

5/6 MACHINE PITCH RULES

GAME STRUCTURE & RULES

First 20 minutes will be devoted to individual team drills. The remaining 40 minutes is to be used for simulated game vs the other team and continued drills in the outfield for those players not in the infield.

FIELDING

- 5 to 6 Infielders (P, 1B, 2B, 3B, SS & Rover between 2B & SS)
- No Outfielders (Remaining kids will do drills in the outfield)
- Kids must switch positions every inning not playing the same infield position twice in one game if possible. Kids in the outfield drills should do them every other inning.

HITTING

- Each kid will get a maximum of 5 Pitches to hit a ball into play. After the fifth pitch, a TEE will be brought out to use so the kid can hit a ball into play.
- No bunting
- No child should load or touch a pitching machine under any circumstance
- Teams will bat through the lineup even if three outs are made. This level is for teaching and giving kids the opportunity to learn the game (Running the bases, hitting the ball, fielding the positions)

BASE RUNNING

- A runner may advance ONE BASE on a batted ball.
- Runners MAY NOT advance on an overthrow.
- If a runner is forced out at a bag, they may still stay at the bag. If the coaches decide before the game to remove runners that are forced out, they may do so.
- The last hitter in the inning can advance as many bases as they can.

OUTFIELD DRILLS

Focus should be on developing players to be capable of:

- Fielding balls
- Making a relay throw to first base and then throwing the ball back to the fielding pitcher (not the parent at the machine).
- Kids can hit soft toss or off of a tee into fence or net
- Coaches can hit or throw ground balls
- Coaches can hit or throw fly balls