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## IFA◇VTD 8U Machine Pitch Rule Set

- ❖ **Runs per Inning:** A maximum of five (5) runs can be scored each inning by each team.
- ❖ **Base Distance:** Bases will be set at 60 feet.
- ❖ **Length of Game:** Is up to the tournament director, however; the recommendation is 55 minutes for pool games and 60 minutes for bracket games or seven (7) innings.
- ❖ **Run Rule:** The run rule will be twelve (12) runs after four (4) innings and ten (10) runs after five (5) innings. If time has expired and either team is behind and cannot catch up or go ahead, the game shall be over immediately.
- ❖ **Pitching Machine:** the pitching machine shall be set as follows:
  - Distance for center of the machine shall be thirty five (35) feet. Speed for the machine shall be set between 35-36 mph.
  - Prior to each game, the umpire will have each coach feed at least one pitch and obtain consensus that the machine is set correctly. The umpire may adjust the machine if he/she believes it is needed, this includes any time the machine has been hit and is not set correctly.
  - A coach can't adjust the pitching machine without umpire approval. First offense will be a warning. The second offense will be automatic removal from the pitching coach position.
  - Each team can adjust the pitching machine once per game. They must tell the umpire prior to the adjusting and it must be done between innings when the adjusting team is coming up to hit.

- ❖ **Overthrow Rule:** The overthrow rule is NOT in effect. All balls are live play until the pitcher has control of the ball in the outer circle, runners can continue to run until this time. The only time runners cannot move more than one base on an overthrow is when attempting to steal on a pitch.
- ❖ **Offensive Lineup:** The batting lineup may be any number from nine (9) to all players present. An automatic out will be taken if only eight (8) batters.
- ❖ **Defensive Positions:** The defensive team must have a minimum of eight (8) and a maximum of ten (10) defensive players in the field. If playing with ten (10), then four (4) players must be played in the outfield grass prior to the pitch.
- ❖ **Substitutions:** There are unlimited substitutions defensively and offensively. Coaches **MUST** make umpires aware of any offensive substitution/changes only.
- ❖ **Pitcher Position:** At the start of the pitch, one player shall be in the pitcher's position on either side of the pitching machine with at least one (1) foot in the pitching circle. The pitcher must stand with at least one (1) foot on the chalk line even with the pitching rubber until the ball is pitched out of the machine. The pitcher cannot leave their position until the ball comes out of the machine.
- ❖ **Batting:** The batter will receive five (5) pitches or three (3) swinging strikes, whichever occurs first. Each pitch will count as one of the five (5) pitches 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 they continue to foul off pitches.
  - Bunting is allowed. A player may square to bunt and pull back. A bunt that is fouled on the third strike or fifth pitch results in the batter being out.
  - Slashing is NOT allowed. A batter **CAN NOT** square to bunt, pull back and then either hit or bunt the ball. If the batter does this, she will be called out. No runners advance.

- Slap Hitting (not to be confused with slashing) is allowed. Slap hitting is when the batter actually breaks their wrists in an attempt to hit the ball as opposed to drag bunting which may or may not be allowed under the Bunting Rule.

**\*\*\*\*Please contact your tournament director to get a clear understanding of what will and will not be allowed in their tournament with regards to “Bunting, Slashing, Slap Hitting and Drag Bunting” \*\*\*\***

- Hit by Pitch: Batters hit by a pitch will not be awarded 1<sup>st</sup> base.
- Walks: There shall be no Base on Balls (walk) awarded.

❖ **Infield Fly Rule:** The infield fly rule is NOT in effect.

❖ **Baserunning:**

- A runner may not leave a base until the ball leaves the pitching machine. Penalty for leaving early; runner will be called out, no pitch is called and any other runners on base will have to return to the base they were at prior to that pitch.
- Runners can only score on a batted ball.
- On a batted ball runners can advance unlimited bases until the pitcher has control of the ball in the circle.

❖ **Stealing:**

- A runner can advance / steal only one base per pitch. If they attempt to steal a 2<sup>nd</sup> base on the same pitch, 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.
- A runner cannot steal home. If they advance home, they are liable to be put out. At the end of play if the runner is safe and has advanced, the umpire will return the runner to the correct base.

❖ **Time:**

- Will be called when the pitcher has possession of the ball in the pitchers circle. If a runner is more than half way to the next base when

time is called, the runner will be awarded the next base. If they are not half way to the next base when time is called, they will be returned to the previous base safely.

❖ **Offensive Coaches:** In addition to base coaches, only a coach in the pitchers circle is allowed on the field of play. The machine pitch coach may coach the batter prior to the pitch. He/she may not coach the batter/runner at ANY time.

- After a batter hits the ball, the Machine Pitch coach shall make an attempt to duck or crouch behind the pitching machine and should stay inside the circle away from the play.

❖ **Dead Balls:** A batted ball that hits the pitching machine shall be ruled a dead ball and the batter is awarded 1<sup>st</sup> base.

- A batted ball that hits the Machine Pitch coach is ruled a dead ball and the batter is awarded first base.
- If in the umpire's judgment, a coach interferes intentionally, the ball will be called dead, all runners return to their bases and the play is replayed.

❖ **Thrown Ball Hits Pitching Coach**

- If a thrown ball hits the Pitching Coach or Machine, it is declared a dead ball.

❖ **Intentionally Thrown Ball Hits Pitching Coach**

- If in the judgment of the umpire a thrown ball intentionally hits the Pitching Coach or Machine, play is stopped with a dead ball call.

❖ **Umpires**

- The tournament director has the option to utilize one or two umpires in machine pitch.