

The following rules shall be used in Arkansas for all 8U and 10U Machine-Pitch District and State Tournaments. These rules are written for the competitive level. Leagues may modify them for local use. ASA fastpitch rules will be used with the following exceptions.

***The Official Arkansas ASA machine pitch ball will be the Worth YS-11 RLA3***

1. All games shall be 7 innings with a 60 minute time limit. No new inning will begin after 60 minutes unless the score is tied. The tie-breaker rule will be used in the 8<sup>th</sup> inning or in any inning that begins after time has expired.
2. There is a 5 run limit per inning. The run-rule/mercy rule will be 15 runs after 3 innings, 12 after 4, or 8 after 5. If the home team is behind by six (6) or more runs at the beginning of the bottom of the 7<sup>th</sup> inning, the game shall be over and the home team will not bat. If either team is behind and cannot catch up or go ahead when time expires, the game shall be over immediately.
3. If batting round robin, a runner who becomes injured while running the bases may be temporarily replaced by the offensive player who precedes her in the lineup. If that player is already on base, then the offensive player preceding her may run for the injured runner. If that player is also already on base, then the offensive player preceding her may run for the injured runner. However, if the injured runner cannot bat at her next at-bat, she will be declared out if a team is batting round robin or no substitute is available and the team is not batting round robin.
4. The pitching machine shall be set with the center of the machine at thirty-five (35) feet for 8U and 10U. The machine speed will be set at 35 mph for 8U and 40 mph for 10U. Prior to each game, the umpire will have each coach feed at least one pitch and obtain a consensus that the machine is set correctly. The umpire may adjust the pitching machine any time he/she believes it is needed.
5. A coach from the offensive team shall feed the pitching machine. This coach may give advice and help **to the batter only**. He/she may **not** coach the batter-runner or runners at ANY time.
  - a. After a batter hits the ball, this coach shall remain motionless behind the pitching machine or move quietly away from the playing action into foul territory away from the play. If, under the judgment of the umpire, a coach intentionally violates this rule and is hit by a batted or thrown ball, a dead ball will be called and the runner closest to home will be called out, the batter-runner will be awarded 1<sup>st</sup> base (unless no runners are on base – then she is the runner closest to home and therefore out), and other runners will advance only if forced.
  - b. After a batter hits the ball, this coach shall remain motionless behind the pitching machine or move quietly away from the playing action into foul territory away from the play. If, under the judgment of the umpire, a coach did not intentionally violate this rule and is hit by a batted ball, the ball is treated as hitting the machine.
  - c. The umpire may restrict a coach to the bench or eject him/her for repeated violations of this rule.
6. The batter will receive a maximum of five pitches or three strikes, whichever occurs first. ***If the fifth pitch is hit foul the batter will remain alive as long as they continue to foul off pitches.*** If the batter fouls a bunt attempt with two strikes the batter will be called out. The umpire may call a "no pitch" if the pitch is clearly out of the strike zone and the batter does not swing.
7. A batted ball that hits the pitching machine shall be ruled a dead ball. The batter is awarded first base. All other runners will be awarded one base only if they are forced. ***(Point of Emphasis – this also applies to a batted ball deflected by the pitcher into the pitching machine.)***
8. A runner may not leave a base until the ball leaves the pitching machine.
9. A runner on 1<sup>st</sup> or 2<sup>nd</sup> can advance/steal only one base per pitch. If they advance more than one, they are liable to be put out. At end of play, if the runner is safe and has advanced more than one base, the umpire will return the runner to the correct base. A runner cannot steal home.

10. There is no dropped 3<sup>rd</sup> strike rule. However the ball remains live and runners (not the batter) may advance/steal with liability to be put out.
11. The defensive team must have a minimum of eight (8) and a maximum of ten (10) players in the field. At the start of a pitch, one player shall be in the pitcher's position on either side of the pitching machine with one foot on or in the 8 foot radius circle. With eight defensive players, two players shall be in the outfield at the start of the pitch. With nine players, three players will be in the outfield at the start of the pitch. With ten players, four will be in the outfield at the start of the pitch.  
**Outfielders must be behind the base lines until the ball is hit.**
12. **The pitcher may not move in front of the pitching machine towards home plate until the ball has exited the pitching machine.** Should the pitcher be in front of the pitching machine prior to the ball leaving the pitching machine, an illegal pitch shall be declared. If no runners are on base, a warning is issued to the defensive team. For a second offense, the batter is awarded first base. All other runners advance one base, regardless of force. **(Point of Emphasis – As an example, 1<sup>st</sup> and 3<sup>rd</sup> base may now play in for a bunt.) Also refer to Rule 17**
13. **The ball is live after each play until the defensive team has stopped all runners from advancing. Umpires should call time at this point. There is no look-back rule in machine pitch 8U or 10U. This rule does not preclude the umpire from calling or granting time in situations such as when a runner has slid into a base, requests time, no other runners are advancing, or there is an injured player. The ball shall be dead immediately anytime the pitching coach touches a ball thrown to him/her at the end of a play (whether they catch it or not) and all runners will return to the last base touched.**
14. **One** defensive coach may be outside the dugout. This coach must remain close to the fence between the on-deck batter's box and 1<sup>st</sup> base. Should a coach move outside this area, the umpire may restrict him/her to the dugout. If subsequent coaches violate this rule, the umpire may prevent any defensive coaches from being outside the dugout. If a live ball strikes anyone or any equipment out of the dugout, bases will be awarded by the umpire.
15. There are four appeal plays: 1) batting out of order, 2) missing a base, 3) leaving a base before a caught fly ball is touched, and 4) over-running 1<sup>st</sup> base and then making an attempt to go to 2<sup>nd</sup> base.
  - a. The first three appeal plays are live or dead ball appeals. The last is a live ball appeal by defensive players only. At the end of playing action, coaches may request time and then make a dead ball appeal.
  - b. ALL OTHER SITUATIONS are 'requests for help.' A player or a coach may make a 'request for help' and it may be honored by the umpire at the umpire's discretion.
  - c. The coach feeding the pitching machine may not make dead ball appeals and may request help only as it pertains to the pitching machine.
16. There is no infield fly rule in machine pitch for 10U or 8U.
17. **Bunting is allowed. If a batter shows bunt, the batter cannot swing at the pitch. If a batter shows bunt and swings, a dead ball shall be declared and the batter will be called out. No runner shall advance. (In conjunction with Rule 15, this is a safety measure which now allows infielders to charge a bunt prior to the pitch delivery.)**

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