

MACHINE PITCH RULES-2026

Boys & Girls 8-10 years of age

The Machine Pitch Baseball & Softball League will follow general baseball/softball rules with the following modifications:

1. PLAYERS/TEAMS

- a. The game fields ten players. The extra/10th player will play in the outfield.
- b. Teams must have a minimum of seven players to play the game. There will be no out for lack of a full roster.
 - i. Failure to field a team within 10 minutes of scheduled game time will result as a forfeit.
- c. **Short Teams:** A team with nine (9) players at the start of a game may borrow one (1) player from another team from the same town in the same division or lower. A team with eight (8) players may borrow two (2) players from another team from the same town in the same division. A team with seven (7) players may borrow three (3) players from another team from the same town in the same division. Added players must be a different player each week. Added players must already be affiliated with their town's ball league. The league representative, umpire, or other league official must approve the added player upon availability. A borrowed player will be removed from the team if a roster player arrives late.
 - i. Borrowed players must play in the outfield and bat at the end of the batting order. The intent is to give playing preference to team roster players first, with borrowed players allowing the team to have a full infield– not act as the new star of the team. Borrowed players must be on the score sheet prior to the game beginning.
 - ii. After the game begins, added borrowed players are not allowed.
 - iii. NO BORROWED PLAYER DURING TOURNAMENT PLAY
- d. All players **must** play at least six outs in the field.
- e. Free substitutions are allowed.

2. LENGTH OF GAMES

- a. **1 hour and 15 minutes or seven innings (whichever comes first)**
 - i. No inning will start after 1 hour and 15 mins has expired.
 - ii. However, if the game allows, the home team WILL BAT LAST.
 1. The home team will not bat last if time has expired and the visiting team is “up” seven or more runs.
- b. If time has expired and home team is unable to win or tie the game due to the six run rule, the game is over.
- c. Umpire will keep track of official game time.
- d. Games will end in a tie if it comes down to that at the end of time/innings.
- e. The ten-run rule will be in effect after five innings or four ½ innings if the home team leads.
- f. **The maximum number of runs a team can score in one inning is six runs.** This inning is considered over regardless of the number of outs.
 - i. Additional runs scoring (more than six) due to a bases loaded homerun, triple, etc. will not be counted. Six runs maximum and then switch
- g. Three complete innings or one hour will constitute a full game in case of rain, power failure, etc. Games that are ruled incomplete will be restarted where game/inning/time duration/ batter count/ etc. left off

3. PITCHING RULES

- a. Pitching machine distance for boys: 46 feet/ Pitching machine distance for girls: 40 feet.
- b. Pitching machine speed for boys: 40 MPH/ Pitching machine speed for girls: 35 MPH
- c. A regular baseball is used for boys. A regular 11 inch softball is used for girls
- d. A 10 ft in diameter circle will surround the pitching machine. This is considered the “**free hit zone**”. Any batted ball that lands in this area is dead and the batter will be awarded first base. All runners will move up one base (even if no one is on the base behind them) Any batted ball that comes in contact with the machine or umpire is considered a single. Batter will be awarded one base and all runners will move up one base (even if no runner is behind them). **No fielder is allowed to field the ball in the free hit circle, break the plane of the circle, or be in the “free hit circle”.**

- i. If there is a line drive/grounder up the middle of the free hit circle and it does not touch the machine it will be considered a live ball.
- e. Pitchers must position themselves in either of the “squares” next to the circle before the pitch is put in the machine.
- f. Team coach of team batting will feed the pitching machine.
- g. Pitching rubber will not be used.
- h. Batters, on deck hitters, base runners must wear batting helmets. Helmets must not be intentionally removed by players until they have reached the dugout. It is highly encouraged each participant have their own helmet.
- i. No jewelry shall be worn except for medical identification.
- j. Pitchers are not required to wear face masks.
- k. Infield masks are not required.
- l. Softball batting helmets are not required to have masks on them.

4. PLAYING RULES

- a. The play is considered dead when the umpire calls time-out.
- b. Six runs per half-inning for the batting team. Additional runs scoring (more than six) due to a bases loaded homerun, triple, etc. will not be counted. Six runs maximum and then switch!
- c. The ten-run rule will be in effect after five innings or four ½ innings if the home team leads.
- d. All outfielders must start in the outfield grass. One base only on balls into **dead territory**. (Dead ball territory is a ball that goes in the dugout, a territory that has open fence area, or is harmful to play)
- e. **When the ball and kid pitcher is in (or has a least one foot on one of the lines) one of the “pitcher dead ball squares”, the ball will be considered dead ball.**
 - i. it is not dead ball when the ball leaves the fielder’s hand attempting to throw it to the pitcher
 - ii. depending on what side of the hash mark the runner is on determines if the runner will advance a base or not.
 - iii. If the ball is overthrown to the pitcher, the ball is still live—the ball must be in possession of the child pitcher and the ball and pitcher must be in or on one of the “pitcher dead ball squares”
- f. **NO STEALING**, even on passed balls by the catcher. The ball becomes dead when thrown back to the mound area.
- g. There is no “over throw rule”.
 - i. However, please be respectful to the other team when advancing bases on overthrows.
- h. **There is no infield fly rule.**
- i. Umpire has final say on all disputes.
 - i. If needed and available supervisor/head umpire/league rep. may step in to diffuse a situation and would have final say.
- j. If needed a coach may call time out.
 - i. At this time the umpire will stop the official game time.
 - ii. Each coach is allowed one (1) time outs per game.
 - iii. Time outs are not allowed to last over two minutes.
 - iv. Time outs may be used to give direction to the team or to discuss a written rule with the umpire. The COACH must have a copy of the rules in hand to discuss rule. No discussion will take place about a judgement call.
- k. Umpire may call time out if needed.
 - i. At this time the umpire will stop the official game time.
 - ii. Umpire time out will occur if there is an injury, equipment malfunction, pitching machine needs to be adjusted.
 - iii. Umpire time out will not occur at every little thing—only if something is taking longer than it should.
- l. **The maximum number of runs a team can score in one inning is six runs.** This inning is considered over regardless of the number of outs.
- m. **Runners may not leave the base until the ball is hit.**

5. BATING RULES

- a. Everyone present on game day will bat.
- b. Strikes will be called if the batter swings.
- c. Three strikes (swinging) and the batter is out.
- d. Seven pitches thrown per batter.
 - i. However, Seventh pitch fouled off will constitute another pitch. If the next pitch is fouled again, the batter will then be called out.
- e. Walks/hit batters are not allowed. Send them to the plate ready to hit the ball!
- f. Bunting is allowed
 - i. However, once the batter commits, they must not pull the bat back and take a full swing. If they do swing after attempting to bunt, they will be called out.
 - ii. A batter may attempt to bunt and pull their bat back, if they feel they do not want to make an attempt at the pitch.
- g. Softball bats only for softball (no baseball bats). Baseball Bats only for baseball (no softball bats).
- h. Batters may or may not wear facemasks.

6. MISC.

- a. **NO arguing on any judgment calls (safe/out, fair/foul, etc.).** Questions on rules should be discussed in an appropriate manner. Do not try to intimidate the umpires!
- b. The umpires have the authority to eject any player, manager, coach or spectator from the game or from the premises if they feel necessary. Any player, coach, or spectator ejected from a game must leave the facility, and is not allowed to any ball facility the following game/day (Hardin or Richmond)
- c. Any player, manager, coach or parent not leaving the park after being asked to may invoke a forfeit on their team for not complying with the umpire's request. Police will be called if you do not leave when asked.
 - i. **Protests are not allowed.** Remember that we are dealing with 8-10 year olds. Solve the problem agreeably and get on with the game. **Be a good role model for the kids. You will make a huge impression on these kids.**
- d. Players and coaches shall remain in the dugouts, on the benches, or in designated areas throughout the game.

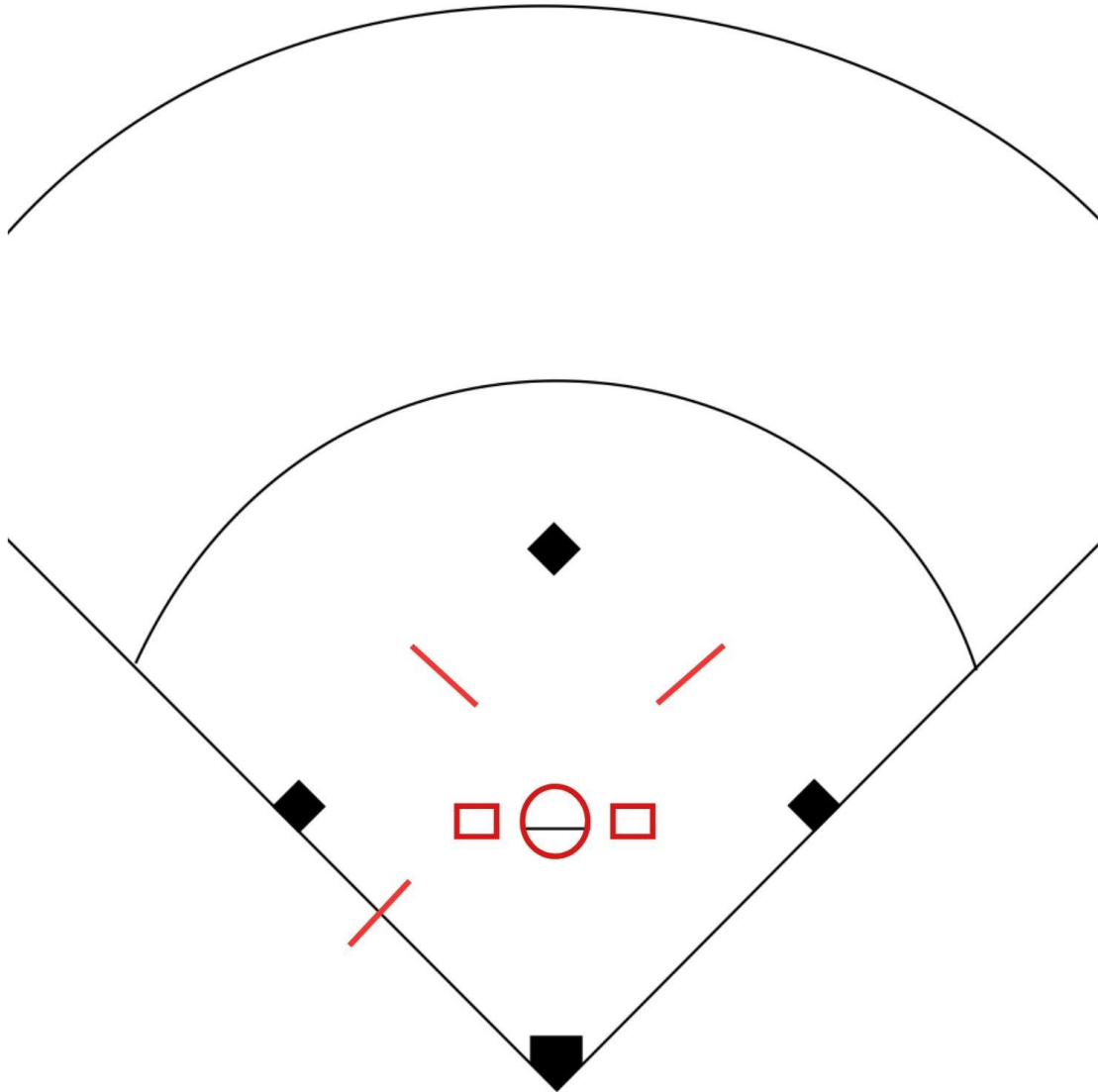
7. LEAGUE STRUCTURE

- a. Game schedule may be viewed at www.cityofrichmondmo.org
- b. Each team will be scheduled at least 8 regular season games
- c. If the league has many teams, all teams may not get to play each other.
- d. Games will be played in Richmond, Hardin, Orrick, and/or Excelsior Springs(exact game location will be on your game schedule).
- e. Each town will make every effort to get regular season games in before the post season tournament.
 - i. If time and weather does not allow all regular season games to be played by the tournament, the regular season games may be rescheduled after the tournament.

8. TOURNAMENT PLAY

- a. The post-season tournament date is on your game schedule.
- b. Tournament will be single elimination
- c. If inclement weather affects the regular game schedule, tournament play will still be played as scheduled (unless notified).
- d. Teams will be seeded for the tournament based off their Win/Loss record
 - i. If there is a tie for seeding, seeding will be determined based on head to head play.
 - ii. If there is still a tie after looking at head to head, a coin flip will be determined for who gets the higher seed.
- e. Home team in the tournament will be determined by the team who has the higher seed.
- f. Medals will only be given out for first & second place
- g. Borrowing players is not allowed. Borrowed players during tournament time=forfeit.
- h. Tournament game duration will still be one hour and fifteen minutes, with the exception of the championship game. The championship game will be one hour and 30 minutes long. All other rules still apply.

- i. This rule still applies in the tournament: **The maximum number of runs a team can score in one inning is six runs.**



- Pitching machine distance: for boys: 46 feet
- Pitching machine distance for girls: 40 feet.
- 10 ft in diameter circle will surround the pitching machine.
- Pitcher dead ball squares--one on each side of the pitching machine. Front of box is even with the front of the machine. Each box is about 3'x3'.
- Hash marks in-between 1st and 2nd base, 2nd and 3rd base, and 3rd base and home.