

2021 SOUTH JERSEY GIRLS SOFTBALL ASSOCIATION

8U MACHINE DIVISION RULES

1. Always carry a copy of these rules and a copy of your roster to every game.
2. Teams will play a 6-inning game, no inning will start after 90 minutes.
 - a. Maximum allowed game time is 2 hours.
 - b. 5 runs per inning with a mercy rule in effect
 - c. 10-run lead after 4 1/2 innings.
3. FIELD SET UP:
 - a. The pitching machine will be set at 40 feet
 - b. Pitching machine will be set up at 30-35MPH depending on the talent of the team.
 - i. Pitching speed may be different for each team depending on team experience.
 - ii. Speed for each team must be decided before the game starts.
 - c. An 8ft arch will be drawn from the back of the plate from foul line to foul line. The ball must travel to the line or be ruled foul.
 - d. Halfway hash marks **MUST** be drawn between all bases.
4. A defensive coach will be behind the plate collecting balls
 - a. This coach will act as the ump.
 - b. Coach will **NOT** coach the players during the play.
5. Any ball that hits the pitching machine, protective box, or feeding coach will be ruled a dead ball. The batter and all baserunners will be awarded one base.
6. FIELDING & BATTING RULES:
 - a. No stealing
 - b. No dropped 3rd strike
 - c. No walks
 - d. No called strikes
 - e. No bunting and
 - f. No infield fly rule
 - g. Bat all rostered players and there is free substitution.
7. Runners **CANNOT** leave the base until the ball crosses home plate.
 - a. Any player who leaves the base before the ball crosses home plate will cause the automatic removal of the base runner from the base.
 - b. No pitch will be declared, and the ball will be dead regardless if it was hit or not
 - c. NO OUT WILL BE RECORDED
8. Book rules on all overthrows. Only one base on an overthrow to any base.
9. EQUIPMENT:
 - a. It is HIGHLY recommended that all players in the infield wear a fielder's mask.
 - b. Batters must have a helmet/cage.
 - c. The ball is 11" leather. No dimple ball or safety RIF ball.

- d. Pitching machine should be consistent.
- e. Catchers must wear full equipment

10. Each batter will be given 5 pitches to strike out or put the ball into play.

- a. If the 5th pitch is batted foul, the batter will be awarded 2 additional pitches for the ball to be put into play or the batter swings and strikes out.
- b. If the batter does not put the ball into play, the batter is out.
- c. A MAX of 7 pitches for each batter

11. The pitcher must start with one foot in the circle, behind the line until the ball is pitched.

12. 10 players in the field and bat the roster. Teams must play with 4 outfielders equally distanced apart and at least 5 feet behind the infield dirt

13. Any bat which flies from the batter's hands and in the umpire's judgment endangers the catcher, acting umpire (see rule #4), or other players will cause a warning to the offensive team. On the 2nd offense, the batter will be declared out, the ball is dead, and all runners will return to the last base they previously occupied regardless if the ball was hit or not.

14. The manager, not a coach, can call a timeout - 1 per inning, 4 per game.