

## **BABE RUTH BASEBALL CAL RIPKEN DIVISION 8U MACHINE PITCH RULES**

1. **TIME LIMIT:** One hour, 30 minutes (1:30) or six (6) innings, whichever comes first. In the event of a tie, the games will continue until there is a winner. IN THE CHAMPIONSHIP GAMES-NO TIME LIMIT.
2. **RUN RULE:** The ten-run rule (4 complete innings, or 3-1/2 innings if home team is ahead) will be in effect. The fifteen-run rule is in effect after (3 complete or 2-1/2 innings if the home team is ahead)
3. **PLAYER ROSTER:** 12-15 players with 11 players in batting in order and on defense. Use Player Roster rules on p13 to clarify use of the 12<sup>th</sup> (EP) player.
4. **EXTRA PLAYER (EP)** can be used as the 12<sup>th</sup> batter. If a team elects this option, it must start with the EP and end with the EP or game is a forfeit. Both teams in a game are not required to use the EP. Use Player Roster rules on p13 to clarify use of the 12<sup>th</sup> (EP) player.
5. **OUTFIELDERS:** There will be four (4) outfielders. All outfielders must remain in the grass area of the outfield. (Cannot be positioned in the infield at any time).
6. **PITCHING MACHINE:** Spring-loaded portable pitching machine Louisville Slugger UPM Blue Flame Pitching Machine. Speed -43MPH-Established when ball crosses home plate. Front two legs of pitching machine placed in front of pitching rubber.
7. **PITCHER:** The player that assumes the pitcher's position must remain within the radius circle, behind the machine, and on one side or the other until the ball is hit. If a pitcher violates these requirements, then(1) The play will stand, even if the pitcher is involved in the play, and (2) The umpire(s) will warn the violation pitcher manager that if the same pitcher violates one of both requirements again, he/she will have to be removed from the pitcher's position. The player can assume another position but cannot re-enter as a pitcher in that game.
8. **CATCHER:** The catcher takes the catcher's normal position in full gear. Catcher catches the ball - gives the ball to the plate umpire - the umpire puts the ball in the bucket - the catcher **DOES NOT** throw the ball back to the player on the field. The catcher must wear a catcher mask, helmet, chest protector, throat protector, shin guards, protective supporter. The catcher's helmet must cover the ears. Hockey-style catcher's masks are approved as meeting this requirement.
9. **BATTER:** Each batter receives a maximum of four (4) pitches. If the batter strikes out, or if the ball has not been hit into play after four pitches, the batter is out. (If, in the umpire's judgement, the machine delivers a ball out of the strike zone a "no pitch" will be called unless the batter swings, in which case it will be called a strike) **NO INTENTIONAL WALKS.** If the batter fouls the 4<sup>th</sup> pitch, batter will receive pitches as long as the batter continues to foul pitches. **(NOTE: Any fouled bunt after**

**two strikes is an out**). The batter is out if the batter swings on a third strike and misses the ball.

10. **HIT BY PITCH:** If the batter is hit by a pitch from the pitching machine, the batter will be awarded first base.
11. **HALF INNING:** The half inning is over when (3) outs are made.
12. **DEAD BALL:** The ball will be declared dead when the defensive team stops the lead runner or the runners abandons the effort to advance. Once play has been stopped, no other runners may advance beyond the last base tagged. The ball will be declared dead when a player is injured and in the umpire's judgement is unable to continue the play .If a batted fair ball hits any part of the pitching machine without touching any defensive player first, the ball is immediately dead. The batter will be awarded first base. If a batted fair ball is first touched by a defensive player and then hits any part of the pitching machine, it is a live ball. If a thrown ball hits any part of the pitching machine, it is a live ball.
13. **INFIELD FLY RULE:** There is **NO** infield fly rule.
14. **BUNTING:** Bunting is allowed. However, **NO FAKE BUNTING IS ALLOWED.** If the batter offers to bunt, then the batter must bunt the ball or pull the bat back to take the pitch. If the batter offers to bunt, pulls the bat back, and then swings at the pitch, the batter will automatically be declared out by the umpire.
15. **BASE STEALING:** Base stealing is not permitted in 8U machine pitch. However, runner(s) leaving their base(s) before the batter hits the ball or before the ball reaches home plate shall be regulated by the Cal Ripken 60 FT Special Base Running Rule found on page 12 of the 2020 edition of Babe Ruth League Baseball Rules & Regulations & Official Playing Rules.
16. **NUA CERTIFIED UMPIRES:** The umpire will feed the machine. Only the umpire may make adjustments during play. The umpire(s) is/are allowed to declare "no pitch: if the umpire judges that it is not reasonable hittable. This is a judgement call and not subject to protest. Two umpires will be on the field at all times (one on the field and one at home plate behind the catcher). Umpire in the field will feed the pitching machine.
17. **BASEBALLS:** Must use approved Cal Ripken Baseballs.
18. **SHOULDER EMBLEMS:** Cal Ripken Baseball Shoulder Emblems must be displayed as specified in the current Babe Ruth League, Inc. Baseball Rules and Regulations. Or cap patch as permitted by Babe Ruth League (p19 in rule book).
19. **MANAGERS/COACHES:** All Managers and Coaches Must be in Full Uniform, **NO SHORTS** and are required to wear the official Cal Ripken Baseball Shoulder emblem on the left sleeve of their uniform, or on their cap.
20. **FIELD DIMENSIONS:** Standard Cal "Ripken Division base length of 60ft.

**BABE RUTH BASEBALL LEAGUE INC. PLANS ON INCORPORATING THESE RULES INTO THE 2019 BABE RUTH LEAGUE CAL RIPKEN LEAGUE, OFFICIAL BASEBALL RULE BOOK.**