



## **Modified Rules – MACHINE PITCH**

**Modified: 5/6/2010**

- 1.) Games consist of five (5) innings, or one (1) hour and 15 minutes.
- 2.) Team bats until three (3) outs are made. If three (3) outs are not made then each player on the team bats once until the inning is over.
- 3.) There will be one (1) umpire behind the plate calling balls and strikes. The batting team's coach may place the balls in the machine for delivery. If possible the ORC will provide 2 umpires.
- 4.) Four (4) balls equals a walk, three (3) strikes equals an out. A player cannot strike out on a 3<sup>rd</sup> strike foul.

\*note: The machine will not always throw strikes, teach your players to lay off bad pitches

- 5.) Each team will provide two (2) game balls. Regulation baseballs will be used.
- 6.) Once the ball is thrown into the pitcher (player), the play is done and no runners may advance.

\*note: Teach players to hit their cutoff man though, avoid forming the bad habit of throwing it to the pitcher every time just to end the play.

- 7.) Free defensive substitution is allowed, nine (10) defensive players allowed on the field. This will allow a 4<sup>th</sup> outfielder only (there will also be a pitcher position next to the machine)
- 8.) HAVE FUN!!