

## 8 – UNDER MACHINE PITCH LEAGUE RULES

The Chickasha amateur softball Association 8-under machine-pitch league is intended to be a fast-pitch event with the following exceptions.

### Playing Field:

1. Bases set at 55' – Pitching machine set at 35'—Pitching speed set 35 at MHP
2. There shall be a circle, four feet in radius, drawn from the center of the pitcher's plate. There shall be a line drawn at 35' that extends three feet on each side of the circle. The youth pitcher shall start with both feet within and behind this line.
3. Once the pitching machine is set, only necessary adjustments will be made. Any adjustments will be determined and executed by the umpires. Any coach making adjustments to the pitching machine will be removed from the game.

**Time limits:** One (1) hour, finish that inning and play one (1) more inning: or six (6) innings, whichever happens first.

**Run Limits and Rule:** Run limit-Five (5) runs per inning per team, until the inning after the one (1) hour Or in the 6<sup>th</sup> inning 10 runs are allowed.  
Run Rule – 12 after 3, 10 after 4 and 8 after 5

**Participation Rule:** Free substitutions: All roster players present at the start of the game shall be placed in the batting order, whether playing defensively or not. "Recommend-a minimum of two (2) innings to be played on defensive for all roster players."

**Defensive Players:** Four infielders, four outfielders, one catcher, and one pitcher. Prior to the pitch, the outfielders must be behind the infielders, the catcher must be in the catcher's box and the pitcher must have both feet behind and within the three foot line drawn at 35' and outside of the pitching circle. The pitcher may be on either side of the pitching machine but must be behind the 35' line.

**Batting:** Bunting is not allowed.

1. The batter is out after: 1.) 5 pitches; 2.) 3 swinging strikes or; any combination of 1 and 2; 3.) any attempted bunt or fake bunt.
2. The batter is not out if the 5<sup>th</sup> and succeeding pitches are swinging foul balls.

#### **The infield fly rule is not in effect**

3. If a **Batted Ball** hits the machine, hits the pitching coach or stops in the circle, the ball is dead and the batter is awarded 1<sup>st</sup> base. Any other runner(s) advance only if forced.
4. If a **Thrown ball** hits the machine, hits the pitching coach, or stops in the circle, the ball is dead and all runners are awarded bases at the discretion of the umpires.
5. Intentional interference by the machine coach will result in the removal of that coach and the runner closest to home being called out.

### Base Running:

1. No stealing. Base runners may only advance on a batted ball. Base runners may leave their base when the ball leaves the pitching machine, with liability of being put out, but must return if the ball is not hit.
2. If a batter strikes out (3) swinging strikes or 5 non-swinging strikes) and the ball is dropped, the batter is out and cannot advance to first base.

runners are between bases then the placement will be from where the lead runner should be placed.

**Dugout-Coaches:**

1. All coaches, players and team members must remain inside of the team dugout until/unless required by the rules or the umpires.
2. Offensive coaches – 1 in the 1<sup>st</sup> base coach's box; 1 in the 3<sup>rd</sup> base coach's box; 1 inside the pitcher's circle.
3. The machine coach can only coach the batter, and even then, can only give direction until the ball enters the machine. This coach shall not give direction to any base-runner. Penalty-the coach is removed from the game and the runner closest to home is ruled "out".

**Overthrows:** For the purpose of this game, an over-throw is defined as any thrown ball that passes the intended fielder and the base which is being thrown to.

Over throw to 1<sup>st</sup> base.....the award is the base going to

Over throw to 2<sup>nd</sup> or 3<sup>rd</sup> base.....the award is the base going to +1