

**2008**  
**PITCHING MACHINE LEAGUE**  
**(2008 changes in red)**

1. No base stealing. Will follow Atom I League rules with exceptions noted in these rules.
2. No base stealing. Runners must remain on base until the ball is hit.
3. Teams play the defensive pitcher position, must align outside of circle.
4. The offensive coach places the ball in the pitching machine. If mechanical problem develops, offensive coach pitches.
5. Use Atom-size ball. (8-1/2")
6. Batter receives 3 swinging strikes or 5 strike zone pitches. A batter can not be called out on the last pitch if it is fouled off. Anytime the last pitch is fouled the batter will continue batting until a ball is hit fair or a swing and a miss.
7. Catcher does not have to catch the ball on third strike or fifth pitch.
8. Defensive coach may help collect pitched balls behind catcher. No coaching from here.
9. Pitching: 36', Bases 55', Pitching machine speed: 32 MPH (51 on Jug Machines)
10. Seven innings, or 1 HR & 30 Min.
11. **Five run limit per half inning.**
12. No Ten Run rule!!
13. Entire roster bats. Add late players to bottom of order.
14. Ten players on defense (4 outfielders). Eight players to start, free substitution.
15. One base limit on overthrow in foul ground. Runner must earn the base
16. No infield fly rule.
17. Bunting is allowed.
18. **When a ball is being thrown in from the outfield, play ends when the ball is inside the baselines. If a runner is ½ way to next base they can continue to that base. If not ½ way to the next base they must return to the previous base. They can not be tagged out when returning to the last base tagged.**
19. Batting helmet required at bat and on bases.
20. Batter unable to bat, out the first time. May reenter after the first time. Second time around, no out, can't reenter.
21. A manager, coach, player, substitute, attendant, or other bench personnel shall not: Maliciously run, or collide into any fielder who has the ball, or is in the process of receiving the ball.
22. Runner for the catcher with two outs (last out).
23. Machine can be adjusted when throwing inconsistent. Umpire should notify both teams.
24. There will be a six foot diameter circle around pitching machine. If a batted ball hits the pitching machine, it is a dead ball, and the batter goes to first. All runners return to original bases unless forced to advance. Any thrown ball that settles in the 6 foot circle is a dead ball and runners may not advance. If a runner is 1/2 way to next base he can continue to that base.