

Moberly Optimist Club Pitching Machine/Live Pitch Rules

1. Games will consist of six (6) innings or 1 hour and 15 minutes. One (1) inning played will be considered an official game. No WIN-LOSS records will be kept. This year we will use the pitching machine for the first 4 innings, then we will use live pitchers for the remainder of the game. Coaches are encouraged to try multiple pitchers as the time allows. If a pitcher throws 4 balls to a batter, the pitching machine will finish the count.
2. Coaches must get the starting lineup to the umpire 10 minutes before the game time.
3. Each player at the game should bat in order of the lineup until all the players have batted. Each defensive player must be played at least in every other inning played, so all players get to play at least half the game.
4. One coach will be allowed on the field while his team is on defense to instruct his players. He/She will be stationed in the outfield, and will remain there until his team is on offense.
5. Maximum protection helmets are required. No batter may bat without a helmet. A player will be called out if they refuse to wear such helmet, but initial oversight of the helmets use is not an infraction.
6. Base runners must wear batting helmets. If a baserunner intentionally throws off their helmet while running bases, the umpire will stop play and all baserunners will return to the previous base touched. The umpire will then give one warning to both teams and if another helmet is thrown while running bases, it is an out.
7. On deck players must wear helmets. If no helmets are available, the on deck player must remain outside the gate.
8. Teams must cooperate to get needed equipment from other teams, if needed.
9. NO metal spikes and NO uniforms. The league will furnish all equipment and shirts. Players will furnish their own gloves and ball cap. Cap must be worn when on defense- rule is mandatory.
10. No bunting. Batters must be encouraged to hit the ball. Strikes will be called on all pitches within reason.
11. Catcher does not have to catch the third strike. Catcher cannot make a play on the base runner. The base runner cannot advance if the ball is dropped or overthrown.
12. Pitching machine does not walk batter. Pitching machine speed will be 38 M.P.H.
13. Player in the pitching position must have both feet inside the circle when the ball is pitched.
14. NO base stealing is permitted.
15. If a batted ball hits the pitching machine, it is considered a live ball and remains in play.
16. Base runners cannot lead off until pitched ball crosses home plate.

17. Batters intentionally trying to get hit by a pitched ball will be called out. An effort must be made to get out of the way.
18. Base runners must return to the base and tag up before they can proceed if the fly ball is caught.
19. It is required that all catchers wear protective equipment consisting of, but not limited to, a catcher's mask, chest protector, shin guards, and a protective cup.
20. A half inning consists of seven (7) runs, or three (3) outs, whichever occurs first. EXCEPT in the last inning, there will be a no run rule, three (3) outs is the only way to end the inning.
21. Bat throwing is not allowed. First time it happens a warning will go to the player and both Coaches and Teams. Second time it happens with either team - player is called out.
22. Runners may advance one (1) base on an overthrow, but it must be earned. Only one (1) overthrow per hit will be allowed.
23. Nine defensive players may be on the field at one time. A game may be played with eight (8) players. Coaches are encouraged to borrow players from the other team as needed.
24. Players who do not attend practice without just cause can be disciplined by being held out of a game. Decisions on discipline of players are left to the coach.
25. Unsportsmanlike conduct from players, coaches, and/or fans will not be tolerated.
 - a. Players, Coaches, and fans will have one (1) warning. Second offenses will cause that person(s) to be suspended from the next 2 games.
26. Play is dead when ball is returned to pitcher inside the pitching circle.
27. Umpire can be asked to adjust the machine to a batter. Umpire can step out and call "NO PITCH" if ball is not in strike zone.
28. A courtesy runner MUST replace the catcher as a base runner when two are out. This rule is designed to speed play. The courtesy runner cannot enter unless two are out. The courtesy runner must be the player batting immediately before the catcher on the line-up card who is not on base at the time the second out is made.
29. Optimist will schedule a practice with the pitching machine in the batting cage during the season. All other practices can be scheduled through Parks and Recreation by calling 660-269-8705 ext. 2040 or scheduling practices online at www.moberlymo.org. Teams can reserve practice fields 2 times a week (one Monday- Friday and then one on the weekends).

For postponements or cancellations call hotline number 263-4856 after 4:00 pm. Sign up for text/email alerts at www.moberlymo.org and sign up for RecConnect.