

ROGERS COMMUNITY-SCHOOL RECREATION ASSOCIATION

8 & UNDER - MACHINE PITCH RULES

USSSA RULES WILL BE FOLLOWED, EXCEPT WHERE AMENDED BY THE FOLLOWING:

- (1) All players must be on the league-issued roster on file with the league director prior to playing in any games. Any coach that violates this procedure WILL FORFEIT the game(s) that the illegal player participates in.
- (2) Pitching Distance – 35'; Base Distance – 60'; Ball Size – 11"
- (3) Shoes must be worn. **No Steel Cleats!**
- (4) Teams may start or continue a game with a minimum of six players. Teams must begin at scheduled game time if six or more players are present at game time. If less than six players are present, the game is a forfeit.
- (5) A batting order of all girls present at game time will be presented to the scorekeeper. Any late arrivals will be added to the bottom of the list. Each girl will bat in the order listed. Each girl will play two complete innings, from start to finish, on defense. A child may be removed from the line-up without an "automatic out" being charged to the team in the case of injury, or a need to leave early. If a player is already on base and is injured during a play, then you may substitute a player to complete that inning (the last player to either have scored a run or to have made an out). Players may be deprived of playing time for disciplinary reasons or chronic absenteeism only with **PRIOR** approval from the league director.
- (6) A regulation game will consist of seven innings. Exceptions: There will be a 60 minute time limit on each game. No inning may start after 60 minutes, even if the game is tied. If time has expired and either team is behind and cannot catch up, the game shall be over immediately. Non-tournament games can end in a tie. Tournament games will follow USSSA tiebreaker rules.
- (7) The only coach allowed on the playing field is the offensive coach feeding the batting machine for his/her batters.
- (8) Defense will use up to ten players, but only six defensive players are permitted on the infield dirt. Defensive players shall be permitted to wear any type of glove at any position.
- (9) The catcher must wear a mask, protective helmet, shin guards, and chest protector. All batters and baserunners must wear protective helmets with proper facemask, including the on deck batter. Deliberate loss of the helmet is an automatic out! Accidental helmet loss is not an out. Judgment of the umpire is final.
- (10) The ball may be ruled "dead" and "TIME" called when it is clear that a player in the infield has secured the ball, and base runners cannot advance. When all defensive players are in proper position, the umpire shall call "PLAY BALL", and the next player takes her turn at bat.
- (11) A pitching machine will throw to each batter. The machine speed will be set at 35 mph. The batter will receive five pitches or three swinging strikes, whichever occurs first. Each pitch will count as one of the five even if the batter does not swing. If the fifth pitch is hit (not bunted) foul the batter will remain at bat as long as she continues to foul off pitches. A batted ball that hits the pitching machine will become a dead ball and all runners advance one base with batter awarded first base. If the machine is not throwing strikes, the coach should ask the umpire to adjust the machine.
- (12) Three successful bunts are allowed per inning. Any extra will be declared a foul ball.

(13) Baserunners may leave the base as soon as the ball has left the pitching machine. A runner who leaves the base before the ball leaves the machine will be declared "out". Stealing is allowed with the limitation one base per batter, even in the event of an overthrow in live ball territory. If they advance more than one, they are liable to be put out. At end of play if the runner is safe and has advanced more than one base, the umpire will return the runner to the correct base. There is no stealing home.

(14) **Six Run Rule:** If either team scores six runs in any one inning, the umpire will signal that there has been six runs scored and the team that scored the six runs will automatically take the field.

(15) There is no dropped third strike rule.

(16) To promote good sportsmanship, any verbal harassment directed towards an opposing team by players, coaches, or fans is prohibited. Cheer as loud as you want for your team, but do not direct negative comments toward the other team.