



Conshohocken Baseball & Softball League

***** Pitching Machine Division Rules & Guidelines *****

[Last Revision: 02.20.2025]

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. This is an instructional league. Scores and records are kept but regular season standings are not. Playoffs will be held at completion of the regular season for competitive play. Exact playoff structure and seedings must be agreed upon by all coaches.

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”.
- Shoes: All players must wear closed-toed shoes. Metal cleats are prohibited.
- Cups: Catchers must wear protective cups.

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.

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 will feed the machine to their own batters. Speed for the pitching machine shall be set between 40-42 MPH. Coaches will agree on the speed prior to the game. Any adjustments to the speed can only be done at the end of a complete inning.

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”.

On a ball hit to the outfield, runners may advance until the defense makes the ball cross the plane of the infield and it is controlled by a player. The controlling player does not need to raise their hands. Runners may advance no further than the base they were headed for at the time the ball crosses the plane of the infield. If the runner chooses to advance the ball remains live and the runner may be thrown or tagged out.

There is no advancement on overthrows to any base.

★ *Division managers should assess at midseason if they want to implement overthrows to 1st base being live balls for the remainder of the season. Runners would advance only one base.*

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

Infield fly rule is NOT used. Bunting is NOT permitted.

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.

All plays at home are ‘force-outs’ to avoid collisions between the runner and 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 and/or in the dugout during the game.

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 the left field and center field players, and one between the center field and right field players. Managers/Coaches must always remain in the outfield.

Outfielders must be positioned at least 10 feet 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 the play will be called dead, and each base runner will be awarded the base they were headed to. If necessary, cones will be placed 10 feet into the outfield to help with positioning.

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!