**GODDARD RECREATIONAL BALL CLUB**

Girl’s 8U Machine Pitch

1. No new inning will start after fifty (50) minutes.
2. In the event an umpire is not present, the visiting team will provide the umpire.
3. The infield fly rule and dropped 3rd strike does not apply.
4. The batter will at a regulation eleven inch (11”) softball.
5. The bat shall not be more than 34” and 38 oz., and two an one quarter (2 ¼”) in diameter.
6. The league will provide a game worthy pitching machine:
   1. The machine settings are Foot power 7, Micro adjust. 4, and Hand release 1.
   2. The front of the machine shall be forty feet (40’) from home plate and bases will be sixty feet (60’).
   3. Set up of the pitching machine will be done prior to game time to establish a pitch speed. The umpire will call one coach from each team to the circle 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. This includes adjusting the base of the machine. (**NO** kicking it side to side). If in the view of the umpire the pitches are off the umpire will call time and will call both coaches to the circle to realign.
   5. In the event the machine becomes unusable, the umpire and coaches will discuss and the game will continue with a coach pitching for the remainder of the game, both coaches and the umpire must agree to the machine being unusable.
   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.
7. 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 in the pitchers’ circle 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, 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.
8. 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.
9. There will be a fifteen foot (15’) circle around the pitchers’ mound and 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 five feet (5’) either side of the machine. The player must have one (1) foot inside the chalked circle. This person is the designated person to receive all return throws.
   2. When the player has control of the ball and has at least one (1) foot inside the umpire will call time, this will mean the ball is dead.
   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.
10. Each batter is allowed five (5) pitches or three (3) swinging strikes. A batter will be out on the fifth (5th) pitch, except foul tips/balls. If the batter continues to foul she will bat with a two (2) strike count.
11. Batters must make a full swing; **NO** bunting is allowed.
12. 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.
13. 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 overthrown and remains in fair territory, the runner may advance at her own risk until time is called by the umpire with the ball in control in the circle.

(revised 1/22)