

PITCHING MACHINE RULES

(Updated 4/20/2021)

CENTRAL ILLINOIS SPORTS LEAGUE ORGANIZED 1971

2021 OFFICERS

SECRETARY/TREASURER

MARY JO BUNGE

Home: 217-839-3192 Cell: 217-556-7052

ebunge@frontier.com

BOY'S DEPUTY COMMISSIONER

RYAN SHAW

930 Springfield Rd Gillespie IL 62033

Cell: 217-556-1737

bo_0507@yahoo.com

GIRL'S DEPUTY COMMISSIONER

KELLY SMITH

18283 Bond Rd Staunton IL 62088

Cell: 618-520-5899

Ksmith062345@gmail.com

BOY'S PROTEST COMMISSIONER

CHARLIE LUEKEN

605 E 1st South Mt. Olive IL 62069

Cell: 217-710-3036

Clueken2001@yahoo.com

GIRL'S PROTEST COMMISSIONER

JIM BUNGE

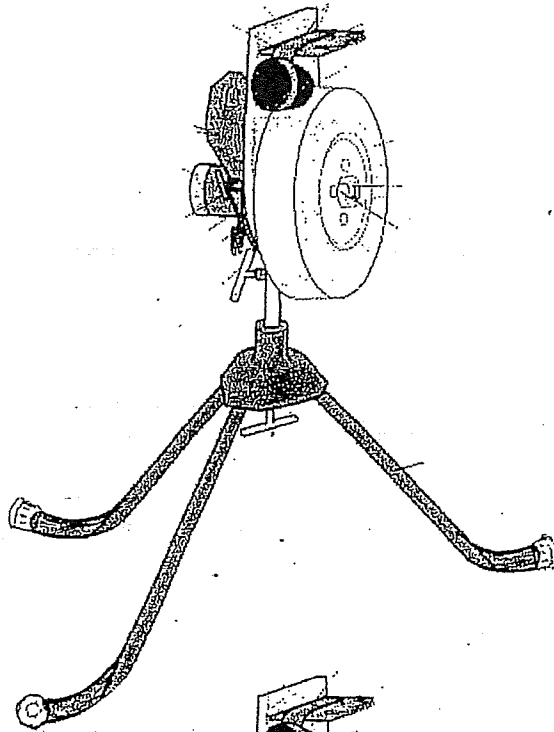
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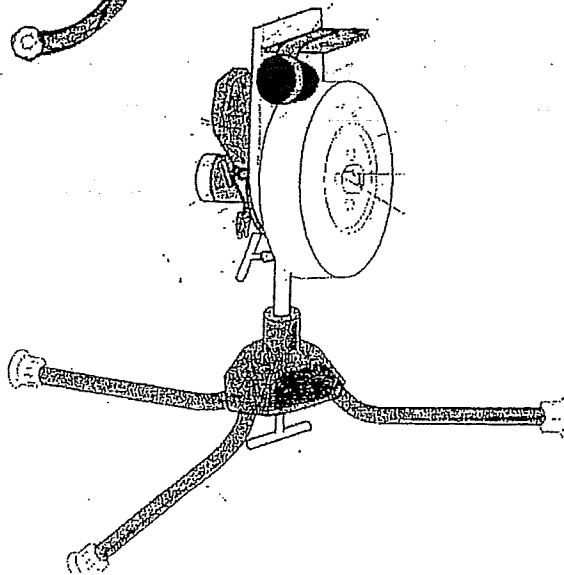
Central Illinois Sports League

Pitching Machine Setup

**Boys
Pitching Machine
Setup**
Using 24" Curve Legs



**Girls
Pitching Machine
Setup**
Using 24" Curve Legs



ARTICLE 14
Rules for Pitching Machine Program

Section A:

1. **Playing roster:** Roster bat with all players placed in a continuous batting order and to remain that way the entire game. **CLARIFICATION:** Players placed in continuous batting order at the beginning of the game and must remain that way the entire game. Team will bat only 10 batters if available or 3 outs per inning, whichever comes first. Games can be started and played with only 7 players and can be played without the catcher and pitching positions. When less than 10 players, **each player bats only once per inning.**
 - a. A 10th player is to be used as an **outfielder only.**
 - b. A player is placed on one side of the machine assuming the defensive position of the pitcher (does not feed the pitching machine) and must have at least one foot positioned in an **eight (8) foot circle**, even with the front of the machine. **Helmet with facemask is required when in pitcher position for both boys and girls (2010).**
 - c. If less than 9 players, the catcher does not have to take his position. When 9 players are available, the **catcher must take his position.**
 - d. **The 2 or more remaining players who sit out the first inning are then rotated into the field defensively to begin the 2nd inning. This procedure is followed the entire game until all players have sat out one inning, then the original rotation is started over again.**
 - e. Courtesy runner may be used for the catcher. The courtesy runner must be the last batted out.
 - f. Shoes with metal spikes or metal cleats are strictly prohibited.
 - g. All players on a team shall properly wear uniforms (jerseys and shorts/pants) that are alike in color, trim and style. All uniforms must have a number (6 inches high) on back of shirt. Caps and visors should be alike in color and trim. No players on the same team may wear a uniform with identical numbers or without numbers.
 - h. All girls are required to wear a batting helmet with faceguard which meets ASA standards.
2. **Game Length:** Six (6) innings. Each batter is to receive a maximum of five (5) pitches unless the normal 3 swing strikeout has occurred first. Batter may keep hitting foul tips until the ball is hit fairly or batter strikes out. No inning is to start after 1 hour 45 minutes. Inning being played prior to the 1 hr 45 min is to be completed and game will end.

3. Pitching/Base Distance and Machine Settings:

	<u>Base Distance</u>	<u>Pitching Distance</u>	<u>Analog</u>	<u>Digital</u>
6-8 year old boys	60 feet	40 feet	40-45	34-38
6-8 year old girls	50 feet	35 feet	35-40	28-34

- a. Correct height of Pitching Machine - see Page 2.
- b. **Machine settings are approximate and do not represent M.P.H. (miles per hour)**
- c. **Digital Readout is 34-38 Boys and 28-34 for Girls**

If both managers agree at beginning of game or inning and umpire is notified, they can lower or raise machine speed settings.

4. **Umpires:** 1 or 2 umpires should be used. It is important the machine feeder/umpire notify the batter of how many strikes they have and at the same time let them know how many pitches of the 5 they have left. If for some reason the pitched ball is way off the strike zone (one example is a wet ball), the feeder/umpire shall declare a NO PITCH. There is never a called strike by the umpire.
5. **Pitching Machine Playing Rules:** All normal youth baseball rules are followed except for the following:
- a. Stealing and bunting are not permitted.
 - b. A foul tip shall go the imaginary 6 feet over the batter's head to be called out if caught by the defensive player, unless the foul tip is on the third strike, where no height requirement is need.
 - c. Sliding is allowed. The runner cannot run into the fielder. If s/he does so, s/he will be called out.
 - d. **Girls and Boys:** Helmets **MUST** be worn on the bases and on deck, as well as at bat. **Girls only are required to have face masks on their helmets.**
 - e. Pitcher position must wear helmet with face mask for both boys and girls (2010).
 - f. If batted ball hits the machine (fence is part of machine) the umpire, or the water pail (this is kept under the machine in wet weather to clean the balls), the ball is declared dead. The batter receives credit for a hit and all runners, if any, move up one (1) base.
 - g. Pitchers are not permitted to leave their position until after the ball is hit.
 - h. **A hit in the infield or to the outfield** - batter is only eligible to a single and base runners may only advance one (1) base.
 - i. **A hit over the head of the outfielder** (or in the gap in the outfield) - batter is eligible to receive two (2) bases and base runner may only advance two (2) bases.
 - j. **No Triples are allowed.**
 - k. Runner cannot advance on an overthrow.
 - l. **Girls:** Runner may not lead off. She may leave the base upon contact with bat.
Boys: Runner may lead off once the ball crosses the plate. If no contact with bat is made, he must go back to the base. **(2015)**
 - m. **No inning is to start after 1 hour 45 minutes.** Inning being played prior to the 1 hr 45 min limit is to be completed and game will end.
 - n. No T-Ball bats are to be used.
6. **Balls:** 9" baseball is used by boys and 10" pet ball is used by girls. Home team provides all balls for games.
7. No Coaches or Managers are allowed on the playing field with defensive team.

8. CONTACT RULE:

- a. **NO CONTACT RULE FOR BOYS LEAGUE: (2005):** When a defensive player has the ball or is about to catch a thrown ball and the runner remains upright and deliberately crashes into the defensive player, the runner will be declared out. If, in the umpire's judgment, this was flagrant, the runner may also be removed from the game. In any close play, the runner must make an attempt to slide.
 - b. **NO CONTACT RULE FOR GIRLS LEAGUE (2013):** When a defensive player has the ball or is about to catch a thrown ball and the runner remains upright and deliberately crashes into the defensive player, the runner will be declared out. If, in the umpire's judgment, s/he feels this was flagrant, the runner may also be removed from the game. In any close play, the runner must make an attempt to slide.
9. **BIRTH CERTIFICATES:** Failure to have a birth certificate on file with the CISL League Secretary will result in player being illegal on roster.
10. Approved roster must be carried to all games.
11. **Lineup with first and last name and jersey number must be given to the opposing team.** Lineup should be compared to opposing team's roster for verification of eligible players.
12. **Score may be kept to maintain batting order.** A Year-end Tournament will be held, and the position of teams will be placed by a draw (not seeded).
13. The home team must notify visiting team one- and one-half hours (1 ½) in advance of game time if diamond is not in playable condition.
14. Starting in 2012, every manager must turn in a form stating decision to participate or not participate in the year end tournament - **MUST REPORT IN WRITING TO THEIR RESPECTIVE COMMISSIONER BY THE SECOND WEEKEND IN JUNE (no exceptions).** All teams are eligible to participate in year-end tournament. Position of teams will be placed by a draw. Medals will be given to each participant of the top four teams in the year-end tournament.
15. **YEAR END TOURNAMENT: INJURED PLAYER DURING PLAY RULE (2013):** If a player has one turn at bat and then leaves the game due to a legitimate injury incurred while in the playing field or at bat, there will be no penalty if there is a minimum of 9 players in the batting order remaining. Injured player may not return to the game if the player misses one turn at bat. Team will not be required to take an out for injured player's next at bat or any further at bats.

Section B:

CHANGES: It is intended that these rules cover all situations that may arise. The Board of Commissioners shall have the power to make any necessary ruling in the event of failure of specific rules to govern. No rulebook can answer every question or anticipate every situation that may arise, so the CISL Board of Commissioners may reinterpret, change, supplement or rescind any part of this rulebook from time to time as it deems appropriate, with or without prior notice.

KNOWLEDGE OF RULES:

1. Each Manager shall be supplied with a copy of CISL rules.
2. He or she shall acquaint his coaches, players, sponsors, and fans with the contents of rulebooks.
3. **Ignorance shall not be accepted as an excuse for any violation of the rules.**