2025 MMPL 8U Machine Pitch Rules

A. Batting Rules:

- **a.** Batter gets maximum 5 pitches.
- **b.** Batter will be out on 3rd strike, or 5th pitch without a hit (whichever occurs first).
- **c.** No called strikes.
- **d.** A final pitch foul ball will not count, and the batter will get one additional pitch (Swing or no Swing, at bat is over).

B. Pitching Rules:

- **a.** Pitching Machine or Coach Pitching will be allowed in 2024. Same pitch count rules will apply to both. If a Coach wants to pitch to their players, they should stand near the machine and pitch the balls overhand with similar speed/arc as the pitching machine. Deciding which pitching method each team goes with should be determined prior to the start of the game.
- **b.** Pitching Machine settings should allow balls to arc slightly. The goal is to allow kids to gain confidence hitting, as well as put balls in play so as to improve fielding skills.
- **c.** Machine should be placed directly in front of the pitching rubber. (Back Leg can be placed on pitching rubber to prevent sinking into the dirt) Should be at 38 Feet.

C. Fielding Rules:

a. 10 Fielders will be permitted in the field at a time. 6 infielders including a pitcher and catcher, and 4 outfielders.

D. Base running rules:

- **a.** Batters & runners will take one base on infield hits, but can be thrown out.
- **b.** On overthrows, players stay at their occupied base.
- **c.** Players may take more than one base on hits that reach the outfield, but runners stop at closest base once the opposing team has possession of the ball in the infield, raises hands and calls timeout. Meaning, the outfielder can throw or run the ball into the infield, either way, play stops once a player calls time and/or holds his hands up on the infield.

E. Coaches:

- **a.** Batting Team – Pitching machine coach (**Operator**) or Coach Pitcher, plus 1st and 3rd base coaches.
- **b.** Fielding Team - 2 outfield coaches to help direct kids, as well as a coach behind the umpire, to help fetch any missed pitches by the catcher (should help the game move along quicker).

F. Game Rules:

- **a.** 6-innings or 90-minute limit, whichever occurs first.
- **b.** 4-run limit per inning, including final inning. 16 run mercy rule. This is to help ensure all players get to bat at least once, in the case that Team A gets no hits throughout the game, and Team B scores the maximum runs allowed.
- **c.** Game can end in a tie.
- **d.** Standard 8U baseballs will be used. Tee balls and/or safety balls should not be used. (Home team should provide all 5 game balls.)
- **e.** Games are scored the same whether it is coach pitch or machine pitch.

G. Bats:

- **a.** Approved USA or USSSA Bats only.