

## Age 7-8 Boys Pitching Machine

### Playing Rules

Time Limit: 1 hour 15 minutes or 5 innings, whichever comes first.

Run Rule: 15 run rule is in effect after after 3 complete innings.

10 run rule is in effect after 4 complete innings.

No more than 5 runs per inning per team may be scored. Any run crossing home plate after the 5<sup>th</sup> run will not be counted in innings 1-4. Once the 5<sup>th</sup> run has been scored and play has stopped, switch sides regardless of the number of outs.

Games will be played with mandatory "free substitution". All players that are present must be on batting roster at start of the game: late players will be added at the end of the line-up (all players on the team get to bat).

Defense can be played with a maximum of 10 players on the field (4 in the outfield).

The minimum number of players needed to start a game is 8. Teams must take batter #9 as an out until other players show up. Coaches may agree to play with pick-up players.

The on deck batter must be behind the batter.

No bat can have a barrel bigger than 2-1/4 inch, and cannot be longer than 33 inches.

The umpire will operate pitching machine. If both coaches agree to operate the pitching machine themselves or want to coach pitch to their team, they may do so. However, if they choose to coach pitch, the pitch should not have an arch and needs to be as flat as possible.

Batters will get 5 pitches or 3 strikes (swinging) whichever comes first. The umpire will not call balls and strikes. If the 5<sup>th</sup> pitch is hit foul, the batter will get another pitch until they swing and miss, or the ball is hit, whichever comes first. At the umpires discretion they may adjust the machine at any time during the game. If the 5<sup>th</sup> pitch is a wild, the machine may be adjusted and the batter given another pitch.

If a hit ball strikes the pitching machine the batter will advance to first base. Other base runners will advance ONLY if it is a forced run.

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No lead off.

The infield fly is not in effect.

There will be 12-foot diameter circle around the catcher's position at home plate. If the ball is not stopped or caught by the catcher (on any pitch) and it goes outside the circle, the runners may advance at their own risk EXCEPT to home. If a runner is stealing 2<sup>nd</sup> to 3<sup>rd</sup> base, the catcher attempts to throw the runner out and the ball is overthrown at 3<sup>rd</sup>, the runner CANNOT advance home, the ball is dead. If the runner is stealing 1<sup>st</sup> to 2<sup>nd</sup>, the catcher attempts to throw the runner out and overthrows 2<sup>nd</sup>, the runner can advance to 3<sup>rd</sup> only, the cannot go home. If during the steal to 2<sup>nd</sup> there is a runner on 3<sup>rd</sup>, the 3<sup>rd</sup> base runner cannot go home.

Pitching machine set up is : 35-40 mph at a distance of 40 feet from back of home plate to front of pitcher's mound. Base distance: 60 feet

There will be a 16-foot diameter circle around the pitching machine. After a batted ball, the play will become dead when a defensive player controls it inside the circle.