

Oregon Trail Recreation District Pitching Machine League By-Laws Revised 2023

Article I Player Eligibility

1. A player will be eligible for league play based on the following at registration:
2. Birthdates as of May 1st, 2023

Boys Coach Pitch – 6-7 year olds

Girls Coach Pitch – 6-7 year olds

Pitching Machine Baseball – 7-8 year olds

Pitching Machine Softball – 8-9 year olds

Minor Boys – 9-10 year olds

Junior Girls League- 10-11 year olds

Major Boys League- 11-12 year olds

Senior Girls League – 12-14 year olds

OTRD reserves the right to move a player up a league based on ours or a parent's recommendation.

Article II Player Selection

1. **Pitching Machine** – Players will be placed on teams by **RANDOM** selection, making an effort to make sure all teams have an equal number of 8 and 9 year olds (Girls pitching machine) & 7-8 year olds (Boys pitching machine) on each team.
2. Coach and assistant Coach children will be the only acceptable players locked on a team prior to the random selection.
3. Siblings who meet the age requirements in Article I may be on the same team.
4. Under no circumstances may coaches' trade or exchange players from one team to another at any time or after teams have been made.
5. If there is room on a team after teams are put together a new player must go through the OTRD baseball manager to be placed on a team.

Article III Conduct

1. There shall be no smoking of tobacco or no drinking of alcohol by players, umpires, spectators, and/or coaches while on the playing field or in the dugouts during games or practices.
2. There shall be no swearing, obscene language and/or unsportsmanlike behavior by the players, spectators and/or coaches during games or practices.

Article IV General Rules

1. Uniforms must be the issued T-shirt with no alterations made to it, baseball pants, and shoes. No metal cleats or sandals are allowed. No jewelry allowed. Hats will not be provided, but players are welcome to wear their own.
2. A team shall consist of 10 to 12 players per team (ideally). 9 players are allowed to take the field. A game may be played with no fewer than 7 players. No automatic outs for playing with less than 9 players. Every rostered player will be in the batting order. If a team is unable to be fielded with the minimum of 7 players within 10 minutes after the scheduled game time it will be declared a forfeited game.

3. Helmets must be worn by all batters. Helmets must not be taken off until the player is off the field. **Penalty: If a player is found without their helmet, by an official prior to exiting the field, that player will get an automatic out, the next time up to bat.**

4. **PITCHING Machine:**

Pitching Machine League - The players will receive pitches delivered by the coach by a pitching machine or another adult capable of pitching. **Must be 18 or older to pitch.**

The pitching machine will be set at the 33 MPH settings.

The coach will have to place the ball on the machine. Place the screw on the micro adjustment on the dot mark on the ball. Please place the ball like it is shown on the diagram and be consistent on where and how you place it.

At the beginning of each game two coaches from each team and the umpire will run test pitches with the machine. The only adjustments that can be made by the coaches are Raising and lowering the pitch and from side to side. Please do not change the whole location of the machine or the Speed Settings without speaking with the OTRD manager.

a. The batter will receive **5 pitches** to put the ball into play and **3 strikes will equal an out**. Foul balls will be unlimited. If the pitch should happen to hit a batter the pitch shall be declared a NO PITCH. The batter will NOT receive a walk to 1st base. The official shall declare the last pitch before it is delivered.

b. If the pitched ball is caught or not caught by the catcher, the play is considered dead, even on throwback to the pitcher. If the pitcher misses or fumbles the ball it is still a dead ball. This is NOT an opportunity to run players.

c. A circle will be placed around the machine and is intended as a “restricted zone”. For safety reasons, a player may NOT enter the pitching circle for any reason.

d. Any batted or thrown ball that lands and remains in this circle becomes an immediate DEAD ball where the batter will be awarded first base and ALL runners advancing one base.

e. Any batted ball that hits the machine will be a live ball UNLESS it stops in the restricted zone then it becomes an immediate DEAD ball with the batter being awarded first base and ALL runners advancing one base.

f. Any batted ball that is a pop fly and is above the machine and is considered to be a safety hazard to the defensive team as deemed by the umpire will be called DEAD and will be a redo.

g. Any batted ball that passes through the circle without obstruction is a live ball.

h. Girls Pitching Machine will use an 11” softball

5. STEALING:

Pitching Machine: There is NO stealing in this league. Runners may advance only 1 base on an overthrown ball. An overthrown ball is an attempt to get a runner out at any base. If the defense should try again to throw out the runner on another base, then advancement to the next base is possible.

6. A batter shall be declared out when;

1. Batter has swung at 3 pitches and missed. 3 strikes equal an out. Foul balls will be unlimited on the 3rd strike or 5th pitch. If the batter misses or does not swing at the 5th pitch the batter will be out.
2. Batter gets a hit but is thrown out or tagged on base.
3. **Batter is in the batters box when a runner from third base is coming in to home**

plate.

7. Pitching Machine & Jr. Miss, Minor, Jr. Girls – To stop the play the defense needs to throw the ball to the pitcher (the player not the coach pitching). In the judgment of the official, the attempt to throw the ball to the pitcher will end the play and runners may no longer advance. If a runner is not at least halfway to the next base he/she will be asked to go back to the last base he/she was at. The pitcher needs to be within ten feet of the pitching mound.

8. INNINGS –

Pitching Machine – The game shall consist of 4 innings or No New Inning after 50 Minutes

****No New Inning after 50 Minutes. The scorekeeper is responsible for communicating with the umpire and writing down on the scorecard the EXACT time the game started (The First Pitch).**

****Please hustle your players in and out between innings.**

9. There will be a 6-run limit for all innings except if the ball is still in play when the 6th run is scored. All following runs will be counted until the play is called dead by the umpire.

10. The home team will be designated on the schedule will occupy the 3rd base dugout and will need to find an adult to do the scorebook. The visitor team will occupy the 1st base dugout and will cover the scoreboard. Score keepers must be behind home plate.

11. All players and coaches MUST remain in the dugout during the game unless coaching a base or the field, batting, on base, on deck, or in the field. Please keep all spectators out of the dugout. When playing defense, only one coach will be allowed on the playing field with their team.

12. No parents or spectators are allowed on the field or in the dugout opening. This may cause confusion for the players and overcrowd the dugout. All parents & spectators must stay behind the “White Line” behind the back stops.

13. Coaching on Field –

Pitching Machine Leagues & Coach Pitch ONLY – One defensive coach may be in the field with the team coaching them. This coach may roam outside of the baseline carefully not interfere with the play. For the Pitching Machine league the defensive coach may be in the field for ½ of the regular season only. After June 7th the defensive coach may no longer be on the field with the defense players.

Pitching Machine, Jr Miss, Minors & Jr Girls – Three offensive coaches are allowed in the coaching area, one by 1st base, one by 3rd base, and one pitching from the pitching mound (when coach pitches after 3 walks). The coach delivering pitches must kneel or stand still after the pitch to avoid any interference when the ball is hit. This coach cannot run around the mound shouting at their players to run.

14. If the score is tied at the end of play the game will be declared a tied game. Each team will be credited a half a win and half a loss.

15. Where inclement weather prevents the actual completion of a game, the following rules shall apply:

1. Any game in which the losing team has had 3 or more complete turns at bat will be considered a complete game. Score will be taken at the end of the last complete inning
2. In the event that the two teams are tied at any time after 3 innings of play, the game may be called and considered an official game. Both teams will be credited with a half a win and half a loss.

16. A thrown bat is an automatic out. No exceptions. The umpire must see it to call it. It's the umpires call.

17. Catchers must wear the complete protective gear (Catchers helmet w/mask, chest protector, shin guards, and mitt).

18. USA Baseball Bat Rule: 2 5/8" barrel maximum, No BBCOR Bats

19. OTRD reserves the right to change the size of the player number as well as the placement on the official t-shirt as the league sees fit.

20. All other rules of the Baseball Leagues: Babe Ruth Baseball League & Softball League Rules will go by USA Softball will apply.

Article V Mandatory Participation by Players

1. Each player in attendance must play unless under disciplinary action (thru coach or parent), injury, or illness.
2. The same player may not sit out more than 1 inning per game.
3. All players in attendance will be in the batting order and will bat regardless of whether or not they are playing in the field on defense. Any player showing up late after the game has started will be added to the lineup at the end of the batting order.
4. The coach shall present a lineup of all players in attendance to the scorekeeper in the scorebook. If a particular player will not be playing, the coach must indicate the reason in the

score book. Discipline (thru coach or parent), illness, or injury will be the only acceptable reasons for failure to play a particular player.

5. Any proven violations of the mandatory participation rule will result in a forfeit of the game. Repeated violations of this rule will be cause for dismissal of the team coach.

Article VII Coaches and Team Responsibilities

1. Under no circumstances will coaches hand out to players any type of vitamins, herbal, or any other type of play enhancement substances.

2. Coaches will be responsible to pick up their dugouts after their games and encourage parents to keep the bleacher area of their team clean.

3. All Teams (players and parents) are responsible to help the league directors and officials clean up trash, debris, etc for all spectator areas and surrounding areas of the field at the completion of the game.

***Please Respect the Umpires!! They will make mistakes. THEY ARE HUMAN!**

JUST COACH KIDS!

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