

MID-CENTRAL ILLINOIS LEAGUE

BOYS & GIRLS BASEBALL & SOFTBALL

President Branden Crowl Vice President Steve Falicas Treasurer Mark Anderson Secretary Melinda Barton Final 4/18/2018 Page 1 of 2

2018 8U GIRLS PITCHING MACHINE RULES

1) General Rules & Facility Guidelines:

- a. Girls Softball age cut-off date is January 1st of the current year.
- b. All divisions will be scheduled to play a minimum of twelve (12) games.
- c. Games will be played with a time limit of one (1) hour and forty-five (45) minutes or the number of innings specified for each division, whichever occurs first. No new inning can begin after the time limit has been triggered. Games that are tied following the completion of an inning when a time limit or maximum innings has been triggered will end in a tie.
- d. There will be NO must slide rule, but we strongly urge action against any obvious attempt to hurt anyone or running over the catcher.
- e. Jugs Jr. or MVP machines placed thirty-eight (38'-0") foot from home plate with the dial set to deliver a pitch at approximately thirty (30) miles per hour.
- f. Base distance is fifty (50'-0") foot. A double safety base is required at first (1st) base for all 8U games.
- g. An eight foot (8'-0") radius pitching circle is required for all softball games.
- h. There will be at least one (1) umpire for each game. It is recommended, but not required, that the umpires be at least three (3) years older than the players that they are umpiring.
- i. 11" Softballs will be used. The home team must supply an adequate number of good softballs that are acceptable to the visiting coach, as well as a bucket to be used at the pitching machine and another bucket to be used behind the catcher.
- j. NO metal spikes will be allowed. Rubber spikes may be worn.

2) Coaches:

- a. Offensively - Four (4) may be used in the following manner:
 - i. One (1) each at first (1st) and third (3rd) base as the base coaches.
 - ii. One (1) coach that will feed the machine for their team's batters.
 - iii. One (1) coach to back up the catcher and offer instructions to their team's batters.
- b. Defensively – One (1) may be used in the following manner:
 - i. Stand in the outfield grass at the time the ball is pitched, entering the infield area to instruct and coach the defense between batters only.

3) Roster Rules:

- a. Teams are required to bat their entire roster of all players present at the game.
- b. Free substitution is allowed anywhere in the field.
- c. Any changes to a team's roster must be submitted by **May 23, 2014** and needs to be approved by the league president.
- d. All rosters should include two (2) contact numbers for the team manager and an email address, if available.
- e. NO out of town players will be allowed on any team, which has fifteen (15) on its roster without the permission of the league president.
- f. A player can only be on one (1) roster for the end of season tournaments and must have been rostered with that team and the League as of **May 23, 2014**.
- g. Any team that attempts to load a team for the end of the season tournament will be disqualified and forfeit all of their tournament games, ten (10) to zero (0). Rosters for the end of the season tournaments will be those that the league has on record as of **May 24, 2014**.
- h. The number of players on the roster is unlimited.

4) Game Rules:

- a. Games will be played with ten (10) players on the field. The tenth (10th) player may be placed as a fourth (4th) outfielder or positioned directly behind 2nd base.
- b. All players will be placed in the batting rotation to begin the game. Players arriving after the game begins will be placed at the bottom of the batting rotation.
- c. A minimum of eight (8) players are required to begin the game.
- d. Teams may score five (5) runs per inning for innings one (1) thru (5) with the sixth (6th) inning or the last determined inning, by the umpire, having an unlimited number of runs until the third (3rd) out.

e. Game Length: Six (6) innings.

f. Mercy Rule: Twelve (12) or more run lead after the fourth (4th) inning, or before if both Head Coaches agree.

g. A game will be considered official following the completion of: i. The Visitor half of the fourth (4th) inning if the Home team is leading.

ii. The end of the fourth (4th) inning if the Visiting team is leading.

iii. Before the fourth (4th) inning if both Head Coaches agree on implementing the Mercy Rule beforehand.

h. An inning is considered over when one of the following occurs first: i. The team in the field has successfully executed three (3) playing field outs.

ii. The batting team has scored five (5) runs, not applicable to the final inning of the game.

iii. The batting team has batted through their lineup.

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- i. If a batted ball strikes the defensive coach umpire or pitching machine, the play is considered dead and all runners including the batter will advance one base.
- j. The pitcher cannot be placed in front of the pitching machine. The pitcher must be to the left or right side with at least one (1) foot in the circle that encompasses the batting machine.
- k. Catchers are required to wear a mask, chest protector and shin guards while catching. Any type of glove may be used to catch.
- l. There is no infield fly rule.
- m. Teams are allowed three (3) outs per inning, strikeouts count as an out towards the total of three (3).
- n. The play is dead with the completion of an infield out. i. Example: A base runner is at second (2nd) base, the batter hits into a one-three (1-3) ground ball out, the runner on second (2nd) base may only advance to third (3rd) base, unless a play is made on the runner while going to third (3rd) base. The base runner would then be allowed to advance home on any overthrows.

5) Pitching / Batting / Base Running Rules:

- a. Each batter will be given five (5) pitches in the strike zone.
- b. If the batter offers at a pitch that is not in the strike zone, they will be charged with a strike.
- c. If a batter does not swing at a pitch that, in the umpires opinion, is a strike. The umpire shall inform the coach to encourage the batter to swing at pitches in the strike zone. If the batter continues to not swing at strike zone pitches the umpire shall call strikes. Rules 5b & 5c are put in to help speed the game up and encourage batters to swing at good pitches.
- d. A foul ball will be counted as one of the batters five (5) strikes EXCEPT on the final strike.
- e. Base runners may not leave the base they are on until the ball is hit.
- f. Base runners may advance one (1) base on all over throws to first base or any other base, where a play is being attempted.
- g. A hit to the outfield will be considered a live ball and any base runners may advance until the outfielder makes a throw to any infielder that is standing inside the baseline on the infield. At that time the runners may advance to the next base only if they have already rounded the previous base prior to the ball being in the hand of an infielder standing inside the baseline on the infield. If a play is made on any advancing runner then an additional base may be taken.
- h. Helmets are required for all batters, base runners and batters in the on deck area. Players will wear the helmet until they are back in the dugout.
- i. Batting through a team's lineup: i. If teams have an unequal number of players, the team with the least number of players should adjust its at bats to the number of batters of the team with the most players. Example: if one team has thirteen (13) players and the other team has ten (10), then the team with ten (10) players will bat thirteen (13) batters provided:
 - The batting team has not hit into three (3) fielding outs.
 - The batting team has not scored the maximum number of runs allowed for that inning.

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