

**NLBSL Machine Pitch Baseball/Softball (8U)  
2025 Rule Amendments**

1. Game Time:
  - A. 75 minutes or six innings, whichever occurs first.
  - B. No inning shall start after 75 minutes. Home team will always get last at bat regardless of time as long as game is tied or host team is losing.
2. Players:
  - 10 fielders will be used; 6 infield 4 outfield.
  - Outfielders must be a minimum of 20 feet from baseline. NO ROVER.
3. Pitching Distance:
  - The pitching distance shall be 40 feet.
4. Base Length:
  - The base length is 60 feet.
5. Pitching Speed:
  - The pitching speed shall be set at 37 mph.
6. Player/Pitcher Rules (PP):
  - A. The player must be in the pitcher's circle when the ball is delivered. **The pitching circle needs to be 15 feet.**
  - B. The player must be STATIONARY, not forward of the pitching rubber when the ball is released **from the machine**. (violation: first warning, second time, the PP is to be removed from the PP position for the remainder of the game.)
  - C. Pitcher must wear a helmet with a face mask (no warning, player will be removed from game if not wearing)
7. Batters:
  - A. There will be no walks.
  - B. A batter will receive five (5) pitches. The umpire will give notification prior to the fifth pitch.
  - C. After 5 pitches, batter is called out unless the fifth pitch is fouled. Batter will continue to bat until the ball is put into play or they miss hitting the following pitches.
  - D. The batter is out after 3 swinging strikes.
  - E. Should a pitch from the machine be a ball and the batter DOES NOT SWING, the umpire will call no pitch. If the batter does swing, it will be called a strike.
  - F. NO BUNTS will be allowed in Machine Pitch.
  - G. A batter may stick the bat straight out when the ball is coming in and this will be considered a swing.

8. Base Running:

- A. No stealing.
- B. Base runners cannot leave a base until after the ball has passed home plate.  
(Violation: runner is out)
- C. No Infield Fly Rule.
- D. There will be a line between the bases **(with an imaginary line extending all the way to the fence on the 1<sup>st</sup> and 3<sup>rd</sup> base sides)**, separating the infield from the outfield. Once the ball has crossed the line and the ball is in the infield, the play is over and the batter and base runners must stop at the base they are on or the base they are running to. If the base runner has rounded the base and his back foot has left that base, then he is deemed to be running to the next base and may advance with liability to be put out.
  - i. A batted ball that never leaves the infield, only warrants one base per runner unless an overthrow occurs.
- E. On an overthrow at **first or second base** on a batted ball, the runner has the right to the base they are going to and the next base with the liability to be put out (one plus one).
  - Examples:
    - (1) Batted ball...batter/runner is going to first base and there is an overthrow at first base. The runner has the right to continue to second with the liability to be put out. They may not advance past second base...this is all they get regardless if another over-throw occurs.
    - (2) Batted ball with a runner already on second base...the runner on second goes to third and the batter goes to first. There is an overthrow at first base, the batter can continue to second with the liability to be put out. The runner who went to third cannot advance on to home on the overthrow at first.
- F. Runner on third base may only score if offensively forced (ball put into play). They cannot score on an overthrow or pick-off attempt at third base or any other base.
- G. A courtesy runner will be allowed for the catcher with two outs.

9. Pitching Machine:

- A. Five minutes prior to scheduled game time, the umpire and both managers shall convene at the pitching machine to select the proper speed and height.
- B. The machine can be reset at the top of any inning if both coaches agree on the setting or at any point in the game if requested by an umpire for safety reasons
- C. If a batted ball hits any part of the machine (including the cord, inside legs or the coach pitcher) batter goes to 1<sup>st</sup> base. All other runners advance only if forced. If the machine at this time becomes inconsistent as the result of being hit, the coach must notify the umpire to change the machine. This is done at the umpire's discretion.
- D. A coach messing with the machine during an inning will receive a warning for the first infraction and ejection from the game thereafter.
- E. If a thrown ball hits the machine, it is a dead ball. The batter is awarded first if they have not possessed it already and other baserunners **ONLY** advance if forced.

**10. Defensive Coaches:**

One defensive coach is allowed in the outfield.

They must stay 20' behind the base path when the ball is being pitched. They are not allowed to interfere with the play.

11. The catcher is a required position for the game and must be played by a player on the team. At coach's discretion, the catcher is allowed to stand by the fence rather than directly behind the plate.

12. Coaches are not allowed to touch the runners until the play is dead. If a coach touches a runner during a live play, said runner will be called out.