

Baseball Minor Machine Pitch 7/8 Rules Summary

***All rules not referenced in this summary follow the 2021 Little League Baseball Rulebook*

Time Limit (Regular Season): No new inning will start after one hour and forty-five minutes. All regular season games will have a two-hour drop-dead time limit. If the last inning is not completed prior to the drop dead time, the score will revert back to end of the last full inning completed. Any game lasting one-hour and forty-five minutes will be considered an official game regardless of number of innings played. If the home team is winning in the bottom of the last inning and time permits, the home team should still bat in the last half of the inning.

Time Limit (Playoffs): There will be no drop-dead time limit for playoffs; however, no new inning will start after one hour and forty-five minutes. If the game is tied at the end of time expiration, the game will continue until a winner is determined.

Batting Lineup: Continuous batting lineup will be used.

Minimum Play: Must play defensively at least every other inning. All players must sit out once before anyone sits out a second time. All players must play at least 2 innings of infield. The catcher's position is not considered an infield position to meet infield requirements. Players shall not play a single position more than 2 innings in a single game.

Infield Fly: The infield fly rule will NOT be in effect.

Run Limits: A half inning will be complete when 5 runs are scored or 3 outs are made, whichever occurs first. Any runs scored on the last play that exceed 5 runs will not count toward the score. As allowed under Little League Rule 4.10(e) Note (2), the 15-run and 10-run slaughter rules will NOT be utilized.

Umpires: Umpires will not be used in the regular season. The pitching machine operator calls outs at 2nd base and home plate. The 1st base coach calls outs at 1st base and the 3rd base coach calls outs at 3rd base.

Number of Players: A game may start or continue with only 8 players. When the 9th position comes up in the batting order, the position is skipped without penalty as long as it is vacated. Defensively, the coach can choose which position to leave unoccupied.

Pitching Machine:

Set at 38 mph, placed 46 ft from front of machine to back of home plate.

- The player pitcher will stand outside the pitcher's circle and even with the pitcher's rubber/front of the pitching machine and may not move forward until the ball has been released by the machine..
- A batted ball is dead if it strikes the pitching machine or a coach on the field, or if it comes to rest inside the pitcher's circle.

In the event of a dead batted ball, the batter is awarded first base and all other base runners advance one base. If a thrown ball hits the pitching machine, runners shall advance to the next base or return to the previous base, based upon the runner's proximity to 30-foot progression line

- A coach from the hitting team will feed the pitching machine. Batters will not walk and will not be awarded first base if hit by a pitch. The batter will be out after three strikes. * A strike is a pitch that is swung at by the batter and missed, or is fouled by the batter when there are fewer than two strikes; or touches the batter as the batter strikes at it. Each at bat will consist of a maximum number of pitches:

- Minor 7/8 Machine Pitch Baseball- maximum 5 pitches in at bat

If the fifth or subsequent pitch is batted foul, the batter shall remain at bat until he/she strikes out or puts the ball in play. If the fifth pitch is deemed unhittable by both managers, the batter will be awarded one (or more) additional pitches until the batter receives a hittable pitch.

Stealing/Bunting: Stealing will not be allowed in Machine Pitch baseball. Bunting will be allowed in Minor 7/8 Machine Pitch baseball.

Baserunning/End of Play: Base runners may, at their own risk, advance only one base on initial overthrow for a ball that remains in play. Runners may only advance one base for a ball ruled out of play. A 14-foot circle (pitcher's circle) will be drawn around the pitching machine. The circle will be divided with a line even with the anchor bar of the pitching machine. The pitcher may not cross this line until the ball has been released by the machine. A play will be considered over when a player has control of the ball inside of the pitcher's circle. Runners may advance at their own risk until the ball is controlled or comes to a rest within the pitcher's circle. A 30-foot progression line will be used at every base. Once the ball is controlled inside the pitcher's circle, a runner will be allowed to proceed to the next base if he/she has crossed the progression line. If the runner has not, he/she will be sent back to the preceding base.