



## ***Olive Pony Baseball Machine Pitch Supplemental Rules 2022***

Managers and coaches are encouraged to be supportive of players on all teams, exercise patience and remember that these players have different levels of skill, understanding and attentiveness.

### ***Administrative***

- A manager or coach must not leave a practice/game until parents have picked up all players. Always have your notebook updated with parent's home, work and cell phone numbers and e-mail addresses.
- There are no restrooms at many of the practice fields. It is the parents responsibility to make sure players have access to a restroom prior to a practice/game. Managers/coaches must have a witness if assistance is required for a child in an available restroom.
- Be aware of weather conditions. The Shetland Player Agent will contact managers/coaches on inclement weather days regarding the playing of scheduled games. It is at the discretion of the managers/coaches on practice days. Do not play or practice on closed fields.
- There are no league standings and there are no Championship games. The emphasis is on learning fundamentals and having an enjoyable season.
- Players may not move to another team without prior approval from the OPB Board.
- Tournament rules in 2nd half starting on April 1 - 6 pitches or 3 strikes (swinging)
- Hash marks all year long. Hash marks will be chalked halfway between all bases.
- A 10-foot arc shall be inscribed in front of home plate, from the first to third base foul line, and any batted ball which does not touch or travel beyond that line will be considered a foul-strike.
- When an INF legally calls Timeout, the runners will go to base to which umpire deems closest to at time of the legal timeout request.
- A legal timeout is granted when an INF only has possession of the ball in fair territory within the confines of the baseline. An OF may NOT call Timeout.
- No tee allowed

### ***Equipment***

- Protective cups are required for catcher only, but recommended for all players.
- OLIVE PONY recommends aluminum bats. However, wood bats are permitted.

- ❑ All equipment distributed by OLIVE PONY is the property of Olive Pony Baseball. Managers must return all equipment to OLIVE PONY after their last game or they will be charged.

**Note: Equipment loss/damage increases registration fees**

### ***Sportsmanship***

- ❑ It is recommended that players, coaches, and managers should shake hands following games to demonstrate and promote good sportsmanship.
- ❑ Players should not make fun of, or insult, the performance of opposing players or teammates.
- ❑ Taunting (e.g. yelling "Swing" or "Hey Batter") of opposing batters is prohibited. No attempt should be made to disrupt an opposing batter. Mechanical noisemakers are not permitted at any game.
- ❑ Any player, spectator, manager or coach who is ejected or asked to leave by an executive board member or the board member on duty will be subject to a one game suspension. Any rep

### ***The Game***

- ❑ Managers should supervise a warm-up before each practice/game.
- ❑ No Pepper allowed
- ❑ The machine pitch line is 38 feet from home plate. If a chalked line is not present, both coaches need to agree where the 38 ft. line is and mark it accordingly.
- ❑ No warm-up on the infield prior to games is allowed
- ❑ Games are limited to six (6) innings with a 1 hour 45 minute no new inning. Time adherence is critical on Saturdays, when multiple games are scheduled.
- ❑ Each half inning will end when the offensive team scores five ( 5) runs or the defensive team records three (3) outs, whichever comes first.
- ❑ No parents are allowed in the dugout unless they are a designated coach or team parent with a completed and approved background check on file with OPB.

### ***Batting***

- ❑ Batting helmets must be worn by the batter, all base runners, and the player in the pitching position on defense.
- ❑ Players must bat in a continuous order and remain in that order for the entire game. (It is recommended that players sit on the bench in their batting order. This will aid in organization and keep the game moving.) If a batter is found to be batting out of order, the batter that batted out of order is out. This, however, must be noted prior to the next batter's first pitch by the opposing team. If this is not noticed by the opposing team prior to the first pitch of the next batter, the player that batted out of order is not out.

- ❑ Each batter will receive six (6) pitches from the pitching machine to put the ball in play. After 6 pitches, if the ball has not been put into play, the batter is out.
- ❑ Any "bad pitch" caused by the machine (yes, it does happen) counts in the pitch count ( e.g. high, low, bounced pitches, hit batters, etc). If the machine throws a wild pitch, the pitches still count. We must do this to keep it fair to all the batters and keep the game moving in a swift fashion.
- ❑ Bunting is not allowed. A batter must take a full swing.
- ❑ There is no hitting off the Tee at the Machine Pitch level.

### ***Base Running***

- ❑ A runner who over-runs first base may not be tagged out. A runner who rounds first base heading towards second base does so at his/her own risk and may be tagged out.
- ❑ A runner who over-runs second base or third base may be tagged out.
- ❑ A runner who runs more than five (5) feet out of the base path is out. This is a lower division rule only.
- ❑ No lead offs. Players cannot break contact with the base until the batter hits the ball. PENALTY ... the first illegal lead off shall result in a warning to the team of the runner. The second illegal lead off by the team will result in the runner being called out.
- ❑ A runner not in contact with a base will be called out if a batted ball hits him, while he is in front of, or even with, an infielder trying to make a play. If a batted ball hits a runner, after a defensive player has made an attempt to field the ball, the runner is not out and the ball is still in play. If a thrown ball hits a runner, the ball is still live and playable. It is not immediately dead nor is the runner out.
- ❑ If a runner interferes with a defensive player's attempt to initially field a batted ball, the runner is out.
- ❑ Runners are not allowed to leave a base until the batter has hit the ball.
- ❑ Base stealing is not allowed.
- ❑ Players may slide into a base, but they must avoid contact with the defensive player. Additionally, players must slide feet first to the base.
- ❑ A play is over once the ball is in complete possession by player in an infield position (P, C, IB, 2B, 3B, SS). The player must have complete control of the ball and within the infield field of play to make the play dead.
- ❑ One base on an overthrow does not apply. Players may run and run until time is called by a coach.

### ***Dead Ball***

- ❑ A batted ball that hits a defensive coach, before a defensive player touches it, is declared dead. This should not be a problem as defensive coaches are to be out of the field of play. The batter is awarded first base, and each runner is granted one additional base.

## ***Defense***

- ❑ Every player SHOULD BE rotated among all positions as much as possible. This is very important for learning and developing fundamentals for ALL players and also ensures that the most talented players are not always playing and rotating through pitcher, first base, and or second base (the key positions that typically make most plays at this level) and avoids the game turning into a one sided event.
- ❑ A single player may not play first base and or pitcher more than a combined two (2) innings per game. Infielders ( excluding the pitcher) may not play more than three feet in front of the base line. The pitcher shall be positioned next to or behind the pitching machine and not directly in front of the pitching machine.
- ❑ Teams are limited to six (6) players in the infield: pitcher, catcher, first base, second base, third base and short stop.
- ❑ Teams are limited to four ( 4) players in the outfield: left field, left-center field, right-center field and right field.
- ❑ Outfielders are prohibited from participating in infield play. For example, outfielders are not allowed to field the ball and run to a base to make a force out. Nor are outfielders allowed to run in, cover a base, and catch a throw to make a force out or tag a runner. They may, of course, throw to a base. Outfielders must remain at least fifteen (15) feet behind the baseline until a ball is put in play.
- ❑ Players should not sit out two (2) consecutive innings and shall not sit out a second inning until all other players have sat out one inning.
- ❑ Each player shall play a minimum of two (2) innings in the infield per game.
- ❑ At no time may an OF make a play on the dirt portion of the INF

## ***Coaching & Umpiring***

- ❑ While at bat, a team shall have a pitching coach to operate the pitching machine, a first-base coach, and a third-base coach.
- ❑ There are no paid/uniformed umpires in the Machine Pitch Division.
- ❑ Any coach on the field is allowed to make a judgment call on outs made on the field. Both team managers must be in agreement on the call. Any disputes may be rectified by a replay of the at-bat. Again, use discretion and good sportsmanship to resolve problems.
- ❑ Base coaches are not permitted to step in fair territory or physically assist a base runner in any way (i.e. being pushed back to the base after over-running it). The first time will be a warning, and the second will result in the runner that was touched being called out.
- ❑ A maximum of two (2) defensive coaches are allowed; other coaches must remain in the dugout. Defensive coaches should be positioned along the outfield foul lines or behind the outfielders, so as not to visually impede defensive players or base runners.
- ❑ When the ball is put in play, the pitching coach will often need to duck to become inconspicuous, especially on plays in the infield. Players can neither see over a tall adult

nor should they be required to throw a ball over the pitching coach's head to the intended target.

### ***Simplified Bat Rules***

- ❑ No two and three quarter inch (2-3/4") diameter bats are allowed at any level of play.
- ❑ Two and five-eighth inch (2-5/8") diameter bats that weigh minus 3 (-3) bats must be BBCOR certified (stamped on the bat).
- ❑ Two and five-eighth inch (2-5/8") diameter bats that weigh minus 4 (-4) through minus 13 (-13) bats are legal as long as they do not exceed 42 inches in length and they are designed for baseball use.
- ❑ Two and one-quarter (2-1/4") diameter bats must have a BPF (Bat Performance Factor) of 1.1S or less stamped on the bat. In addition the bat must also have "Approved for PONY Baseball" stamped on the bat.
- ❑ T-ball bats are only allowed when hitting off a tee and using a safety ball. (Not allowed when a coach or pitching machine delivers the pitch)
- ❑ Coach-pitch bats are allowed in coach pitch divisions when using a safety ball. (Not allowed when hitting off a tee or when a pitching machine delivers the pitch)

***Local Rules may be amended at any time by OPB.***