

## **8u Machine Pitch Rules**

1. The front edge of the pitching machine shall be the pitcher's rubber.
  - 1.1. One eight foot straight line will be drawn parallel from the pitcher's rubber.
    - 1.1.2. The player pitcher must have one foot on the line at the time of the pitch.
2. The umpire will call a maximum of five pitches or three swinging strikes to each batter.
  - 2.1. After five (5) pitches the batter will be called out unless: he has struck out or has hit the ball into play.
  - 2.2. If the batter fouls off pitch #5 He will continue to receive a pitch until he has struck out or hit the ball into play.
  - 2.3. The batter is out on a dropped third strike.
3. Machine speed settings 3-4-9 (approx 44 mph-Ultimate Pitching Machine).
  - 3.1. The pitching machine speed and elevation will be the same for each team.
  - 3.2. A coach will also place the ball in the pitching machine.
  - 3.3. No Throttling the machine- not stepping down or holding down on the step bar of the machine -all the way down. PENALTY: Ejection
  - 3.4. No intentionally throwing the pitch into the dirt. PENALTY: Ejection
  - 3.5. No Adjustments made to the machine setting or elevation once game has started unless conferring with both coaches and the umpire.
4. If a batted ball hits the pitching machine, the ball is dead and will be declared a no pitch. The batter/runner is awarded 1st base, all other runners move up accordingly, if forced.
5. A thrown ball hitting the pitching machine is dead and all runners are entitled to the base to which they were advancing.
6. When a defensive player is attempting a dangerous play near the pitching machine, the umpires may call a dead ball.
7. Teams must have nine (9) players to start a game.
  - 7.1. All players at the start of the game will be placed in the batting order.
  - 7.2. A player that arrives late will be inserted at the end of the batting order.
  - 7.3. If a player is injured and can't continue, their spot in the batting order will be skipped each time the player would have come to bat. This will be done without penalty. The injured player can not return to the game.
8. Run Limit/Rule
  - 8.1. 5 runs scored in any half inning shall be the same as 3 outs and the 1/2 inning will end.
  - 8.2. Run Rule per game - if either team is ahead after/during the home half of inning 3 or later by runs of 15 after 3, 10 after 4 or 6 after 5, the leading team will be declared the winner.
  - 8.3. On an over the fence home run - all runs will count.

9. There are no walks and a batter does not get to take first base if hit by a pitched ball.
10. Base runners are not permitted to leave the base until the ball crosses home plate.
  - 10.1. A base runner leaving the base too soon will be called out.
  - 10.2. A base runner may steal all bases except home.
11. A Runner may advance home only on a batted ball.
  - 11.1. If a runner attempts to advance home on anything but a batted ball he is considered a live runner and is running at the risk to be put out.
  - 11.2. Example: A runner on 2nd Base attempts to steal 3rd Base. The catcher's throw to 3rd Base goes into left field. The base runner may not advance to home. However if he does not stay on 3rd Base he is a live runner and can be put out anytime he is off 3rd Base. If he does advance and cross Home Plate, he will be called out.
12. Umpires will call TIME after every play. TIME should be called as soon as play has ceased and runners are not obviously advancing.
13. Ten players will be allowed on defense. Four players will be designated as outfielders and none will be allowed to assume an infield position.
14. Free substitution for defensive players is allowed.
15. The infield fly rule does not apply.
16. No bunting is allowed.
17. The extra hitter (EH) rule does not apply.
18. The re-entry rule does not apply.