

8 & Under Pitching Machine

Base Length is **60 feet**

Restraining Arc is 34 feet from the point of home plate.

Pitching Machine Circle is 5 feet in diameter centered 30' from the tip of home plate.

Ball Size is 11 inch

Game Time limit is 70 minutes or five (5) innings long.

Games will end in a tie. NO extra innings will be played. If the game ends in a tie, each team will receive 1/2 win and 1/2 loss.

Any defensive player who plays within 3' of the restraining arc must wear a batting helmet.

If a batted ball hits the pitching machine or falls dead in the pitching circle the umpire will call "dead ball" and the batter is awarded 1st base. Other runners may advance only in a "forced" situation.

The pitcher is a fielding position only. She must stand on the 1st base side of the pitching machine. There will be a pitching line and the pitcher may stand on the pitching line or 1 1/2 feet behind that line. The pitcher must wear a batting helmet.

The pitcher may not cross the restraining arc until the ball is batted. No other defensive player may play closer to home plate than the restraining arc until the ball leaves the pitching machine.

Prior to the start of the game, the coaches and umpire will adjust the machine to a pitch speed of 33 miles per hour. The speed adjustment will be a minimum setting of 42 on the Jugs Jr. pitching machine. Adjustments of the machine, once the game has begun will be made at the discretion of the umpire only.

The machine operator (an adult from the batting team) will operate the machine by putting the ball in the machine once the umpire calls "play ball". He/she **is not to coach his/her team once the ball is pitched** but will protect all girls from running into the machine. The machine operator will not obstruct the view or play of the defensive players.

The batter is allowed three (3) strikes. No one can walk. A maximum of five pitches, including foul balls, will be thrown to each batter. Following the fifth pitch, batter is out if the ball is not hit fairly.

No defensive player may touch or enter into the pitching machine circle. Penalty: Batter is awarded 1st base.

Base runners may advance only when the ball is hit fairly. No leadoff or stealing. One team warning per game. Thereafter, the runner is out.

When any fielder has control of the ball and the lead runner is stopped at a base, the umpire will declare the ball dead and play will stop.

Catcher must wear complete gear. (Catcher's headgear and face mask, throat protector, chest protector and shin guards.)

Infield fly rule is not in effect.

Bunting will be allowed. Only 1st and 3rd base players may cross the restraining arc when the ball leaves the machine. If batter pulls back and swings after showing bunt, batter is out. Bunting the 3rd strike foul is an out.

Only six (6) runs may score in any 1/2 inning or three (3) outs, whichever comes first.

Run Rules are 12 runs after 3 and 10 run after 4 innings of play.