

Pitching Machine (8 Year Old) League Rules  
Revised 04/10/2015

All USSSA rules will be followed for league play with the following exceptions/additions:

1. Time limit of 1 hour and 15 minutes or 6 innings. If the game is tied at the end of regulation, the USSSA International Tournament rule will be followed: the batter that made the last out during the teams previous at-bat will automatically go to second-base, then batting will continue in the correct order. Each team will receive it's turn at bat. Only 1 extra inning is played. If after one extra inning the game is still tied, the game ends in a tie, unless it is a championship game.
2. A runner cannot leave the base before the ball has been hit. If the runner leaves early, the umpire will call the runner out.
3. The infield fly rule is not in effect.
4. A team may score a maximum of 8 runs per inning.
5. A batter receives seven (7) pitches or three (3) swings. A foul ball counts as a pitch. Batter is out after seven pitches.
6. A batted ball striking the machine, or hanging portion of the extension cord will be ruled as a dead ball and all runners advance one base. A batted ball striking the person feeding the machine is a dead ball and all runners advance one base.
7. No bunting is allowed.
8. A thrown ball striking the pitching machine is a live ball.
9. No stealing is allowed at any time.
10. The pitcher will be placed to the side of the machine, within (4) feet of and behind the rear of the machine base. The pitcher(s) may not be beyond the rear of the machine base before the ball is put in play.
11. The catcher must make the play at home plate unless he is out of position attempting a play. Defensive interference will be called. The intent of this rule is for each player to learn his position.
12. Ten players will play in the field, with four outfielders. The fourth outfielder is not allowed to assume an infield position. All outfielders must stay be in the outfield grass.
13. The person feeding the pitching machine must get down when the ball is thrown by a fielder trying to get out. Intentional obstruction by this person will result in an out.
14. The pitching machine will be set and kept at **38mph** by the umpire each game.
15. **Fair Ball Arc:** There will be a **20' arc** drawn from the back point of home plate, from 1st baseline to 3rd baseline in front of home plate. A batted ball must go past this line to be a fair ball.

16. **Safety Arc:** There will be a **30' arc** drawn from the back point of home plate, from 1st baseline to 3rd baseline in front of home plate. Infielders must stay behind this line until the ball is hit.