

Hutchinson Recreation Commission

Machine Pitch Baseball Rules

7 & 8 Years Old



HRC Goal: The goal of Hutchinson Recreation Commission youth athletic programs is to provide a positive and fun learning experience for all participants in the community. Emphasis is placed on learning the fundamental skills, basic rules of the game, and good sportsmanship; while stressing equal participation for all.

Objectives

1. To teach the fundamental baseball skills of fielding, throwing and hitting.
2. Ease the transition from t-ball to pitching leagues by the use of a pitching machine.
3. Build healthy minds and bodies through physical activity.

The Game

1. **Players:** Age is determined as of May 1st of the current year. Players may not be 9 years old before May 1st.
2. **Length of Game:** Games shall consist of 5 innings or 1 hour time limit, whichever occurs first. No new inning will start after 55 minutes. GAMES CAN END IN A TIE.
3. **Score:** Score will be kept. There is a run limit of 6 runs scored per inning. 3 outs or 6 runs will constitute an inning.
4. **Team Minimum:** Teams must have 7 players present to play a game. If a team does not have 7 players, the game will be declared a forfeit. The team short players may then borrow players from the opposing team so they can play a game.
5. **Field Dimensions:** 65ft. bases and a 46ft. pitching distance will be used in this league. A safety 1st base will be used.

Offense

1. **Batting:** Each batter will receive a maximum of 5 pitches to hit a fair ball. A foul ball on the 5th pitch will be an out. **BATTERS CAN STRIKE OUT.** A batter is not allowed to Walk. Bunting is not allowed. A batted ball that hits the machine shall be declared dead, and the batter and all runners will advance one base. A batter that throws their bat will be given a warning first, then called out thereafter. **The machines will be set at a 7 speed.**
2. **Batting Order:** Every player present shall be in the batting order.
3. **Base Running:** Stealing is not allowed. No bases can be advanced except on a fair hit ball. Runners must not leave the base until the ball is hit. If the runner does leave early, time will be called and the play will be re-played. The Dropped 3rd Strike and Infield Fly Rules are not played in this league. "Squeeze plays" or suicide plays are not allowed. Runners are allowed a limit of ONE base on an overthrow.
4. **Courtesy Runner:** A courtesy runner may be used for the catcher of the batting team if he reaches base. The courtesy runner will be the last batter to make an out. If there are no outs in the inning, then the batter who made the last out of the previous inning will serve as the courtesy runner. Please inform the umpire that you are making the substitution.

Defense

1. **Fielders:** Ten players will take the field on defense. All players must play at least TWO defensive innings each game.
2. **Pitcher:** The pitcher must stand within 6ft. of the pitching machine. The pitcher should take all throws from the field.
3. **Time Out:** Time will be called when an infielder has control of the ball and all play has been completed. The ball will then be thrown to the pitcher and handed to the coach operating the pitching machine.
4. **Coaches:** One coach from the defensive team can take a position in the outfield to help coach, but must not interfere with play.