

**Erie Parks & Recreation**  
**Machine Pitch (8U) Rules & Guidelines**



**1. DUGOUTS/ GAME BALLS/PRE-GAME CONFERENCE**

- a. Home team is determined on the game schedule (listed first)
- b. Home team will be in the 1<sup>st</sup> base dugout.
- c. Home team is the official scorebook. It is recommended that both teams keep batting line-ups, but not required.
- d. Before the start of each game, a pre-game conference with the opposing coach shall be held at home plate to discuss any questions or concerns.
- e. Coaches are responsible for the conduct of their players, parents, spectators, and assistants. If needed, the field supervisor will enforce ejections, as they deem necessary for a situation.

**2. TIMING/FORFEITS**

- a. Time limit shall be 55-minutes (strictly enforced).
- b. Game time will start promptly at the designated time.
- c. The game will end at the conclusion of the time limit regardless of which team is up to bat.
- d. The field supervisor or coaches will keep official playing time.

**3. FIELD MARKINGS**

- a. Bases – 60 feet
- b. Pitcher Position Plate – 46 feet
- c. Batting Box – 4 feet wide x 6 feet long

**4. ROSTERS**

- a. A team must have at least 8 players present at the field to start a game. If a player is lost during the game due to injury or sickness his/her batting position will be skipped without penalty (no out given).
- b. All players must be properly registered and appear on your Official Team Roster - this is given to you by Sports Administration.

**5. UNIFORMS/EQUIPMENT**

- a. Coach t-shirts are provided and should be worn during games to help identify themselves.
- b. All participants receive a t-shirt and hat which they are required to wear during game play.
- c. Batting helmets **MUST** be worn by all players who are batting, in the on-deck circle, and/or on base.
- d. Suitable shoes must be worn (no crocs or sandals). Shoes with metal cleats are **NOT** allowed.
- e. No player will be allowed to wear exposed jewelry of any kind.
- f. Legal bats must have a barrel 2 and ¼ inches or less.
- g. Catchers must be in full gear (i.e., face mask, shin guards, and chest protector) when on playing field.

**6. WEATHER HOTLINE/CANCELATIONS/MAKEUP'S**

- a. Every attempt will be made to play games; however, the safety of players is the #1 priority of Erie Parks & Recreation. Please be patient with weather delays.
- b. In case of rain or wet grounds, after a game has begun, the field supervisor will decide if the fields are playable.
- c. The weather hotline will be updated by 4:00pm on weekdays and 8:00am on weekends. **It is every team's responsibility to check the weather hotline before game time for game cancellation information.**
  - i. **WEATHER HOTLINE NUMBER IS – 303.926.2550 option 4.**
  - ii. **You may also access game status information at [www.quickscores.com/erie](http://www.quickscores.com/erie)**
- d. If inclement weather becomes a factor, you will still be limited to the time frame of 55 minutes so you may not get an entire game in.

**7. GOVERNING RULES**

- a. Only the players and batting team's first and third base coaches, base runners, batters, and on-deck batter will be allowed on the field during play.
- b. The offensive coaches may not physically take part in or come in contact with the ball or any player while the ball is in play. In the event of violation of this rule, the ball will immediately be declared "dead" and the runners will return to their original bases and the batter will be called out.
- c. There will be **NO** leading off and **NO** stealing.

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**8. DEFENSE**

- a. A maximum of 10 players are allowed to play on defense.
- b. Players must not sit more than one consecutive inning and must play at least one inning in the infield in a regulation game.**
  - i. Extra players should be sat on the bench and be rotated in.
  - ii. Players must be rotated at different positions each inning to allow for various playing experiences.
  - iii. Players can be substituted in any dead ball situation.
- c. No fielder will be closer than thirty (30) feet from the batter.
- d. Every attempt must be made to keep the baseline clear.
  - i. Penalty: The obstructed runner will be advanced one additional base.
  - ii. Runners may not intentionally collide with a defensive player, unless the runner is sliding.

**9. BATTING/INNING REGULATION**

- a. Batting order shall remain the same throughout the entire game.
- b. A team's turn at bat is completed when any of the following occur:
  - i. All players bat according to the line-up or three outs have been made.
- c. No infield fly rule.
- d. No bunting allowed.
- e. A pinch runner is allowed with two outs if the player on base is scheduled to play catcher in the next half-inning.
  - i. The pinch runner will be the last recorded out.
- f. Any ball that hits the pitching machine is a dead ball.
  - i. Batters and runners advance one base.

**10. PITCHING**

- a. A coach on the offensive team will feed the pitching machine to their own team.
- b. The player pitcher (defensive team) must remain on either side or behind of the pitching machine and may not move until the ball is hit.
- c. Each batter is allowed five (5) pitches or three (3) swinging strikes, whichever occurs first.
  - i. A batter will be out on the 5<sup>th</sup> pitch, except fouls tips/balls. If the batter continues to foul, he/she will bat with a two (2 strike count).
  - ii. Balls, foul balls, a ball striking a player, a player missing a pitch, or a player not swinging at a pitch are all counted towards a batters total numbers of allowable pitches.

**11. LIVE BALL/DEAD BALL**

- a. The ball becomes live once the batter hits the ball in play.
- b. The ball becomes dead when it is thrown to the player pitcher or the home plate area.
  - i. The ball does not have to be successfully fielded for the play to be ruled dead.
  - ii. If a runner is less than half way to the next base at the time the ball is ruled dead, they will be returned to their previous base.
  - iii. If a runner is more than half way to the next base at the time the ball is ruled dead, they will be allowed to advance to the next base.
  - iv. An overthrow to first, second, or third base will result in a dead ball and players may only advance to the next base.
- c. The coaches shall call 'time' to indicate the ball has become dead.