

Goddard Baseball / Softball
www.goddardkansas.org/baseball
7-8 Machine Pitch Girls Rules

2010

1. The front of the pitching machine shall be forty feet (40')* from home plate and bases shall be sixty feet (60') apart. An eleven (11') softball will be used.
2. A game will consist of five (5) innings or approximately (1) hour, whichever occurs first. A new inning may not begin after fifty five (55) minutes. A new inning begins when the third out of the bottom half of an inning is made. The bottom half of the last inning will be finished only if the Home Team is less than six (6) runs behind. 6:00PM or sooner, will be the official start time of the 6:00PM scheduled games. All other official game times will be recorded by the league provided umpire. In the event that a league provided umpire is not present, the Home Team will provide the home plate umpire. Teams are strongly encouraged to hustle on and off the field in between games and in between innings. No "stalling" will be tolerated. In case of a tie, each team gets one-half (1/2) game.
3. A team scoring six (6) runs in any one (1) inning before three (3) outs are made will be declared side-out and the sides will change.
4. Each team must field at least eight (8) but not more than ten (10) players. If ten (10) players are used in the field, 4 of them must be in the outfield grass area.
5. For defensive purposes, a player will play at the pitcher's position five feet (5') either side of the pitching machine. The player must have at least one (1) foot in or on the chalked circle. This player will receive all return throws from the catcher as well as throws from the other players. The umpire will call time (dead ball) when the pitcher has control of the ball and has at least one (1) foot in or on the chalked circle around the pitching machine. If a base runner is beyond halfway to the next base when time (dead ball) is called, they will be allowed to advance to that base; otherwise, they will return to the base they just left.
6. Each team will provide an adult (18 or older) who will run the pitching machine while his or her team is at bat. This person must remain in the pitcher's circle during play. If a hit ball touches the pitching machine prior to touching a defensive player or the adult, it is considered a "ground rule single" and the batter is awarded first base automatically. Only the runner(s) who are forced by the hitter may advance to the next base. If a hit ball hits the adult running the pitching machine prior to touching a defensive player, the ball is dead, considered a non-pitch, does not count against the batter, and no runners may advance on this play.

7. No balk, infield fly, or dropped third strike rule will be enforced. Walks and/or hit by pitches will not be awarded. Maximum of five (5) pitches or three (3) swinging strikes will be an out. A batter is out on the 5th pitch, except for a foul tip or a batted foul ball. If the batter continues to foul off additional pitches, he will continue to bat with a two (2) strike count.
8. Runners may not lead off any base. If they leave their base before the ball is hit by a batter, they will be declared out.
9. Stealing bases is not allowed. A runner may score only by action of their team or play by the defensive team.
10. All players present and eligible to play will bat in rotation. If a player is unable to fulfill their turn at bat, the player's coach must A.) Scratch them from the lineup for the rest of the game and receive no penalty (I.E. an automatic out) and they will not be able to return to the game. OR B.) Take an automatic out for the player's turn(s) at bat that they cannot fulfill, this will permit the player to return later in the game if their circumstances will allow.
11. All players present and eligible to play **MUST PLAY** at least two (2) innings on defense. Failure to comply with this rule other than for shortened games will result in an automatic forfeit.
12. When the ball is in possession of an infielder a base runner may only proceed to the base they are attempting. Upon the runner safely reaching their base, play is dead. If a play is made at the runner, the overthrow rule is in effect.
13. **OVERTHROW RULE:** On an overthrow of any base or home plate, all runners may advance only one base, and the runner must make the base safely. (Only one overthrow per play).I.E., if an overthrow occurs at first base, the runner may only advance to second base even if a play is made and second base is overthrown.
14. It will be mandatory that all base runners wear a protective helmet. Unless time out is called, the batter/runner will be declared out if they intentionally remove their helmet while running bases.
15. While time is in, coach is not allowed to physically assist any player in advancement or return to base. It will be an automatic out if the parent intentionally touches the ball or interferes in the field during play. Coaches are to remain in their dugout or in the base coaches box while their team is batting.

16. Set up of the Pitching Machine and Establishing Pitch Speed shall be accomplished by a Coach and the Adult Pitcher from each team. Speed of pitched ball shall be from 32 to 35 miles per hour. Necessary pitches will be made prior to game time by the **Pitchers** and **Coaches** for proper speed, adjustments and alignments to home plate. **NOTE:** Umpire will not allow ANY adjustments or alignments to the pitching machine after game starts. The height “thumb” screw may be adjusted between pitches. **Exception,** unless the machine is moved or severe winds interfere with the pitching of the ball or machine malfunctions. If there is a malfunction of equipment (and a league owned machine is not available), game will continue with coach/parent pitch. All proceeding rules will apply. League settings will given at the coaches meeting in April.

17. The catcher will not interfere with the batter via verbal distraction.

18. If the league appointed umpire is not present, the winning team is required to record their win at the concession stand on Walnut Street. The winning team is also required to remove and lock up the pitching machine on Walnut Street unless another game is to be played immediately following their game.

The pitching machines will be placed by a league field worker at 40'.