

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. Maximum allowed game time is 2 hours. 5 runs per inning with a mercy rule in effect at a 10 run lead after 4 1/2 innings.
3. **FIELD SET UP:** The pitching machine will be set at 40 feet and 35 miles per hour. 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. Half way hash marks **MUST** be drawn between all bases.
4. A defensive coach will be behind the plate collecting balls and will act as the ump. This 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. No stealing, no dropped 3rd strike, no walks, no called strikes, no bunting and no infield fly rule. Bat all rostered players and there is free substitution.
7. Any player who leaves the base before the ball leaves the pitching machine will cause the automatic removal of the base runner from the base. No pitch will be declared and the ball will be dead regardless if it was hit or not. **NO OUT WILL BE RECORDED.**
8. Book rules on all overthrows. Only one base on an overthrow.
9. Play ends when a player touches the ball in the pitching circle. Any runner that passes the half way hash marks will be awarded the next base, if not they must return to the previous base.
10. **EQUIPMENT:** It is recommended that all players in the infield wear a fielders mask. Batters must have a helmet/cage. The ball is 11" leather. Not the dimple ball or safety RIF ball. Pitch machine should be consistent.

11. Each batter will be given 5 pitches to strike out or put the ball into play. If the 5th pitch is batted foul, the batter will be awarded additional pitches until the ball is put into play or the batter swings and strikes out.
12. The pitcher must start with one foot in the circle, behind the line until the ball is pitched.
13. 10 players in the field and bat the roster. Teams must play with 4 outfielders equal distance apart and at least 5 feet behind the infield dirt. Catchers must wear full equipment.
14. Any bat which flies from the batters 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.
15. The manager, not a coach, can call a time out - 1 per inning, 4 per game.