



2024 Pacific Youth Association 7U and 8U Rules

650 South 6th Street, Pacific, MO 63069

7U Machine Pitch

- At least one (1) umpire will be used.
- The umpire will not call strikes but will keep count of pitches.
- Time limit will be 1 hour and 30 minutes or seven (7) innings. Batter will complete at bat once time is completed, but the game ends after it is completed.
- There are NO mercy rules. This is a training league; no score is kept. No more than seven (7) runs can be scored in one inning.
- Machine pitch using baseball. Home team provides two (2) NEW balls per game.
- Up to ten (10) players will play in the field each inning: four (4) outfielders, one (1) pitcher, one (1) catcher, and four (4) infielders. NOTE: Teams must provide a catcher and they must wear all necessary equipment.
- Only one (1) pitcher is allowed on defense. Infielders cannot be placed on both sides of the pitching machine. Infielders must play regular infield positions (1st, 2nd, 3rd, SS).
- Managers will mutually agree on adjustment and speed of the machine prior to the start of the game (usually between 31-35 MPH). Small adjustments may be made to machine for batter.
- If the ball hits the machine or safety screen, if used, or if the ball becomes lodged in, under, or behind the screen, or power supply, or stops in the eight-foot (8') circle, it will be considered out of play. The batter will be awarded first base, and runners advance one base, only if forced. NOTE: The coach feeding the machine is considered an extension of the pitching machine for the purpose of applying the rule. Therefore, if the ball hits the coach, the play will become dead and bases are awarded accordingly.
- Each player gets up to seven (7) pitches to put ball into play. If after 7 pitches, the batter does not put the ball in play, batter is out, EXCEPT when ball is hit foul on the seventh pitch. Batter may hit as many foul balls as needed to put ball in play.
- There are no walks, no hit batsmen.
- Three (3) outs constitute an inning.
- Outs are called and recorded. Player called out shall leave the base.
- Players may not lead off from base; stealing is not allowed. Advancement may only take place when the ball is hit, or batter awarded a base. PENALTY: runner is out.
- Players should not advance past the base to which they are running when the batted ball is returned to the infield. PENALTY: runner will return to base they were running towards.
- One (1) ball will be played at a time. Defensive coach will collect balls from the catcher and throw back to individual feeding pitching machine to move game along faster. No loose balls behind the catcher – safety hazard.
- Any offensive player on the field must wear a helmet.
- Only one (1) on deck batter at a time.
- If both teams are present, no batting practice is allowed on the field. Warm-up on own side of the field.
- Managers should teach players good sportsmanship and respect towards opposing team.



8U Machine Pitch

- At least one (1) umpire will be used.
- A machine power/mechanical failure will be handled the same as a rain out.
- The umpire with the agreement of both managers will set the adjustment of the machine. If an agreement cannot be reached, the umpire will set the pitching machine. The speed setting will be checked after every (1/2) inning by the plate or field umpire. If the machine is not properly adjusted, then the umpire can immediately readjust it.
- The pitching distance will be measured from the discharge, in front of the wheel. They may position the pitcher on either side of the eight-foot (8') diameter circle BUT not in front of the thirty-two foot (32) pitching distance; the defensive player playing the pitcher's position must have one foot INSIDE the circle at the time the ball is pitched. Player may leave the circle once the ball has left the machine. NOTE: A team may only play ONE defensive player at the pitcher position.
- Defensive team will play with nine (9) players on the field. Note: Teams must provide a catcher and a pitcher.
- The manager/coach will drop the ball into the machine for their own team when it is their turn at bat.
- The coach dropping the balls into the pitching machine cannot leave the immediate area of the pitching machine. (The coach may not run with the base runners coaching them and confusing the defense). Base runners are to be coached by the first and third base coaches only.
- Before dropping the ball into the machine, the manager/coach will hold the ball over their head and make eye contact with the batter.
- If the ball hits the machine or safety screen, if used, or if the ball becomes lodged in, under, or behind the screen, or power supply, or stops in the eight-foot (8') circle, it will be considered out of play. The batter will be awarded first base and runners advance one base, only if forced. NOTE: The coach feeding the machine is considered an extension of the pitching machine for the purpose of applying the rule. Therefore, if the ball hits the coach, the play will become dead and bases are awarded accordingly.
- If the offensive manager/coach deliberately hinders the defensive team in fielding a batted ball, the batter is declared out.
- No walks or hit batsmen allowed. (a) BLUE and RED Divisions: Each batter gets up to five (5) pitches or three (3) swings to put the ball into play. Batter may hit as many foul balls as needed to put ball in play. (b) WHITE Division: If after 5 pitches the batter does not put the ball in play, the batter is out, except when the ball is hit foul on the fifth pitch. Batter may hit as many foul balls as needed to put ball in play.
- No bunting allowed.
- The catcher need not hold the ball on the third strike.
- Infield fly rule is not in effect.
- When a batted ball hit out of the infield is returned to and is in the possession of an infielder, the pitcher or the catcher, the runners may not advance past the base they are running to.
- No leadoffs or base stealing is allowed. PENALTY: Runners caught leading off shall be declared out. Runner must keep their foot on the base until the ball is hit.
- After seven (7) runs are scored in any half (1/2) inning, or when three (3) outs are made, whichever shall first occur, that half inning of play shall be concluded. In the event that the seventh (7th) run is attained from continuous play, only the seventh (7th) run shall be the last counted.
- There will be NO mercy rules for any machine pitched game.



- One (1) defensive coach will be allowed to stand by the catcher to help coach the catcher and return the ball to the individual feeding the machine. NOTE: The coach should allow the catcher to retrieve ball and hand off to the coach.

Age	Innings Pitched Per Game	Runs Per Inning	Stealing	Drop 3 rd Strike	Infield Fly Rule	Spikes	Pitching / Bases Distance
7u/8u	n/a	7	No	Out	No	No	40'/55'