

KAA 8u Softball Machine Pitch Specific Rules

League Play revised 4/22/2016

- 1. Pitching Machine**-The speed of the pitching machine will be mutually agreed upon by both teams. The balls will be the Jugs Softie 11", or equivalent. An adult Coach for the team on offense will place the softball in the machine for each pitch. There are no walks. The player remains batting until she gets a hit or strikes out after 5 pitches. If the batter fouls the 5th or additional pitches, she keeps batting until she either gets a hit or strikes out. If the 5th pitch is unhittable, 1 more pitch will be allowed at the Umpire's discretion.
- 2. Stealing/Lead-offs**-No stealing of bases is allowed. The base runner can take a leadoff after the ball crosses the plate. There is no infield fly rule. Batter is out on a drop 3rd strike.
- 3. Run Rules**-Limit of 5 runs scored each ½ inning. There is NO run-ahead (mercy) rule. All games will play 7 innings or until time expires.
- 4. Game Time**-No new inning will begin after 80 minutes. If Home team is leading or tied, and batting, when time expires, game is over. While no inning may start after 80 minutes, there is also a "Hard Stop" after 90 minutes. If Visitor team has taken the lead in this last inning that did not finish, the score will revert back to the last completed inning.
- 5. Coaches in the Field**-Teams are permitted 2 coaches on the field defensively, if needed. They must be beyond the infield players. The sole purpose is to help instruct the girls. These coaches are not allowed to actually field a hit or thrown ball. When on offense, a team is allowed the 2 base coaches, and also a coach near the on-deck circle, to help the player currently batting.
- 6. Ball in Play/Dead Ball**-After a ball is hit, the ball remains in play until it is returned to the infield. The ball must be in possession of an infielder for the play to be considered over. At that point runners will go to the nearest base, at the Umpire's discretion.
- 7. Players in the Field**-Teams will bat their entire roster. Teams can field up to 10 players on defense. The 10th defensive player must play in the outfield.
- 8. Ball Contacting the Pitching Machine**-A batted or thrown ball that contacts the pitching machine will be declared a dead ball. The batter-runner and base runners will be allowed, in the Umpire's judgment, to advance to the base they were advancing to at the time the ball became dead without liability of being put out.
- 9. Getting the Pitching Machine**-Pitching machine will be setup in advance of games, and returned to storage after games, by KAA staff. Coaches are responsible for operating the pitching machine in a safe and proper manner.

This is a FUN & INSTRUCTIONAL 8u softball league. It is NOT a competitive league. Unsportsmanlike behavior will not be tolerated. Please ENJOY teaching these youngsters some fundamentals, etiquette, and sportsmanship.