**GODDARD RECREATIONAL BALL CLUB**

**Boy’s 8U Machine Pitch**

1. No new inning will start after fifty (50) minutes.
2. In the evet an umpire is not present, the visiting team will provide the umpire.
3. The infield fly rule and dropped 3rd strike rule does not apply.
4. The bat shall not be more than two and three-quarters (2 ¾”) in diameter.
5. The league will provide a game worthy pitching machine.
	1. Settings shall be: Foot Power 8, Micro-adjust 3, and Hand Release 4.
	2. The front of the machine shall be forty-three feet (43’) from home plate and bases will be sixty feet (60’) apart.
	3. Set up of the pitching machine will be done prior to game time to establish a pitch speed. The umpire will call a coach from each team to adjust the machine as necessary for the game and throw practice pitches.
	4. Umpires will not allow adjustments or alignments to the pitching machine after the game starts. If in the view of the umpire the pitches are not strikes, the umpire will call time and will call both coaches to the circle to realign the machine.
	5. In the event the machine becomes unusable, the umpire and both coaches must agree to the machine being unusable and the game will continue with a coach pitching for the remainder of the game.
	6. In the event a hit ball touches the machine prior to touching a defensive player or the adult, it is considered a ground rule single and the batter is awarded 1st base. Only the runners who are forced by the hitter may advance to the next base.
6. Each team will provide an adult (18 years or older) to run the pitching machine while their team is at bat.
	1. This person must remain behind the machine during play.
	2. This person must make every attempt to get out of the way of a fielder making a play on a ball or throwing the ball. If a hit ball touches the adult running the machine prior to touching a defensive player, the ball is considered a not-pitch. This does not count against the batter, and no runners may advance.
	3. If in the judgement of the umpire the adult intentionally interfered with a play, NO runners may advance and the batter is declared out.
7. Each team must field at least eight (8) players but not more than ten (10) players. If ten (10) players are used on the field, four (4) of them must be in the outfield.
8. The machine will be placed at forty-three feet (43’) from home plate and an eight foot (8’) line will be drawn measuring fifteen feet (15’) and placed forty feet six inches (40’6”) from home plate. Also, hash marks will be placed thirty feet (30’) from 1st, 2nd and 3rd bases.
	1. For defensive purposes, a player will play at the pitchers’ position behind the eight foot (8’) line and left or right of the machine. This person is the designated person to receive all return throws.
	2. The player/pitcher cannot cross the eight foot (8’) line until the ball is hit. If the player/pitcher crosses the eight foot (8’) line before the ball is hit the batter will be awarded first base.
	3. In the event the base runner is half way beyond the hash mark to the next base when time is called by the umpire, the base runner is awarded that next base, otherwise they return to the base they left.
9. Each batter is allowed five (5) pitches or three (3) swinging strikes. A batter will be out on the 5th, except foul balls. If the batter continues to foul, he will bat with a two (2) strike count.
10. Batters must make a full swing; NO bunting is allowed.
11. Stealing is allowed:
	1. Base runners are not permitted to leave the base until the ball crosses home plate. A base runner leaving the base too soon will be called out.
	2. Base runners may steal all bases except home. A runner on third may advance only on a batted ball.
12. Overthrows on a batted ball:
	1. In the event of an over-throw into foul territory, the runners may only advance one (1) base.
	2. If the ball is over-thrown and remains in fair territory, the runner ay advance at his own risk until time is called by the umpire.

*(revised 1/22)*