

Farmington City Parks and Recreation



8 & UNDER GIRLS MACHINE PITCH

LEAGUE RULES: *This league will follow ASA rules except as noted below.*

1. A playing schedule must be kept. Team will be able to play with 7 players. All players will be in the batting lineup.
2. All line ups (with names and numbers) must be turned into the official scorekeeper five (5) minutes before game time. The home team must provide the official scorekeeper.
3. All games are five (5) innings or 60 minutes in length, which ever occurs first. No new inning will start after 50 minutes.
4. 3 outs or 5 runs whichever comes first. The final inning will be called at the 50 minute mark. If the visiting team is up to bat at the 50 minute mark and their at bat ends in 3 outs that will remain their last at bat. If the team at bat already has 5 runs in any given inning and a hitter hits multiple runners in; all runs count.
5. Ten players will play on defense with the 10th player being a rover. The rover will play in the outfield. Outfielders will play at least 15 feet behind the baseline.
6. If a batter fails to hit a fair ball in six (6) pitches, they will be called out.
7. Every player will be in the batting order.
8. Stealing is not permitted.
9. Bases are set at 60 feet apart. Pitching machine is set at 35 ft.
9. **Pitching Machine**
Pitching machine is set by the official. Each batter can receive 6 pitches. If the batter fails to hit the ball fair from one of the six pitches they will be called out. A "dead ball" will be declared by the pitching coach if: a batted ball hits the pitching machine (Batter will be awarded 1st base) If it is judged to be unplayable by the pitching coach due to the placement of the pitching machine (batter will be awarded 1st base)
10. **Batter-Runner:**
Players cannot steal. They must remain in contact with the base and cannot leave until the ball is hit. Penalty for leaving early: runner is out.
Players are not limited to one base per hitter.
11. **Base runners:**
Runners are not permitted to steal nor lead off the base and shall remain in contact with the base until the ball is hit. If a runner leaves too soon, they can be called out.
Play is considered dead when a defensive player has control of the ball on any base. (1st, 2nd, 3rd, Home, Pitchers mound)
If there is an over throw at any base, runner can only advance one base. Advancing runners may continue if at least halfway to the base.
12. Bunting is not allowed.
13. No infield fly rule.