ASA/USA RULES AND GUIDELINES

For DISTRICT PLAY 2017

RULES:

8u Machine/Coach Pitch

Game time: 1 hr 15 mins

Offense: Option to bat dug out (Decide at Ump/Coach conf) Line up never changes

Defense: 10 on field with free defensive substitution only if batting DugOut

Coaches: 3 offensive coaches (1 in circle, 1 ea. on baseline) No defensive coach allowed

Pitching Distance: 35' with 16' circle (League and Ark-La-Tex State) 30'/16' (Pixie State)

Machine Speed: 35-37 mph @ exit (machine can only be adjusted if hit by ball)

Umpires: 2 USA Certified Umpire (1 league)

Rules: 5 **maximum** pitches or 3 strikes (swinging) As long as contact is being made, you may exceed the 5 maximum pitches

Pitcher must wear face protection with Machine in use

Bunt/Slap allowed but no pullback-power hits. If Full Swing occurs-Dead Ball (Batter Out) Baserunners do not advance

League Play-6 switch

No stealing – Ball must be hit in play to advance to next base

Lead-off after ball has left the machine.

Bat must be an official ASA approved softball bat

4 Fields must be behind the base path until ball is pitched

Ball in circle constitutes Dead Ball or when Lead Runner is stopped. Player must have control of ball to stop ball.

Pitching/Machine Operator is allowed to speak to batter or make hand gestures. They are NOT allowed to interact with the baserunners at any time.

Defense-Players must set up even or behind the pitching machine and CAN NOT charge forward until the ball leaves the machine with the exception to the pitcher. Pitcher CAN NOT leave circle until contact has been made.

ITB in effect for Championship Play

If any player or coach touches any part of the machine or alters:

1st – Warning

2nd – Ejection from that game (with the exception when feeding the ball)

In cases of inclement weather or machine failure: revert to coach pitch

ABUSIVE or OBSCENE LANGUAGE towards an UMPIRE, coach, player or another fan will NOT be tolerated. Coaches- keep your fans under control.