

2016 Spring Fling 8U Machine Pitch Tournament rules

1. The game will be played with 10 players on defense. When 10 players are being utilized on defense, at least 4 players must be positioned in the outfield grass until the ball leaves the pitching machine.
2. Each game is scheduled for one hour and fifteen minutes or six innings, whichever comes first. Any inning started prior to the time limit will be completed. A new inning is considered to have started the instant that the previous inning is concluded.
3. A batter is not eligible to run on a dropped third strike.
4. The infield fly rule does not apply.
5. The ball will be pitched by a pitching machine, operated by the field umpire.
6. The batter shall receive a maximum of 5 pitches to get a hit, strike out or be put out, unless the final pitch results in an uncaught foul ball on a full swing. If the batter does not hit the ball on the fifth pitch, or bunts foul on the final pitch, he/she will be declared out. If a batter is hit by a pitch, he/she is not entitled to first base and the pitch is counted against the five pitch total.
7. A batted ball which strikes the pitching machine without first touching a defensive player shall become instantly dead. The batter shall be awarded first base. Other runners shall advance only if forced to advance due to the batter being awarded first base.
8. A thrown ball which strikes the pitching machine during an attempted play is a live ball and remains in play.
9. Adjustments to the machine can be made only at the beginning of an inning and with the agreement of both managers, unless at other times it becomes obvious that an adjustment is necessary in order for the machine to throw strikes.
10. The defensive team shall position a player immediately to either side of the pitching machine, even with or slightly behind the pitching rubber.
11. The catcher must be in the normal catching position, immediately behind the plate.
12. A batter may use any regulation baseball, softball, or tee ball bat. (Including big barrel bats)
13. If a runner leaves a base before the pitched ball reaches home plate, the runner shall be called out, there is no pitch, and the ball is dead.
14. Stealing is allowed of 2nd and 3rd base. A player may only steal one base at a time. A player can only score on a batted ball.
15. Bunting: A team may bunt only two (2) times per inning. No fake bunts are allowed. A batter that "shows" bunt is committed to an attempt to bunt or take the pitch. If the pitch is ruled hittable, a strike shall be recorded. Penalty: If a batter swings after "showing" bunt, it is a dead ball, the batter is out, and no runner shall advance.
16. Umpires shall call "time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defensive player for the purpose of this rule. Note: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "time" shall be called.
17. A team may score no more than seven (7) runs in an inning. An inning ends the moment a seventh (7th) run crosses the plate, or a third out has been recorded