



## ARKANSAS STATE TOURNAMENT RULES

### 7 and 8 year old Machine Pitch

1. **TIME LIMIT:** One hour and twenty minutes or (6) innings whichever comes first. *In the event of a tie, the game will continue until there is a winner*
2. **BATTING ORDER:** All teams will bat round robin. If a batter becomes disabled during the game and cannot bat, it is an out. If a child is sick before the game, leave him off of your line up and inform both the opposing coach and the press box. This player cannot enter that game.
3. **DEFENSE:** Will consist of (9) regular fielding positions and (1) additional rover in the outfield. A second pitcher may be used at the discretion of the head coach. **The pitcher(s) will be placed to the side of the machine, within (4) feet of and behind the rear of the machine base. The pitcher(s) may not be beyond the rear of the machine base before the ball is put in play.** Penalty: If the ball is not hit the umpire shall declare "no pitch". If the ball is hit, the offensive coach may choose between the play and "no pitch".
4. **RUNS PER INNING:** (6) runs per inning.
5. **CONTACT RULE:** Babe Ruth rule: 6.05 (m) shall apply
6. **DEAD BALL:** Time will be called by the HOME PLATE UMPIRE when no runner is advancing.
7. **PITCHING MACHINE:** The Louisville Slugger Perfect Pitch Machine speed will be set on 40 MPH at 46 feet (approx. 36 to 38 mph) at home plate. The rear of the machine will be placed 46 feet from home plate. The umpires may adjust the machine at the beginning of any inning to maintain consistency. The machine may be adjusted during an inning with the consent of both coaches or if deemed necessary by the Umpire-in-Chief. Any batted ball striking any part of the pitching machine or the individual feeding the machine will be called dead. The batter will be awarded first base. **No runners may advance unless forced.**
8. **THE BATTER:** All batters will wear a batting helmet when on the field of play, whether as an on deck hitter, a batter, or a base runner.
9. **THE CATCHER:** Must wear a face mask, helmet, mitt, chest protector, shin guards, and a protective supporter with cup.
10. **COURTESY RUNNER:** Will not be allowed.
11. **INFIELD FLY:** Will not be in effect.
12. **BUNTING:** Will be allowed. **(The batter may square to bunt and pull the bat back to take a pitch, but he cannot square and then swing away)** Penalty: *The batter is out, no runners advance and the batter may be ejected if his actions place the safety of a defensive player in jeopardy.*
13. **STEALING:** Will be permitted. **Cal Ripken Baseball Special Base Running Rules** (a, b, c) shall apply. Passed balls will be live. At no time can a runner advance to home plate if he is on third base when the pitch is made, unless the catcher throws to third base or the ball is hit by the batter. Stealing will not be allowed on a "no-pitch".

14. **BATTER IS OUT:** After three strikes. If, in the umpires 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. If a batter slings his bat, a warning will be given to the team at bat. After one warning, any player on the warned team who slings his bat will be called out immediately and no runners will advance. The umpire will be the sole judge of whether the bat was slung or dropped. This is NOT an appeal play.
15. **COACHES:** On offense a first base and third base coach will be allowed on the field. On defense, coaches must remain in their dug out. One coach may stand directly in front of the dugout for the purpose of defensive instruction.
16. **BASE AWARDS:** All overthrown balls are live unless the ball leaves the field of play, in which case, a (1) base limit will be given to the runners. Any (fair) batted ball that bounces over rolls through or under a fence will be a ground rule double.
17. **RUN RULE:** If a team is ahead by (10) runs after (4) complete innings ( 3 1/2 for the home team) the game will be called. If a team is ahead by (7) runs after (5) complete innings (4 ½ for the home team) the game will be called.
18. **GAME TIME:** Be at field at least (30) minutes prior to game time.
19. **UMPIRES:** (2) –The field umpire will feed the pitching machine, call strikes, "no pitch", and call plays on the bases. **The senior umpire shall be Umpire-in-chief for the game.** Home plate umpire will call, fair or foul, plays at home plate, leaving early and assist in calling plays on the bases. **Both umpires may stop play by calling time out**--- *Any thrown ball striking an umpire is in play.*
20. **LINEUPS:** (1) copy to score box and to opposing coach (10) minutes before game time. First initial, last name and number are required.
21. Tobacco use is prohibited.
22. Refer to the Cal Ripken Tournament Rules and the Official Baseball Rules for situations not covered in these rules.

## STATE TOURNAMENT RULES & REGULATIONS

1. The tournament team manager must place in the custody of the tournament officials, the following documents prior to the start of competition:
  - a. League Letter of Eligibility
  - a. Certificate of coverage of group accident insurance policy.
  - b. Certificate of League Liability insurance policy
  - c. Tournament team roster certified and signed by league president.
  - d. Consent for treatment form
  - e. Coaching Education Certificate and Abuse Prevention Training for all rostered coaches as required in rule 0.04 #4.
  - f. Team photo with all players and coaches listed on back starting with bottom row, left to right. *(These documents must be in a 1-inch ring binder, with a protective plastic cover sheet.)*
2. All managers and coaches must be in FULL uniform, NO SHORTS.
3. A ball stamped "Official Babe Ruth League Baseball" shall be used in all tournament play.
4. Each Tournament Team Roster shall include a min. of twelve (12) players with a max. of fifteen (15).
5. All managers, coaches, and players are required to wear the Official Cal Ripken Baseball shoulder emblem on the left outer sleeve of their uniform or approved sublimated shoulder emblem or cap emblem.
6. Before each game the managers will meet with a tournament official for a coin toss to determine the home team.
7. All teams will be required to participate in the Cal Ripken Tournament trail starting at the lowest level (District), when applicable, before they can enter an Arkansas State Cal Ripken tournament.