

# MACHINE PITCH RULES

(Age 8)

Revised 06/2009

## Games

1. Games are 6 innings. A new inning should not be started after 60 minutes unless tied. Tie games will be played out until a winner is determined.
2. An inning will consist of 3 outs or 6 runs. In the case of an over-the-fence homerun, all runs will be counted even if it exceeds the 6 runs. The 6<sup>th</sup> inning unlimited runs can be scored.
3. A 10 run rule after four (4) innings. No run rule or time limit in the championship game.
4. A flip of the coin before the game will decide home and away team. The home team is the official scorekeeper.
5. Winning team coaches are to report all game results (Winner, Loser, Score) to the umpire or PYO representative. Teams are responsible for determining their standings for the following day's game prior to leaving the park for the night.
6. All teams should be at their scheduled diamond 30 minutes before game time, if previous game gets done early, we will start your game early to keep the tournament running ahead of schedule.
7. No infield fly rule.
8. No metal spikes allowed.
9. No misuse of equipment or unsportsmanlike conduct will be tolerated. Violation will result in ejection or forfeiture of the game.
10. In the event of a disagreement over a rule, the managers of each team and the home plate umpire should discuss the dispute. If an agreement can't be reached, the umpire's decision will be final. A JUDGEMENT CALL CAN'T BE PROTESTED.

## Player Eligibility

1. Team rosters must be turned in to the tournament manager 30 minutes prior to the first game. No player can reach his 9<sup>th</sup> birthday before May 1, 2009.
2. Team manager must present a copy of birth certificate if requested or the player in question will be unable to play until proof of age is furnished.
3. Games in which an ineligible player is used will be declared a forfeit. Forfeited games will be scored 10-0.
4. No AAU or Traveling Select Teams.

## Championship Round

1. Official Little League rules apply unless super ceded by these rules..
2. Tie breakers for seeding pool play into bracket play will be as follows:
  - 1) Head to head
  - 2) Fewest Runs allowed
  - 3) Most Runs scored
  - 4) Coin flip
3. After pool play teams will be seeds and play a single elimination tournament to determine a champion.
4. In bracket play the 1<sup>st</sup> seeds will receive a bye in the first round and teams will be matched with other pool teams.
5. Three/four way ties will progress through the criteria until all team's seeds are determined. When a seed is determined we will continue through the criteria and not return back to previous used criteria.

## Hitting

1. The blue Louisville Slugger Machine will be used.
2. The pitching machine will be on the 40 feet rubber.
3. A batter will receive 5 pitches or 3 strikes. If the 5<sup>th</sup> pitch is hit foul, the batter will receive additional pitches until the ball is hit fair, does not swing at the ball or swings and misses the ball.
4. Helmets must be worn from the time a player leaves the dugout until they return. Warnings will be issued to a runner that intentionally removes his/her helmet during this time.
5. No bunting.
6. Balls that hit off the pitching machine are in play. The pitching coach cannot field the ball, but if the coach is hit by the ball, the play is considered dead and declared a "do over." If it is deemed that the coach intentionally hit the ball, the umpire shall rule a dead ball and the hitter shall be out.
7. All players on the team must bat and the same batting order shall be used the entire game. Games may be played with 8 players; the 9<sup>th</sup> & 10<sup>th</sup> spot in the order will be an out. If a player gets hurt and misses his spot in the batting order, the batter is ruled out until he can return to the game.
8. If a team has less than 8 players, the game will end and the result would be a forfeit.
9. Batters will be called out if they throw the bat. No warnings will be given.
10. Bats must be Little League approved. No softball bats.

### **Base Running**

1. Base runners may not leadoff until the hitter swings. There will be one team warning. Second time the runner is out.
2. Runners must slide. No head first slides except going back to a base.
3. No runner may advance when the player playing pitcher has control of the ball.
4. Runners interfering with a fielder will be called out.
5. No stealing.
6. No infield fly rule.

### **Courtesy Runners**

1. Courtesy runners will be allowed for any injured player and must be the last player who made an out.
2. A courtesy runner is aloud for the catcher immediately following their "at bat". After the next pitch the option for a courtesy runner is gone. The runner must be the player whom made the last out.

### **Fielding**

1. A maximum of 10 players will be allowed on defense. The infield will consist of a pitcher, catcher and 4 infielders. All other players should play in the outfield. All players must play at least 2 innings.
2. Outfielders must start on the grass or area designated by the umpire.
3. The 1st and the 3rd baseman may play 2 feet in front of the base until the ball is hit.
4. The 2<sup>nd</sup> baseman and shortstop must play behind the base path until the ball is hit.
5. The player acting as the pitch must stay even with the pitchers rubber and within 5 feet to the left or right of the rubber.
6. Catchers must wear at least a helmet, facemask and a chest protector at all times and play in the catcher stands/crouch position.
7. Players must stay in the same position for the entire inning.

### **Coaching**

1. On offense there shall be 3 coaches used during the game; base coaches at 1<sup>st</sup> and 3<sup>rd</sup> base, and a third offensive coach will be used to pitch.
2. On defense there shall be 2 coaches used during the game; one on the outfield grass and one behind the catcher.
3. The catchers are to give the ball to the defensive coach and the coach places the ball in a bucket. If the catcher can consistently throw the ball to the pitcher, he/she may do so.

### **Inclement Weather**

1. All games must be played as scheduled. In the event of rain, 4 innings will constitute a game. Rain games will be rescheduled and resume from the point they were delayed. Unavailable players will be removed from the batting order. If a rain delay occurs, games will be 4 innings or 60 minutes in length until games are back on schedule, with unlimited runs in the 4<sup>th</sup>.
2. The tournament officials reserve the right to change the tournament format in the event of inclement weather, in order to allow for the completion of the tournament.
3. In the case of extended delays, team managers should inform tournament officials of their telephone number, so they can be contacted.
4. Teams not available to re-start at the proper time will be subject to game forfeiture. In the case of inclement weather, the following procedures should be followed to ensure that coaches and tournament officials maintain the best lines of communication possible.
5. If the weather interrupts play once a day's slate has been started, coaches should report to tournament shelter at MEMORIAL PARK to receive updates and/or directions.
6. If rain occurs during the night, coaches should contact the tournament director for their team's age group (listed on the standings board).
7. If there is any question relative to whether or not a game is to be played as scheduled, it is recommended that you show up as scheduled at Memorial Park.

NO "CARRY INS" WILL BE ALLOWED in MEMORIAL PARK. Please patronize our full service concession stand so that our organization can continue to improve.