



Updated 6.30.18 SMW

### **8U MACHINE 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. FOR MACHINE- All normal infield positions will be filled and **4 PLAYERS** can play the outfield (OR plate agreement by the coaches to have all the remaining players dispersed in the outfield). Outfield players must be on the grass, or at least 20 feet behind the base paths. **MINIMALLY 5 feet into the grass!**
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 defensive coach may be on the field to assist positioning the players (Machine only)
7. There will be NO bunting, leading off, or stealing in any 8U Machine games. All 8U Machine Pitch and Kid Pitch cannot steal home. (When play 8U Kid Pitch players can steal, but not lead off "steal when hits the catcher's glove").
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.
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 tournaments, so be aware.

### **Machine Pitch- Game Rules**

1. Game times: 1 hour and 45 minutes or six innings. New innings shall not be started after 1 hour and 30 minutes. Manage the game - start and end ONTIME.
2. The dial settings on the machine should be 35-40. 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. Each batter gets six (6) pitches in each at bat and they may swing six (6) times before ending their turn at bat. Swinging six (6) times is not considered an out. If the batter fouls the sixth (6<sup>th</sup>) pitch they are still "alive" and will continue the at bat until they hit a fair ball or swing and miss a pitch completely. The offense will bat their entire roster.
4. Only one (1) 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 from the outfield, runners cannot take the next base (unless runner has already begun to advance prior to the throw).
5. Any runner, who has not already begun to advance prior to the time of control, shall be sent back to the previous base.
6. Players shall rotate defensive positions infield to outfield minimally every two (2) innings.
7. Absolutely NO additional players in the infield (you may NOT have a pitcher on each side of the machine).



**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: To assist in speeding up the game, have a designated coach (HOME team) supply enough game condition balls for each game. Use a bucket to collect the balls at the machine, and assist in the collection / transfer of balls back to the coach after each at bat.
4. Rotate your batting order from week to week to even out the plate appearances for all players.
5. 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.
6. 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.