

**Goddard Baseball / Softball**  
[www.goddardkansas.org/baseball](http://www.goddardkansas.org/baseball)  
7-8 Machine Pitch Boys Rules

**2011**

1. The front of the pitching machine shall be forty feet (40') from home plate and bases shall be sixty feet (60') apart.
2. A game will consist of five (5) innings or approximately (1) hour, whichever occurs first. A new inning may not begin after fifty five (55) minutes. A new inning begins when the third out of the bottom half of an inning is made. The bottom half of the last inning will be finished only if the Home Team is less than six (6) runs behind. 6:00PM or sooner, will be the official start time of the 6:00PM scheduled games. All other official game times will be recorded by the league provided umpire. In the event that a league provided umpire is not present, the Home Team will provide the home plate umpire. Teams are strongly encouraged to hustle on and off the field in between games and in between innings. No "stalling" will be tolerated. In case of a tie, each team gets one-half (1/2) game.
3. A team scoring six (6) runs in any one (1) inning before three (3) outs are made will be declared side-out and the sides will change.
4. Each team must field at least eight (8) but not more than ten (10) players. If ten (10) players are used in the field, 4 of them must be in the outfield grass area.
5. For defensive purposes, a player will play at the pitcher's position five feet (5') either side of the pitching machine. The player must have at least one (1) foot in or on the chalked circle. This player will receive all return throws from the catcher as well as throws from the other players. The umpire will call time (dead ball) when the pitcher has control of the ball and has at least one (1) foot in or on the chalked circle around the pitching machine. If a base runner is beyond halfway to the next base when time (dead ball) is called, they will be allowed to advance to that base; otherwise, they will return to the base they just left.
6. Each team will provide an adult (18 or older) who will run the pitching machine while his or her team is at bat. This person must remain in the pitcher's circle **behind the machine** during play **and must go to a knee in order to get out of the way of a fielder attempting to throw a ball to 1<sup>st</sup> base, in the event of this person failing to go to a knee, the base runner attempting to gain 1<sup>st</sup> base will be declared out.** If a hit ball touches the pitching machine prior to touching a defensive player or the adult, it is considered a "ground rule single" and the batter is awarded first base automatically. Only the runner(s) who are forced by the hitter may advance to the next base. If a hit ball hits the adult running the pitching machine prior to touching a defensive player, the ball is dead, considered a non-pitch, does not count against the batter, and no runners may advance on this play.
7. No balk, infield fly, or dropped third strike rule will be enforced. Walks and/or hit by pitches will not be awarded. Maximum of five (5) pitches or three (3) swinging strikes will be an out. (Held 3<sup>rd</sup> Strike Foul Tips by the Catcher is a Strike Out.) A batter is out on the 5<sup>th</sup> pitch, except for a foul tip(not held by the catcher) or a batted foul ball. If the batter continues to foul off additional pitches, he will continue to bat with a two (2) strike count.

**BUNTING IS NOT ALLOWED IN MACHINE PITCH!-Any batter attempting to bunt will be called out by the home plate umpire.**

8. Runners may not lead off any base. If they leave their base before the ball is hit by a batter, they will be declared out. Stealing bases is not allowed. A runner may score only by action of their team or play by the defensive team.
9. All players present and eligible to play will bat in rotation. If a player is unable to fulfill their turn at bat, the player's coach must A.) Scratch them from the lineup for the rest of the game and receive no penalty (I.E. an automatic out) and they will not be able to return to the game. OR B.) Take an automatic out for the player's turn(s) at bat which they cannot fulfill, this will permit the player to return later in the game if their circumstances will allow.
10. All players present and eligible to play MUST PLAY at least two (2) innings on defense. Failure to comply with this rule other than for shortened games will result in an automatic forfeit.
11. Mandatory courtesy runner is to be used for the catcher when there are two (2) outs. The player who made the previous out is to be the runner.
12. **SPECIAL BASERUNNING RULE:** On any batted ball which does not leave the infield, the batter may only advance to second(2<sup>nd</sup>) base. This attempt at going to second(2<sup>nd</sup>) base will be at the runner's own risk. Any additional base runners may only advance a maximum of two(2) bases on any batted ball(at their own risk) which does not leave the infield play area. Any batted ball which leaves the infield and reaches the outfield grass area before it is touched by a defensive player will be in play until the ball is returned to the player in the pitcher's circle.
13. It will be mandatory that all base runners wear a protective helmet. Unless time out is called, the batter/runner will be declared out if they intentionally remove their helmet while running bases.
14. While time is in, coach is not allowed to physically assist any player in advancement or return to base. It will be an automatic out if the parent intentionally touches the ball or interferes in the field during play. Coaches are to remain in their dugout or in the base coaches box while their team is batting.
15. Set up of the Pitching Machine and establishing pitch speed shall be accomplished by a Coach and/or the Adult Pitcher from each team as well as the league provided umpire. Speed of pitched ball shall be from 32 to 35 miles per hour. The Louisville Slugger Pitching Machine Settings will be 3-4-5 to start to season, but may be changed by the league if changes become necessary. As many pitches as necessary pitches will be made prior to game time by the **Pitchers** and **Coaches** for proper speed, adjustments and alignments to home plate. **NOTE:** Umpire will not allow ANY adjustments or alignments to the pitching machine after game starts. The height "thumb" screw may be adjusted between pitches and the back end of the machine may be moved left or right. **Exception**, unless the machine is moved or severe winds interfere with the pitching of the ball or machine malfunctions. If there is a malfunction of equipment (and a league owned machine is not available), game will continue with coach/parent pitch. All proceeding rules will apply.
16. The catcher will not interfere with the batter via verbal distraction.

17. If the league appointed umpire is not present, the winning team is required to record their win at the concession stand on Walnut Street. The winning team is also required to remove and lock up the pitching machine on Walnut Street unless another game is to be played immediately following their game.