Conshohocken Baseball & Softball League
*** Pitching Machine Division Rules & Guidelines ***

[Last Revision: 08.06.2026]

The Pitching Machine League is for 6-8-year-olds. 6-year-olds should be advanced 'enough' in their baseball acumen and coordination to participate at this level.

Teams will be drafted after player evaluations with each head coach being allowed to choose one assistant coach to partner with. Coaches and the children of coaches are assigned to the same team – unless the coach opts against it. The remaining coaches and players will be in the draft.

This is an instructional league. Scores and records are kept but regular season records cannot be the sole determining factor for playoff seeding (seeding can be random or via a weighted lottery, etc.).

Playoffs will be held at completion of the regular season for competitive play. The playoff format for the spring season is double elimination.

Equipment

- Helmets: Batters and baserunners must wear protective NOCSAE helmets.
- Bats: All bats must have "USA Bat Marking." Maximum barrel diameter is 2-5/8". No tee ball bats permitted during game play.
- Shoes: All players must wear closed-toed shoes. Metal cleats are prohibited.
- Protection: Catchers must wear protective cups. All players are encouraged to wear a cup and a protective chest guard.

Games are a maximum of six (6) innings. Three full innings is a complete game. The entire roster shall be included in the batting lineup. A player cannot move to another position after the inning has started unless due to injury. A time limit of 1 hour and 45 minutes will be in effect for all games. No new inning will start after the time limit has expired. An inning should be completed once it is started.

Defensively:

- 10+ players - 4 infielders, 4 outfielders, a pitcher and a catcher can be on the field.
- 9 players - 4 infielders, 3 outfielders, a pitcher and a catcher can be on the field.
- 8 players - 4 infielders, 3 outfielders and a pitcher can be on the field.
- The pitcher must wear a helmet and keep one foot out of the circle around the mound.

Game Play:

No player may play more than 2 innings at any position throughout the course of the game.

- Exception - players are permitted 3 innings at C & 1B only.
- Bench is treated as a normal position, in that a player may not be on the bench more than two innings of a game (unless injured or sick)
- If the game goes to extra innings, players may play any position regardless of innings played at that position previously.

Managers are required to play each player in the infield for at least two innings per game.

- Catcher will **only** be considered an infield position if the catcher is crouching behind the plate and not standing off to the side. Coaches should encourage players to crouch and play catcher correctly and only use standing off to the side as a last resort. Standing off to the side should not be the default option.

Coaches will feed the machine to their own batters. Speed for the pitching machine shall be set at 42 MPH. Adjustments can only be done at the end of a complete inning, unless agreed to by both head coaches.

Each half inning continues until 3 outs have been recorded or 5 runs have been scored. Runs are uncapped in the 6th inning. Extra innings are permitted if time allows (1 Hour 45-minute max remains) and coaches agree.

Each batter gets 3 swinging strikes or 7 pitches whichever comes first. If the 7th pitch is fouled off, the at bat may continue. If any pitch is deemed not hittable, the umpire may call a "no pitch".

The Manager/Coach who is feeding the machine is considered the umpire, all calls by the umpire are final. The umpire may look to any coach on either team for assistance but has the final call on all decisions. Coaches should huddle up with 'umpire' to discuss any close calls before a final decision is reached.

On a ball hit to the outfield, runners may advance until the ball is controlled by an infielder in the infield. The runner may advance to the base they were heading to when control was established. The controlling player does not need to raise their hands. If the runner chooses to advance, the ball remains live, and the runner may be thrown or tagged out.

There is no advancement past the base that the baserunner was heading to, on overthrows made by an infielder.

There is no stealing of bases. Players cannot leave the base until the ball is hit.

On a batted ball that remains in the infield, runners may advance up to one bag.

Infield fly rule is NOT used.

Bunting is NOT permitted and will result in a team warning and a called strike for the first attempt. Subsequent bunt attempts will result in the batter being called out. A bunt attempt must be clear and obvious (i.e. not a just half swing or a tentative batter trying to make contact).

Any batted ball that hits the machine, power cord, ball bucket, or machine operator is a dead ball. All runners (including the batter) are awarded 1 base.

A thrown ball that hits the machine is a dead ball with runners advancing to the base they were heading to at the time the machine was hit.

On all plays at home, the runner must slide or avoid contact with the catcher or the runner is out. There is considered to be a play at home if the catcher has the ball or if the ball is in the air enroute to the catcher.

On-deck batters are NOT permitted on the field, ANYWHERE.

If a player is not present for the start of the game, that coach should inform the other coach and agree on a solution. (i.e. automatic out at their position in lineup, add to the bottom of the batting order, or no impact)

A maximum of one manager and three coaches on the field during the game. All coaches must have their clearances completed and up to date to be on the field or in the dugout during games or practices.

Managers/Coaches may assist their offensive players by acting as base coaches and always remaining in the base coach box. The Manager/Coach may not touch a runner or leave the coach's box.

Managers/Coaches may assist their defensive players by positioning themselves in the outfield; one Manager/Coach between left field and center field, and one between center field and right field. Managers/Coaches must always remain in the outfield.

Outfielders must be positioned beyond the infield until the ball is hit and may not cross into the infield at any point during the play. When any outfielder crosses into the infield each base runner will be awarded the base they were headed to at the time the ball is returned to the infield and controlled by an infielder. All baserunners will be safe at the base they are heading to immediately upon the ball being controlled in the infield by an infielder and cannot be tagged out or forced out by an outfielder in the infield.

Home team is formally responsible for taking the lead to line the field. Generally, this is a group effort.

Both teams are responsible for post-game field maintenance which includes putting equipment away, ensuring dugouts are clear, rake and grade all infield dirt, and ensuring shed is locked.

Please adopt the "Leave it better than you found it" mentality. Have fun and play ball!