

Sunflower State Games Baseball 7U & 8U Machine Pitch Rules

1. The umpire will call a maximum of five pitches or three swinging strikes to each batter. The batter is out on a dropped third strike.
2. The umpire will set the pitching machine speed. The pitching machine speed and elevation will be the same for each team. He will also place the ball in the pitching machine and call the bases.
3. A JUGS MVP Baseball Machine will be used. Settings to be determined based on SCABA League Rules.
4. Pitching distance will be 42'.
5. If a batted ball hits the pitching machine, the ball is dead will be declared a no pitch.
6. A thrown ball hitting the pitching machine is dead and all runners are entitled to the base to which they were advancing.
7. When a defensive player is attempting a dangerous play near the pitching machine, the umpires may call a dead ball.
8. All players at the start of the game will be placed in the batting order. A player that arrives late will be inserted at the end of the batting order. If a player is injured and can't continue, their spot in the batting order will be skipped each time the player would have come to bat. This will be done without penalty. The injured player can not return to the game.
9. Run Rule- Six runs scored in a any half inning shall be the same as three outs and the game will be called when there are not enough innings left in the game, for a team to score enough runs to win the game.
10. There are no walks and a batter does not get to take first base if hit by a pitched ball.
11. Base runners are not permitted to leave the base until the ball crosses home plate. A base runner leaving the base to soon will be called out.
12. A base runner may steal all bases except home. A runner on third may advance only on a batted ball.
13. Umpires will call TIME after every play. TIME should be called as soon as play has ceased and runners are not obviously advancing.
14. Ten players will be allowed on defense. Four players will be designated as outfielders and none will be allowed to assume an infield position.
15. Free substitution for defensive players is allowed.
16. The infield fly rule does not apply.
17. No bunting is allowed.
18. The extra hitter (EH) rule does not apply.
19. The re-entry rule does not apply.