



RE: Rule Changes for 2018 Machine Pitch – Tournament Play

REF: WYCO Softball Rules 4.2, 14.4 & 14.6

Changes:

Section #4: Playing Field Dimensions

2. 8 & Under
 - a. base to base measurement from 45' to 60'

Section #14: 8 & Under Supplement

4. Pitching
 - a. One player shall field the position of pitcher, but shall not pitch the ball to the batter or operate the pitching machine
 - i. Pitching Circle: a circle measuring 10 feet in radius shall be marked on the playing field, the center of the circle will measure 35 feet from the rear tip of home plate.
 1. The player pitcher must be inside the pitching circle, parallel with or behind the pitching machine.
 2. The player pitcher is not permitted to leave the pitching circle until the ball is hit.
 - b. One coach from the team at bat will operate the pitching machine.
 - i. Designated coach must be at least 18yrs of age
 - ii. Designated coach may wear a glove, but may not field any live balls by any means
 1. After the ball is pitched, the designated coach must make every attempt to avoid contact with any ball, batted or thrown.
 - a. Intentional interference by the designated pitch will result in an immediate dead ball and ejection of the designated coach.
 - i. Interference is an umpire judgement call.
 - iii. Designated coach may ONLY communicate with the batter at the plate before delivering the pitch.
 1. Once the ball is live, the designated coach may not communicate with or coach the batter or base runners in any way.
 - a. Violation of this rule is grounds for removal of the designated coach.
 - c. Pitching Machine
 - i. The speed of the pitching machine will be set at a speed of **33 mph**
 1. The machine speed will be set prior to the game by the umpire and will not be altered or adjusted at any time during the game.
 - ii. If, at any time, a batted or thrown ball comes into contact with the pitching machine or designated coach, the ball will be declared dead. (excl. intentional interference)
 1. Batter and all runners will advance one base.

6. Batting

- b. Each batter shall receive six (6) pitches, delivered by the pitching machine to:
 - a. Put the ball in play
 - i. Foul balls will be counted as strikes up to the second strike
 - 1. All foul balls will be counted towards total pitches.
 - 2. IF the 6th pitch is struck foul, the batter will receive one (1) additional pitch.
 - b. Strike Out
 - i. 5 pitches is equivalent to 2 strikes against a batter, the 6th pitch will be treated as the 3rd strike.
 - 1. The umpire may declare a pitch, delivered from the pitching machine unhittable and award the batter an additional pitch.
 - a. If the batter swings at an unhittable pitch, the pitch will count towards the batter's total pitch count and strike count.
 - i. No additional pitches will be awarded