



SCRL Rules

Pitching Machine

1. Field Markings

a. There shall be a white line which is three feet in length marked at the 30' distance between 1st base and second base, second base and third base, and third base and home. **We will NOT be chalking these lines, umpires will just use the ½ waypoint as a reference for runners.**

i. The purpose of this line is to serve as a GUIDELINE for the field umpire to determine if a runner is awarded the base he was going to at the time of the dead ball or if he needs to go back to the base he came from

ii. This line should be painted across the base path

iii. While this line is intended to be used as a GUIDELINE, in the end it is the judgment of the umpire who will make the final determination of where the runner needs to go.

iv. As this is a JUDGEMENT call on the part of the umpire, coaches may not dispute the umpire's call.

2. Teams must have at least 8 players for a team.

3. Pitching machine:

a. No manual powered pitching apparatus shall be used

b. The front legs shall be set at a distance of forty (40) feet from the back point of the home plate for baseball, girls should be 35 feet.

c. Pitching machine will be set at 34-35 MPH

d. Dimple balls are not allowed.

4. Ten (10) defensive players will play in the field with four (4) outfielders. The fourth (4th) outfielder may not assume an infield position. All outfielders must be in standard outfield positions. They cannot be directly behind bases and turn into infielders (ex. CF making force outs at 2nd)

5. A base runner is out for leaving the base before the ball is hit or reaches home plate. Stealing is not allowed. An umpire may give a verbal warning if warranted.

6. Each team is allowed to score a maximum of 5 runs per inning, with the exception of the last inning in which if the game reaches that point then teams will be allowed to score unlimited runs, but only bat the maximum roster for the highest rostered team.

a. Roster of 10 vs 16, all 16 kids may bat on the team of 16 / Roster of 10 would be able to bat 6 additional kids

7. Teams are required to bat their entire roster and may use free substitution on defense, but the batting order must remain the same.

a. Roster for the purposes of this rule includes the players present for the game and in uniform.

8. No Bunting

9. 1 defensive coach is allowed in the outfield, 1 offensive coach can feed the machine and 1 offensive coach can be behind the catcher helping collect balls and directing hitters in the batter's box.

10. After the ball is secured by an infielder inside the infield (which would be the area approximate to where the infielder normally plays) the play is considered a Delayed Dead Ball, and that call is made by the umpire.
 - a. If a defensive player makes a play on the runner, then the ball becomes live and that runner can advance at his own risk or be tagged out. If the runner is more than half-way to the next base at the time of the delayed dead ball, he will be awarded that base. If not, the runner goes to the last attained base.
 - b. Umpire's call is final
 - c. Players can score from 3rd on an overthrow at 1st / 2nd / 3rd / etc, however not on a pass ball from machine to catcher.
 - i. Rule still is in play they must be past the line before the ball is back in the Infield
11. No intentional walks
12. The infield fly rule is NOT in effect
13. The batter shall receive a maximum of (5) pitches or three (3) swinging strikes.
 - a. If at any time the umpire determines that a pitch was not hittable then the umpire may award the batter an extra pitch. However, if the batter swings at the ball then that pitch does count as one of his 5.
 - b. If on the 5th pitch the batter hits the ball foul, then he will get another pitch to hit. This will continue until either the batter swings and misses, puts the ball into play or in the umpire's judgment looks at too many strikes without swinging
14. The defensive player listed as the pitcher must have one foot in the pitching circle, no closer than parallel to the pitching machine and cannot leave the pitching circle until the ball is hit.
 - a. Pitcher must wear a helmet
15. Courtesy runner for the catcher of record only from the previous inning.
 - a. The courtesy runner must be the player that made the last batted out.
 - b. If no outs have been recorded, the courtesy runner will be the last batter from the previous inning.
 - c. PLEASE USE courtesy runners so catchers can get equipment on and we can keep games moving along
16. When a batted ball hits the pitching machine (including the electrical cord that is hanging off the machine, then the ball is dead, the batter is awarded first (1st) base and all runners on base will be allowed to advance one base.
 - a. If the ball hits the electrical cord that is on the ground, it shall still be a live ball.
17. Home team needs to supply one umpire if possible. Umpires are suggested, but not required. Coaches can act as umpires if no umpires are hired.
18. Bases will be set at 60 feet
19. Runners can only take one base on an overthrow and no more than 2 overthrows per play. Batters may get as many bases as they can.
20. Games will be 6 innings in length or time limit. Any game that is shortened due to time, weather, darkness, etc..
 - a. The new inning begins when the third out in the bottom half of the previous inning is made.
21. Rosters
 - a. A player cannot be rostered (or play) on multiple teams within an age group regardless of the division(s).
 - i. Exception: If your team will have less than 6 players, we will allow 2 players to be pulled from another team - Any added players must bat last and play the OF.
22. All girls softball infielders are required to wear a mask
23. No bat restrictions; no altered bats allowed (corked, shaved, rolled, etc.)