

Goddard Baseball / Softball
www.goddardkansas.org/baseball
7-8 Machine Pitch Boys Rules

1. The pitcher's plate 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 first occurs. A new inning may not begin after fifty five (55) minutes. The last inning will be finished only if the Home team is less than six (6) runs behind. The scheduled 6:00 PM official game time will be 6:00 PM. All other official game times will be recorded by the home plate umpire which will be provided by the Home team. 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. All runs will count if an "over the fence" Home Run occurs to end an inning.
4. Each team must field at least eight (8) but not more than ten (10) players.
5. For defensive purposes, a boy will play at the pitcher's position five feet (5') either side of the rubber. He will receive all return throws from the catcher as well as throws for the other players. The umpire will call time (dead ball) when the pitcher has control of the ball and is within five feet (5') of the pitching rubber. If a base runner is beyond halfway to the next base when time (dead ball) is called, he will be allowed to advance to that base; otherwise, he will return to the base he 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 during play. 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. No walk on a base awarded on being hit by a pitch permitted. Maximum of five (5) pitches or three (3) swinging strikes will be an out. A batter is out on the 5th pitch, except for a foul tip, in which a batter will receive one (1) and only one (1) more pitch to strike at or put the ball in play.
8. Runners may not lead off any base.
9. Stealing bases is not allowed. A runner may score only by action of his team or play by the defensive team.

10. All players present and eligible to play will bat in rotation. A player unable to fulfill his turn at bat will be called out once, and if unable to bat a second time, must be scratched from the lineup. Ten (10) defensive players will be allowed in the field, the tenth fielder to be in the outfield.

11. 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.

12. When the ball is in possession of an infielder a base runner may only proceed to the base he is attempting. Upon the runner safely reaching his base, play is dead. If a play is made at the runner, the overthrow rule is in effect.

13. **OVERTHROW RULE:** On an overthrow of any base or home plate, all runners may advance only one base, and the runner must make the base safely. (Only one overthrow per play). I.E., if an overthrow occurs at first base, the runner may only advance to second base even if a play is made and second base is overthrown.

14. 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 he removes his helmet while running bases.

15. 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.

16. Set up of the Pitch Machine and Establishing Pitch Speed shall be accomplished by a Coach and the Adult Pitcher from each team. Speed of pitched ball shall be from 32 to 35 miles per hour. 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. **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, game will continue with coach/parent pitch. All proceeding rules will apply. League settings will given at the coaches meeting in April.

17. The catcher will not interfere with the batter via verbal distraction.

18. 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.

The pitching machines will be placed by a league field worker at 40'.