

AAA, ABSA

2026

Inter-league Rulebook Machine Pitch Baseball and Softball



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Rulebook

I. Time limits/innings:

1 hour 30 minutes baseball - 1 hour 30 minutes softball

All games will be 7 innings or time limit, whichever comes first.

II. Mercy Rule rules:

12 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings

III. Preliminaries:

Baseball machine distance 40ft (measured from the discharge)

Softball machine distance 32ft (measured from the discharge)

Baseball base distance 60ft

Softball base distance 60ft

7U Baseball machine speed should be set between 31-35 mph.

8U Baseball machine speed should be set between 36-40 mph.

8U Softball machine speed should be set 32-36 mph.

***The machine speed must be set prior to the beginning of the game at ground rules. If a speed cannot be agreed upon between the teams then the average of the two speeds will be used within the range listed above. The speed CAN only be changed until AFTER a full inning has been played (both teams have batted.)

Softball will use an 11-inch ball.

- A. The team shall field 10 defensive players, with 4 outfielders.
- B. Each batter will receive up to 6 pitches or 3 swinging strikes. If the sixth pitch is a foul ball the batter shall receive another pitch until the ball is hit fair or batter's turn at bat is complete. Ball and strikes will not be called therefore there will be NO walks or hit by pitch.
- C. No intentional walk.
- D. No bunting or half-swings at the pitch.
Penalty: The pitch is declared a foul and therefore a swinging strike.
- E. Batter may not indicate a "fake bunt" then pull back and swing.
Penalty: A strike will be called and if it is the third strike the batter will be declared out. Second fake bunt called, head coach is restricted to the dugout for the remainder of the game.
- F. No infield fly rule.
- G. No lead-off or stealing; runners must stay on their base until the ball is hit.
Penalty: runner(s) will be called out for leaving base early. Teams will be given one warning.

- H. The umpire or head coach will operate the pitching machine at all times. They will not have the authority to make any **speed** adjustments at any time. If an adjustment is needed once the game has started, it may **ONLY** be adjusted after a full inning. **At any time, adjustments from the machine shifting and causing pitches being thrown out of strike zone can be made as required and agreed on.**
- I. During play, the umpire will call time and declare the ball dead when the ball is controlled by any player in the baseline AND not attempting to make a play on any runner or batter runner.
Penalty: **Once the ball is controlled by the defense, the runners will be stopped at the base they are advancing to.**
- J. The defensive player listed as the pitcher shall not leave the pitching position area until the ball is hit. **The pitcher must be to the left or the right of the circle without entering the circle and positioned in line with the machine or anywhere behind it until the ball is hit.**
Penalty: The play continues and after the play has ended, the offensive team has the option to take the result of the play or a no pitch.
- K. Whenever a batted ball lands in the circle or hits any part of the machine or the coach/umpire operating the machine, the ball is dead immediately, the batter is awarded first base and all runners advance one base.
- L. Must be able to start and finish the game with a minimum of eight players.
- M. Before dropping the ball into the machine, the coach/umpire will hold the ball above their head and make eye contact with the batter and catcher.

- N. No drop third strike. Batter is automatically out.
- O. 6 runs per inning limit, in the event that more than 6 runs are attained from continuous play only the 6 will be counted.
- P. Absolutely no “Gentleman’s agreements”, rules are played as stated.
- Q. The coach may request a time out, the coach is NOT allowed to step onto the playing field until the umpire grants the timeout.

Courtesy runners:

Courtesy runners may be used for the catcher on record at any time. The courtesy runner is the last batted out. The purpose is to allow time for the catcher to get their equipment on and be ready for the next inning.

Miscellaneous:

- Metal spikes are prohibited.
- Offensive coaches, base coaches are allowed at 1st and 3rd.
- Defensive coaches, one coach is allowed to stand in the OUTFIELD and direct their players.
- Defensive conferences, a coach is allowed to have one per inning.