

Tyke Rules

1. Games will be approximately 1hr (no new inning started after the hour mark)
2. An inning will be completed after either 3 outs or 6 runs.
3. The pitching machine will be set at 35MPH.
4. If the ball contacts anything inside the safety circle including the pitching machine, power cord or Coach the ball is dead, and the batter is awarded 1st base.
5. The "pitcher" must stand on either side of the pitching machine outside the safety circle and wear the provided pitcher's helmet.
6. No player shall enter or reach into the safety circle. If a player contacts the ball within the safety circle the batter will be awarded 1st base (base runners will remain at bases unless forced to next base).
7. Batters will receive 5 pitches at which point they will be out if they have not made contact with the ball (players must hit off the tee for the first 4 weeks if they strike out off the machine.) 5 balls will be used for pitching at all times.
8. Runners may not leave the base until the batter makes contact with the ball.
9. All players must have a helmet and must be worn while on deck, batting, and base running.
10. All players must wear pants and a jock/jill.
11. Runners will only advance one base at a time.
12. All players will take the field.