



8U MACHINE PITCH - Guidelines

1. Bases shall be set at 60 feet. The pitching machines/pitching rubbers are set 40 feet from the back of home plate (the pitching rubber on Clapper Field (BIP) is 42 feet as an estimate).
2. All normal infield positions will be filled and the remaining players dispersed in the outfield on the grass, or at least **20 feet behind the base paths**. No loading the infield with additional players!
3. Outs on the bases should be made by infielders. Outfielders should be taught to throw the ball into the infielders or to a cut off person from the infield. Not run the ball in.
4. Coaches can, and are encouraged to position their batters and help them during their at bat.
5. A hit ball that strikes the pitching machine is a dead ball and the player is awarded a single.
6. One (1) defensive coach may be on the field to assist positioning the players
7. There will be no bunting, leading off, or stealing in any 8U Machine games. 8U kid pitch can steal, but not lead off (steal when hits the catcher's glove). All 8U cannot steal home.
8. Rotate your players from infield to outfield, and in different positions. There are more rules to this below.
9. Don't "Windmill". Teach the kids how to identify and listen to the base coaches. However, teach kids to round bases, not just run base to base.
10. The last batter of the inning does NOT clear bases (unless it is an earned home run).
11. There is NO infield fly rule. This may vary if you are playing kid pitch tournaments, so be aware.

Machine Pitch Specific Rules

1. Game times: 1 hour and 30 minutes or six innings. New innings shall not be started after 1 hr and 15 minutes. Manage the game - start and end ONTIME.
2. The dial settings on the machine should be 38-42. Each machine varies, so coaches please agree to a speed prior to the game beginning. If the speed needs to be adjusted, it should be done between innings. This means that each team has to hit off the same speed for an inning prior to adjustment. We want kids to be able to hit!
3. For the first three (3) games of the league season, each batter gets six (6) pitches in each at bat and they may swing six times before ending their turn at bat. If the batter fouls the 6th pitch they will continue at bat until they hit a fair ball or swing and miss a pitch completely. The teams will each bat their entire ROSTER. Machine speed is usually around 37/38 for these games.
4. For games 4 through 10 of the league season we will shift to Tournament Rules. Three (3) missed swings will constitute an out. If a batter has two strikes, he can keep fouling off balls until he strikes out or puts the ball in play. Machine speed is usually around 40 for these games.
5. The offense will earn 6 runs (playing their full roster) or 3 total outs (swinging and/or fielding) per inning. For the following inning, the next batter in order will lead off, continuing through the entire roster before returning to the lead-off batter. Rotate your batting order from week to week to even out the plate appearances for all players over the course of the season.
6. Any runner, who has not already begun to advance prior to the time of control of the ball in the infield, shall be sent back to the previous base.

7. Only one base can be awarded on an overthrow. Therefore, a ground ball to the infield does not constitute a home run, no matter how many times the ball is thrown around. Also, once the ball is thrown to the infield, runners cannot take the next base (unless runner has already begun to advance prior to the throw).
8. Players shall rotate defensive positions, infield to outfield (minimally) every two innings. Players should not play the same infield position for more than 2 innings in a row. Pitcher should play to the right or left of the machine outside the pitching circle.
9. You may place additional players in the outfield (right center, left center), BUT absolutely NO additional players in the infield (this includes a pitcher on each side of the machine).
10. Outfielders MUST be at least 10 feet into the grass on BIP/Brighton. Fields with a larger infield, please just ensure that your players are truly in the outfield.
11. In the 4th game begin to teach someone to keep book. Although not a true score because of the mandatory 6 run rotation. I will ask that you record game scores on the webpage for tournament seating.

Additional Helpful Hints:

1. Prior to the game, please personally introduce yourself (both: head coaches and assistant coaches for each team).
2. As an association, we rely on a collaborative effort to insure a positive environment for the kids. If needed, lend each other assistance.
3. Machine Pitch: Use a bucket to collect the balls at the machine, and assist in the collection of balls when they are pitched. Transfer the balls back to the coach when the bucket is empty, this helps speed of game.
4. Rotate your batting order from week to week to even out the plate appearances for all players.
5. Coaches shall bat their entire roster for the first 3 games of the season;
6. Get your catchers equipment on prior to the last batter hitting in an inning to speed the transition time from offense to defense. Have an assistant get the catcher dressed as soon as possible following his / her at bat.
7. Create your line-up and defense position rotations prior to the game. Get a parent or assistant coach to assist in placing the kids in their defensive positions and/or get ready to bat. DO NOT - regardless of parental request, put a player in a dangerous infield position if they are not capable (pitcher, first, second tend to be these places for MP).