

Ada Sports Complex
8 & Under – Machine Pitch
League Rules

1. **Eligibility:** A player cannot be 9 years of age before January 1, of the current year. The player's age on January 1st determines the age group they are eligible to play.
2. **Rules:** Play will be governed by ASA (USA) official rules, along with specialized league rules stated on this sheet. Any situation not specifically covered in these local rules will be governed by the ASA (USA) rules.
3. **Rosters:** Each coach must provide a copy of the team's complete roster, copies of birth certificates of each player, and all player fees must be paid before participating in play. No player may be allowed to change league teams after 10 p.m. on May 19th and final rosters for the post season tournament must be finalized no later than 10 p.m. June 9th.
4. **Playing Field:** Base distance will be 60 feet and the distance from home plate to the pitching rubber will be 35 feet.
5. **Equipment:** Offensive players wear a "NOCSAE approved" batting helmet with extended ear flaps, which cover both ears and temples when in live ball area. Batting helmets must also have a "NOSCAE approved" attached face mask/guard. Catchers shall wear a NOSCAE approved head protector (with dual earflaps), an approved mask with throat protector, a body chest protector and shin guards. If a hockey style NOSCAE approved catchers helmet is used, a separate throat protector is not needed. ASA stamped/approved 11" optic yellow cover, red stitch with raised seams .47 core & 375 lbs. softball will be the only ball allowed for game use. All bats should be marked "Official Softball" and be marked with an ASA stamp.
6. **Concussion Protocol: LEAGUE PLAY ONLY** In an effort to protect all of our athletes, the league will require all coaches including asst. coaches and umpires of the Ada Sports Complex be certified in the concussion protocol. A certificate must be on file before your team participates. The certificate can be accessed at <https://www.cdc.gov/concussion/HeadsUp/Training/index.html>.
7. **Time Limit:** Each game will be 5 innings, or 50 minutes. An inning cannot start after 50 minutes has elapsed. The tiebreaker procedure will go into effect after time has expired, or if teams are tied after the last inning of play. Tie breaker will last for 1 inning using the ITB rules. If game is still tied after the extra inning the game will result in a tie. In case of inclement weather, the losing team must have been at bat 3 times to constitute a legal game. Incomplete games due to rain or other circumstances will be considered suspended and picked up where they left off at a time designated by the league director or designee.
8. **Scoring:** A maximum of 5 runs can be scored by each team per inning. Run rule will be 12 after 3, 10 after 4. If either team is behind and cannot catch up or go ahead, the game shall be over immediately.
9. **Pitching machine:** The machine will be set at 35-37 mph. 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 is the only person that can adjust the machine if he/she believes it is needed and ONLY at the top of an inning, UNLESS the machine has been hit and is not set correctly.
 - a. A coach cannot adjust the machine without umpire approval. First offense is a warning and second offense will be removal from pitching coach position
 - b. A coach shall not feed the machine so that the ball goes into the dirt or high to allow their runner(s) to steal. First offense is a warning and second will be runner is declared out.
 - c. A coach from the offensive team shall feed the pitching machine.
10. **Base running:** A runner may steal. A runner on 1st or 2nd 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 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. If they advance home they are liable to be put out. At end of play if the runner is safe and has advanced the umpire will return the runner to the correct base. A runner may not leave a base until the ball leaves the pitching machine. Penalty for leaving early; runner will be out and no pitch will be called.
11. **There will be no infield fly rule.**
12. **Official Lineup:** Nine (9) players shall play in the field at one time, but no less than eight (8) are required to start and continue to play in a game. A team cannot start any game with less than 8 players. A team may implement the option of listing all present players in the batting order and batting through the lineup. All players shall bat in order whether playing in the field or not. Any player who must leave game will NOT be called out each time she would have been at bat.

13. **Batting Order:** A coach shall bat his entire roster. If a player is not present for their at-bat it will be ruled automatic out and the batting order will continue. Players that arrive late may be added to the bottom of the batting order or bat in the position they were already assigned.
14. **Coaches** must make an attempt to duck or crouch behind the pitching machine on a hit ball and stay inside the circle. Under the judgement of the umpire, a coach that 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 first base, unless there are no runners on base – they will be called out, and other runners will advance only if forced.
15. If a coach did not intentionally violate this rule and is hit by a batted/thrown ball, the ball is treated as if hitting the machine.
16. **Batting:** The batter will receive a maximum of 5 pitches or 3 swinging strikes, whichever occurs first. There will not be any foul tips allowed on 5th pitch. There will be no hit by pitch awarded. A batted/thrown ball that hits the pitching machine shall be ruled a dead ball. The batter is awarded 1st base. All other runners will be awarded one base only if they are forced.
17. **Bunting:** Bunting is allowed. A player may square to bunt and pull back, but a batter CANNOT square to bunt pull back and either hit or bunt the ball. If the batter does this she will be called out and no runners will be allowed to advance. If the batter fouls a bunt with 2 strikes the batter will be out. The catcher does not have to catch the 3rd strike, but the ball will remain live and runners, not the batter may advance/steal with liability to be put out. There are no base on balls.
18. **Defensive Lineup:** The defensive team must have a minimum of 8 and a maximum of 10 players in the field. The pitcher position must start with one foot touching the 3 foot diameter circle. The pitcher cannot leave its position until the ball comes out of the machine. All outfield positions must start at the edge of the grass in the outfield and in fair territory, they can move once ball is through the machine. No defensive player may reach into or enter into the pitchers circle. If a player reaches into or enters into the pitchers circle a dead ball will be called. Batter-runner will advance to 1st base. All other runners will be awarded one base only if they are forced.
19. **Time** will be called when a defensive player has possession of the ball in advance of the lead runner or the ball is returned to the player pitcher with at least one foot on starting position. If a runner is more than halfway to the next base when time is called, the runner will be awarded the next base. There is no look back rule in machine pitch.
 - a. 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.
 - b. The ball shall be dead immediately anytime the pitching coach touches a ball thrown to him/her at the end of a play, whether or not they catch it and all runners will return to the last based touched.
20. **Base coaches** will remain in their coaching boxes during their teams at bat. There will be only one conference between coach and players (offense/defense) allowed per inning. 2 defensive team coaches can be outside the dugout as long as they stay out of the way of play. Any coach acting in an unsportsmanlike manner will be warned once, then removed from the complex if manner continues.
21. **Home team** will be decided by coin toss.
22. Game time is forfeit time!
23. Coaches shall be responsible for controlling the conduct of players and parents during a game. If players or fans become unruly then the game could end in a forfeit. .
24. **Standings** will be kept. In the case of a league tie, the following will take effect:
 - a. Any team with a forfeit is automatically eliminated from title consideration
 - b. Head to head competition.
 - c. Fewest runs allowed against teams involved in championship consideration who are tied.