

2016 WNCYSA 8U MACHINE PITCH (7&8 YR OLDS) SOFTBALL RULES

1. The pitching machine is set up by Coaches at 35 feet from home plate. The speed is set between 32 and 35 miles per hour for straight pitch. A coach from the hitting team (not the umpire) feeds the pitching machine. Spring will be set at 5 during season play, adjustment may be necessary to accommodate proper speeds.
 - a. Use a game ball to set up the machine. The coach that sets up the machine shall let the other coach know how the machine was set-up with the ball. The position of the ball will make a big difference in pitch consistency, mimicking similar ball placements will cut down on machine adjustments.
 - b. The peddle shall be fully depressed prior to releasing the handle. Lifting the pedal prior to the pitch is not allowed. Doing so will constitute a no pitch and a re-pitch will be required. In the case of a second offense the batter will be given a strike. If batter already has 2 strikes or 5 pitches this will result in the batter being called out.
2. Each team will bat a continuous batting order. Each hitter will get 3 strikes or 6 pitches; 7 if last is a foul ball, etc. until third strike or fair hit. All strikes must result from swings. There are no called strikes or balls. The player that is playing pitcher must have at least one foot in the pitcher's circle on either side of the machine.
 - a. A batter who does not swing at the 6th pitch will be called out on strikes, regardless how many strikes they have on them. If batter fouls the 6th pitch off each pitch thereafter will constitute an out if the batter does not swing at the pitch.
3. There can be NO ON DECK BATTERS
4. You will have a 10 minute grace period from game start time. If you do not have enough players after the grace period has ended, the game will be called a forfeit.
5. The pitching machine coach must kneel down behind the machine after every pitch and not interfere with the play.
6. Each team will play no more than 10 players in the field. The game may start or continue with as few as 7 players, the team does not have to take any outs for missing players, but the game's final score will count on team record. If a team does not have 7 players, the game will be called a forfeit. The opposing team shall let the forfeiting team borrow players and teams will play a scrimmage game. Records will be adjusted accordingly and this game will not be rescheduled.
7. On Defense, you can have 2 coaches in the outfield in foul territory.
8. An inning is over when a team records three outs or the opposing team scores 5

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runs (5 runs max and NO CONTINUATION). This means once the 5th run crosses the plate the inning is over.

9. All games will be 1 hour and 30 minutes or six (6) innings and the time limit will be enforced. If game in question is about to end in time limit and an umpire declares last inning (whether it be the 4th or 5th inning), then the 5 run limit will allow for continuation. This will allow for a max of 8 runs to be scored in an inning. The home plate umpire will make the decision based on game start time. If an inning is started, that inning must be completed. If an umpire does not call last inning and the time limit expires in any inning, then the last inning with continuation will not be played. If the last inning was not called and there is time remaining umpires will call last inning and the game will be completed.
 - a. You may utilize a runner for your catcher with 2 outs to help speed up inning changes. This runner shall be the last batted out in the line-up.
 - b. Coaches please be aware of your catchers and have them ready to start the inning asap. Do not remove their shin guards until they are guaranteed to hit.
 - c. If the game ends in a tie and there is no time remaining the game will be counted as a tie. If there is time remaining in the original time limit an extra inning may be played to attempt to break the tie. You will play the tie breaking inning in the same way as the last inning with a 5 run limit with continuation.
 - d. When playing at an off-site location, such as Hominy Valley, time limits will vary and you will play according to their time limit rule. Please make sure you clarify with the opposing coach and umpire prior to the game beginning.
10. A batted ball is dead if it comes in contact with the pitching machine and all runners and batter will be awarded 1 base. An unsafe popup close to the pitching machine is also dead and can be replayed based on umpire discretion. A thrown ball hitting the pitching machine is live unless unsafe. The umpire will always use discretion with caution in mind.
11. A batted ball that strikes a coach will result in a no pitch. The ball is dead and will be replayed. No runners will advance. A coach purposely interfering with a batted ball will result in the batter being called out.
12. Bunting is not allowed
13. The 10 run rule is in effect after the 4th inning is complete.
14. Sliding:
 - a. If there is play at home plate the runner does not have to slide but must avoid contact during the play. Umpires will call runners out if interference

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occurs. It is encouraged for runners to slide into home plate

- b. Players cannot slide head first into any base, only on a return to the base. Players should be called out on first offense.

15. Two adult base coaches are allowed.
16. No player should sit on the bench for more than two consecutive innings. Free substitutions are allowed defensively. If possible, coaches should rotate players out every inning.
17. Play stops when ball is in control of a defensive player, and the lead runner is stopped, and the umpire calls time.
18. An overthrown ball to any base is a live ball until play is STOPPED or the Umpire calls time.
19. Please make sure your fielders are not standing on the bases if they are not attempting to make a play. Umpires will use their judgement if a fielder hinders a runner on the base paths and will be called for obstruction.
20. Throwing of the bat is not considered an out on the first two offenses. If players are continuing to sling bats, there will be a team warning issued and if the umpire deems necessary the next player throwing a bat will be called out. Players will not be ejected from the game unless the umpire deems the player has thrown the bat in a malicious manner. This is for the safety of our catchers and umpires.
21. There is NO Infield Fly Rule.
22. Please communicate with the opposing coach and umpire when playing at an offsite location to verify any different rules.

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