. The ball will become dead when all play ceases or infielder holding ball in front of lead runner.
12. No infield fly rule or bunting allowed.
13. Coaches (**Must be an Adult only**) will be catchers and needs to stand at lease 10 foot out side of the catchers box to either side **MUST** wear a catchers mask with a throat guard if standing any closer. (1-17-07) Any player can cover home for outs.
14. APPEALS will be made by Coaches Only.
15. All bats must be stamped Dixie Youth Approved ONLY OR T-Ball Bat.
16. All batters must wear batting helmets with face guard and chin strap.
17. ALL defensive pitchers MUST ware helmet with a face mask. (1-8-14)