

INDEPENDENCE GIRLS SOFTBALL ASSOCIATION, INC.
(MEMBER ASA AND USSSA)

OFFICIAL RULES OF IGSA MACHINE PITCH

Revised March 2007

Machine Pitch rules will be the same as ASA or USSSA rules, with the following exceptions:

1. 11 inch Incredi-ball will be used.
2. A defensive team will consist of all players, with 7 infielders. Catchers will wear full protective equipment.
3. If a team has 9 or fewer players present, they do not need to field a catcher.
4. The infielders must play behind the pitcher's mound. Outfielders must play behind the base line until the ball is hit. Penalty-free base to the batter – runners advance and score if forced.
5. The pitcher must keep both feet in the pitcher circle until the ball is hit. Penalty-free base to the batter – runners advance and score if forced.
6. The manager will submit a batting order at the start of each game. Each player will then bat in the order as indicated on the roster. If a player who is marked absent on the roster arrives at the game, her status will be changed as present, and that player will assume her batting order as indicated on the roster.
7. The complete roster will bat in succession, with a maximum of 9 batters per inning. With less than three outs and the ninth batter at bat, the inning will be terminated when:
 - a. The third out is recorded.
 - b. The ninth batter is called out.
 - c. Any defensive player with the ball in her possession touches home plate before the ninth batter touches home plate.
 - d. The ninth batter crosses home plate.
8. No stealing – a base runner cannot leave the base until the ball leaves the pitching machine. Leaving the base before the ball is pitched, the ball will become dead and the base runner will be called out, no runners may advance or score.
9. The first time any player throws a bat, both benches will be warned of the violation, the next batter on either team will be called out for throwing the bat.

10. Any time a thrown ball goes into dead ball territory, the base runners will be rewarded one extra base beyond the base they were attempting to obtain, at the time of the throw. (1+1)
11. Once the ball is in the possession of any defensive player on the infield (by holding the ball up above the head), advancing runners may advance to the next base they were attempting to obtain if they were at least half way to that next base. If the runners did not reach half way when the ball is in possession, the runners must return to the previous base.
12. Upon seeing play suspended, and no runners advancing, the umpire will call "Ball in", and the defensive ball player can then throw the ball into the pitching machine coach, and no runners can advance.
13. Managers are the sole persons allowed to approach any umpire of an official game and request an explanation of any rules interpretations, not judgment calls. This excludes all coaches, players, parents, and fans.
14. One-hour time limit. No new inning will start after one hour or five complete innings.
15. All batters, base runners, and players on deck will wear a helmet.
16. The batter will be allowed five strikes (called or swinging) before being called out. No walks.
17. Bases will be placed 60 feet away, and the pitching mound 34 feet from home plate. There will be a 10-foot arch in front of home plate.
18. One offensive coach shall take a position behind the pitching machine and out of the line of play. Two other offensive coaches can take their positions in the first base or third base coaching boxes. A defensive coach may position himself or herself behind the base line to assist his/her players.
19. The playing field and bench shall be restricted to only the players, manager (1), coaches (3), bat person (1), and umpires. During the game, except for the batter, base runners, the player "on deck" and coaches in the in the coaching box, all players shall be on their benches or in the bullpen.
20. There will be an official end of the year tournament. All tournament rules will apply at this time.

Have fun! And remember...softball is for the kids!