



**Lakeside Baseball Club  
2017 Dirt Bag Invitational Machine Pitch  
PLAYING RULES**

**Dirt Bag Invitational Machine Pitch Rules**

All rules will follow generally accepted baseball rules except the following.

1). A game will be considered complete when one of the following conditions have been met:

-- 6 innings have been completed and the score is not tied. \_\_\_\_

-- 5 1/2 innings have been completed and the home team is leading. \_\_\_\_

The game will be called complete before the start of a new inning after one hour and forty-five-minutes.

Umpire Records Start Time

2). Mercy Rule – 14 after 4; 10 after 5 innings. A half inning will end after a team goes ahead by 7 runs, or a game mercy rule is met.

3). Pitching Machines: The machines are to be regulated by the coaches to insure the children having a good experience at the plate. The spring loaded machines require more cooperation between the coaches to insure proper performance in the games. Batting team coach feeds the balls.

4). The bases will be set at 60'.

5). A batted ball that hits the machine is considered a dead ball. A batted ball that hits the coach feeding the pitching machine is considered a dead ball. If either of these two situations occurs, the batter is awarded first base and the base-runners remain on their base (at the time of the pitch) unless they are forced to advance by the batter-runner.

The play is dead and runners advance one base if a thrown ball *unintentionally* hits the pitching machine judgment.

6). A batter is considered out after three swinging strikes. No walks are allowed. Six pitch maximum.\*\*\* The batter continues to receive pitches as long as contact is made. \*\*\*

7). The player occupying the pitchers position in the field must remain beside the machine until the ball is pitched by the machine.

8). Time-Out – Any infield player must be in possession of the ball and call time out. When time out is called, any runner that has not advanced half way to the next base will return to the prior base. In the event that the lead runner does not advance half-way, the trail runner returns to the prior base.

If time out is not called, the runners may advance at their own risk.

9). No stealing. No bunting

10). There is no infield fly rule.

11). Outfielders are to stay a minimum of 15 feet behind the bases

at the time of the pitch, or at an “outfield” position. The intent is to insure that the defensive players are not playing infield positions. There will be four outfield positions.

12). Team may have unlimited defensive substitutions.

13). No intentional walks

14). A base runner is out for leaving the base before the ball is hit or reaches home plate. Each team will have two warnings.

15). Every player present bats for every game. But the lineup may be re-set for each game.

**NOTES**

Lastly, these kids are playing at this level and with these rules for the first time. We are developing players at this age. If you are up by 20 runs, you should still continue to play baseball. You may want to stop stretching singles into doubles and triples because the other team is throwing the ball around, but your kids should not be shut down or change the way they play because another team is having a tough inning. Likewise, if you are a coach that is down by 20 runs, don't take it personally. Every opportunity the kids get to make a play makes them better if you use the moment the right way. There may be a difference in the skill level and experience you see on the field. Try to recognize it, not exploit it. Have fun.

