

7/8 MACHINE PITCH RULES

GAME RULES

- Introduction to actual baseball. At mid-season, scores and W-L records will be kept to determine seeds for the End of Year Tournament.
- **Coach operating the pitching machine makes the calls** in the field for all plays. Do not hesitate on the call and do not consult other coaches; make the call and move on.
- **The game time is 1 hour.** No new innings may start after 1 hour and a hard stop at 1 hr 15 minutes.
- **3 outs or 6 runs max per inning.** Teams keep batting until there are 3 outs or 6 runs scored.
- All batters and base runners must wear helmets.

HITTING

- Each batter will get **5 Pitches** max to hit a ball into play. After the 5th pitch, a TEE will be brought out to use so the batter can hit a ball into play. (At mid-season, tees are removed and batters are out if ball is not hit into play after 5 pitches. Additional pitches are earned if a batter continues to foul off the ball)
- No child should load or touch a pitching machine under any circumstance
- There are **no walks or bunts**
- Balls hit 6-feet or less will be called foul balls. The Coach operating the machine should make the fair or foul call immediately. A semi-circle between the baselines should be drawn in front of the plate. This 6-foot rule goes away once strikeouts come into play. At which time, a ball hit within 6 feet of the plate, is a live ball and the player can run to first.
- Balls hit into the pitching machine or ball bucket will be called dead and batter awarded 1st base; base runners advance 1 base.
- All players on the team will bat in order.

BASE RUNNING RULES

- A runner may advance **ONE BASE** on a batted ball in the infield or **TWO BASES** on a ball that reaches the outfield grass. Once the ball is back in an infielder's possession, runners may not advance an extra base if the ball is in the infield.
- A hit off the Tee is limited to **ONE BASE** for batter and all base runners.
- Runners **MAY NOT** advance on an overthrow.
- There is no tagging up on pop flies and the infield fly rule is not in effect.
- No stealing.
- Runners must slide feet first on close plays.

FIELDING RULES

- 6 Infielders (P, 1B, 2B, 3B, SS, C) and 4 Outfielders (remaining players will be on the bench)
- Outfielders must be in the grass and may only make a play on a ball that reaches the outfield grass. Subsequently, Infielders must remain in the infield and cannot enter the outfield grass to make a play on the ball.
- Infielders must play regular positions and cannot move closer than the base path if there's a "weak" batter.
- The pitcher must play next to or behind the pitching machine.
- Players must be rotated in the field each inning and play an outfield and infield position at least once. No player may play the same position more than once each game, except Catchers may play 2 innings in a row.
- Player cannot be on the bench more than 1 time a game