

8U Fall MACHINE PITCH OFFICIAL GAME RULES

1. Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.
2. **Infielders Must stay BEHIND the baseline until the ball has been hit.**
3. Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge at forty-two (42) feet from the rear point of home plate.
4. Pitching Machine: The front leg(s) shall be set at a distance of forty-two (42) feet from the rear point of home plate.
5. Recommended pitching machine speeds:
6. **36 M.P.H. – 42 M.P.H.** out of the machine for the 8U age division.
7. Pitching Machine Operator: The Pitching Machine operator shall be an adult at least 18 years of age and in charge of coaching or assistant coaching of the offensive team.
8. Ten (10) defensive players shall play in the field with four **(4) outfielders**. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay in the **OUTFIELD GRASS**
9. The defensive player listed as **pitcher** shall not leave the pitching circle until the ball is hit. If the pitcher does not follow this rule; see rule 10.
10. **First Offense: Warning; Second Offense:** Removal of player from the pitching position for the remainder of the game.
11. Defensive coaches shall not be allowed on the field of play and shall only coach from the dugout.
12. **The Infield Fly Rule: Is the umpire's discretion for a ball hit as a pop up on the infield. This is a judgement call, AND IT WILL NOT BE ARGUED. The batter will be automatically out. The baserunners can advance if they tag on the catch, or if the ball is dropped. There is no penalty for not leaving the base. (DON'T LEAVE THE BASE)**

- 13.**The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- 14.**Teams may start a game with eight (8) players. **The ninth (9th) & tenth (10th) positions in the batting order shall be declared an out each turn at bat.**
- 15.**A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
- 16.**Teams may use free substitution on defense, but the batting order shall remain the same.
- 17.**The batter shall receive a maximum of five (5) pitches or three (3) swinging strikes. After 5 pitches if no ball is put into fair territory the batter is called out.
- 18.**A player can **NEVER** be intentionally walked.
- 19.**Runners shall not lead-off. A runner is out for leaving the base before the ball is hit or reaches home plate. A runner **CANNOT STEAL.**
- 20.**A courtesy runner for catcher can only occur with 2 outs. It must be whoever made the last out.
- 21.**A team may score a maximum of Five (5) runs per inning.
- 22.**15 runs after 3 Innings, 10 runs after 4+ Innings will be used for the "Run Rule".
- 23.**Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the ball is in secure possession of the infield defense.
- 24.**When a batted ball hits the pitching machine, **the ball is dead, the batter is awarded first (1st) base and all runners shall advance one (1) base.**
- 25.** All baserunners must slide on every play at home plate. **If the runner does not slide, it is an automatic out.**
- 26.** Catchers' are not allowed to block the plate. **The whole plate must be visible and accessible for the baserunner.** If the catcher is caught blocking the plate. The ball is dead, the run scores, and the baserunners can advance one base.