

2015 SESRP, Tarboro, Farmville, Bethel, WCYAA
Spring-Summer Rules
8U(7-8 YR OLD) MACHINE PITCH BASEBALL
(Revised April 10, 2017)

General

1. No new innings after 1hr 15min. We will start new inning @ 1hr 14min.
2. Umpire is to give home team book keeper official start time.
3. "Scheduled" start times are as listed on schedule. "Official" start times will be no more than "Scheduled" Start + 10 minutes. Example, if game is scheduled for 6pm. Teams are not on field and ready to play until 6:15pm. Official start time will be 6:10pm. There is a 10 minute "grace" period for delayed starts.
4. All players must be in batting rotation. Players taken out of rotation for sickness or injury will be removed with no penalty. Players removed from order because of disciplinary actions(from coaches or parents), will result in the team being charged with 1 out for every At Bat missed by the player for the remainder of the game.
5. Minimum of 8 eligible players required to start and/or finish a game. Less than 8 players will result in forfeiture.
6. There is a 5 run maximum score rule for all innings except the 6th inning. If a game makes it to the 6th inning, no run caps are in effect.
7. Pinch runners for the catcher, when there are two outs, is allowed/encouraged. Pinch runner must be the player who was the last out.
8. There will be ONE team warning issued for a thrown bat, given at the first occurrence of a thrown bat. Each subsequent thrown bat will result in an out. Each team will receive one warning, for their players ONLY.
9. Each team shall be responsible for keeping a score book. The winning team is responsible for reporting scores to SESRP via text message (252)-515-0742. Text should include winning team, score, and number of innings played.
10. Games MAY end in a tie.
11. The bat may not exceed 33" in length, and the bat barrel may not exceed 2¼" in diameter. Only 2¼" barrel non-wood bats marked BPF 1.15 will be allowed. Wood 2 ¼" barrel bats are allowed.

8U - Specific

1. No lead offs. No base stealing.
2. 5 pitches, 3 strikes. If foul ball on 5th pitch(or 3rd strike) the at bat shall continue until batter strikes out or puts the ball in play.
3. All runners are legal to advance at their own risk until the lead runner has been stopped. When the lead runner has been stopped, the umpire will call time out and will not allow any further advances by the trailing runners. Should a fielder stop the lead runner and simultaneously

throw the ball in an attempt to put out a trailing runner, (before the umpire calls time out) then the live ball situation shall still exist.

4. No infield fly rule.
5. Caught last pitch or third strike foul tip, batter is out.
6. Runner(s) may advance one base on errant throws to any base. Runner(s) may advance one additional base per additional errant throw. MAY ADVANCE is the key term. Runners are still at risk of being tagged out while in route to the next base.
7. Foul tip on bunt attempt for 3rd strike will be an out.
8. A ball that is put in play and hits the pitching machine/coach pitcher is a dead ball and all runners forced to advance, will advance one base.
9. We do not play dropped third strike rule.
10. Pitching machine will be set up directly behind the pitching rubber located at 46'.
11. Pitching machine settings will be 10 for speed and the vertical block setting will be in the middle position.