

Merton Athletic Association – 1st & 2nd Grade Baseball Guidelines (Machine Pitch) (April 2015)

1. Three (3) outs or 5 runs per inning, whichever comes first
2. Coaches on defense or first and third base coaches call outs (they are in best position to see)
3. The batter will receive seven (7) total pitches
 - a. 4 from machine
 - b. 3 from coach
 - c. Players will receive more than 7 pitches if they continue to foul pitches off
 - d. Coaches may pitch from any spot
 - e. "Bad" coach pitches count toward the seven pitches
4. At bats will be recorded as an out, if the batter does not put the ball into play after the seven (7) pitches or swings and misses following fouled off pitches beyond the initial seven pitches. The player will return to the bench. Play will continue with the next hitter.
5. Have all players present play defense – use typical nine positions and utilize extra outfielders
 - a. Use catcher in full gear, behind or off to side, up to his abilities, for short hits and actual catching if they can do it.
 - b. Have a coach assist the catcher
6. Game Length
 - a. Warm-ups: 15 minutes
 - b. Games: 75 minutes (1 hour, 15 minutes) or 6 innings
 - c. No inning may start after the 75th minute
 - d. If a home team cannot complete their at-bat, then the score reverts to last full inning score.
 - e. Tie games are acceptable.
7. Conservative base running with coaches stopping runners if ball is under control
 - a. Enforces catching ball, reward as it stops runner even if not out
 - b. Teach kids to get ball under control and not to just throw it around
 - c. One base on overthrows
8. No metal spikes are allowed
9. All players should play all positions throughout the season
10. No lead-offs or stealing allowed.
 - a. A baserunner may leave the base when the batter makes contact with the ball
 - b. After 1 warning, a runner leading off is called out
12. The team at bat will provide a coach to feed the balls into the pitching machine.
 - a. This coach must not interfere with play or touch a live ball.
 - b. The coach feeding the pitching machine will act as the umpire at 2nd base
 - c. If a batted ball hits the coach or pitching machine, then it will be ruled as a single with runners advancing one base.
13. Coaches for the first game of the evening need to arrive approximately 20 minutes early to set up and adjust the pitching machine.
14. Coaches from the last game of the evening are responsible for putting the pitching machine away in the field boxes, cleaning the field and dugout areas, and locking the field boxes.
15. DO NOT REMOVE THE BASES FROM FIELD
16. The coach is responsible for all MAA baseball equipment.
17. Base Distance = 50' Pitching distance = 35'
18. Score will be kept by both teams
19. Use pinch runners for catchers to keep game moving