

SOUTHWEST ILLINOIS BASEBALL
SPRING LEAGUE
7U and 8U MACHINE PITCH RULES

1. For age group 7U and 8U rules will be in accordance with the Official Handbook of the United States Sports Specialty Association (USSSA) unless otherwise noted in the following rules.
2. Field Markings
 - a. There shall be a white line which is three feet in length marked at the 30' distance between 1st base and second base, second base and third base, and third base and home.
 - i. The purpose of this line is to serve as a GUIDELINE for the field umpire to determine if a runner is awarded the base he was going to at the time of the dead ball or if he needs to go back to the base he came from
 - ii. This line should be painted across the base path
 - iii. While this line is intended to be used as a GUIDELINE, in the end it is the judgment of the Umpire who will make the final determination of where the runner needs to go.
 - iv. As this is a JUDGEMENT call on the part of the umpire, coaches may not dispute the umpire's call.
 - b. There shall be a 20 foot arc drawn from the first baseline to third baseline in front of home plate. A batted ball must go past this line to be a fair ball
 - c. There shall be a 30 foot arc drawn from the first baseline to the third baseline in front of home plate. All infielders must stay behind this arc until the ball is hit.
 - d. There shall be a 10 foot diameter circle with the front edge set at 42' from the rear point of home plate. Any ball entering this circle is a dead ball (if thrown) or a foul ball (if hit)
3. Time limit for all games, regardless of location will be 55 Minutes. This means that no new inning shall start after 55 minutes hour has passed.
4. Pitching machine:
 - a. Must be an electric powered single wheel machine
 - b. No manual powered pitching apparatus shall be used
 - c. The front legs shall be set at a distance of forty-two (42) feet from the back point of the home plate.
 - d. Pitching speed for 7U should be set at 38mph
 - e. Pitching speed for 8U should be set at 42mph

5. Ten (10) defensive players will play in the field with four (4) outfielders. The fourth (4th) outfielder may not assume an infield position. All outfielders must stay behind the baselines.
 6. A base runner is out for leaving the base before the ball is hit or reaches home plate. Stealing is not allowed.
 7. Teams may start a game with no fewer than nine (9) players. A tenth (10th) player may be added to batting order as soon as they become available. If a team only has 9 players then each time the 10th spot comes up in the lineup it will be recorded as an out. Only exception to this is if a player leaves the game due to an injury.
 8. Each team is allowed to score a maximum of 5 runs per inning, with the exception of the sixth inning in which if the game reaches that point then teams will be allowed to score an unlimited amount of runs.
 - a. This rule is in effect only if the game gets to the 6th inning
 - b. Both teams must have an equal opportunity to score unlimited runs in the last inning, unless the home team is winning in the bottom half of their inning
 9. Teams are required to bat their entire roster and may use free substitution on defense but the batting order must remain the same.
 - a. Roster for the purposes of this rule includes the players present for the game and in uniform.
 - b. Players last name and number must be on the lineup presented
 - c. Duplicate numbers are not allowed
 - i. If a team has players with duplicate numbers, and said player gets on first base, the opponent may bring this to the attention of the umpire and said player will be out. This must take place at the first occurrence. If the player with a duplicate number got on base in an earlier inning then in the later innings a coach may not request the out be taken,
10. No Bunting
11. Defense coaches are not allowed on the field of play and must coach from the dugout.
12. After the ball is secured by an Infielder inside the infield (which would be the area approximate to where the infielder normally plays) the play is considered a **Delayed Dead Ball**, and that call is made by the umpire.
 - a. If a defensive player makes a play on the runner, then the ball becomes live and that runner can advance at his own risk or be tagged out. If the runner is more than half-way to the next base at the time of the delayed

dead ball, he will be awarded that base. If not, the runner goes to the last attained base.

b. Umpire's call is final

13. The coach feeding the pitching machine is prohibited from offering hitting instruction to the batter.

14. No intentional walks

15. The infield fly rule is NOT in effect

16. The batter shall receive a maximum of five (5) pitches or three (3) swinging strikes.

a. If at any time the umpire determines that a pitch was not hittable then the umpire may award the batter an extra pitch. However, if the batter swings at the ball then that pitch does count as one of his five.

b. The goal here is for the batter to have 5 pitches that are all hittable.

c. If on the 5th pitch the batter hits the ball foul, then he will get another pitch to hit. This will continue until either the batter swings and misses, puts the ball into play or in the umpire's judgement looks at too many strikes without swinging

d. If the batter has 2 strikes and swings at a pitch which is tipped by the bat and caught by the catcher then that will be strike three and the batter is out.

17. The defensive player listed as the pitcher must have one foot in the pitching circle, no closer than parallel to the pitching machine and cannot leave the pitching circle until the ball is hit.

a. Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

b. Additional Penalty: First Offense: Warning. Second Offense: Removal of player from the pitching position for the remainder of the game.

18. Courtesy runner for the catcher of record only from the previous inning.

a. The courtesy runner must be the player that made the last batted out.

b. If no outs have been recorded, the courtesy runner will be the last batter from the previous inning.

19. When a batted ball hits the pitching machine (including the electrical cord that is hanging off the machine, then the ball is dead, the batter is awarded first (1st) base and all runners on base will be allowed to advance one base.

a. If the ball hits the electrical cord that is on the ground, it shall still be a live ball.

20. Home team needs to supply one umpire, and this umpire MUST be patched by a sanctioning body such as IHSA, MHSA, USSSA, etc..
- a. Umpire payment will be \$30/game and the home team is responsible for paying both games.
 - b. The umpire must be paid at the plate meeting prior to the start of the game
 - c. In the event the game gets cancelled and the umpire is not notified then the home team will be required to pay the umpire \$60 show up money
 - i. This rule is null and void for teams playing at Gordy Mac and O'Fallon Sports Park
 - d. Once the game gets started, the umpire is expected to get paid in full regardless of the number of innings that get played.
21. Bases will be set at 60'
22. Runner can only take one base on an overthrow and no more than 2 overthrows per play
23. Games will be 6 innings in length and the run rule is 10 after 4 (or 3 ½ if the home team is winning). Any game that is shortened due to time, weather, darkness, etc.. will follow USSSA established rules for completion.
- a. The new inning begins when the third out in the bottom half of the previous inning is made.
24. It is the responsibility of the head coach (or acting head coach) to ensure that players, coaches and fans exhibit proper sportsmanship at all times. Ejected players, fans and coaches will be required to depart the field of play immediately. Failure to oblige will result in forfeiture of the game.
- a. If a player, coach or fan gets ejected for any reason they are automatically suspended for the next SWIBL game. It is the responsibility of the head coach to enforce this.
 - i. If a fan is ejected then they may not attend the next SWIBL game. Umpires have been instructed to have zero tolerance when it comes to the fans. If a fan needs to be removed, then the umpire will come to the head coach to handle.
 - ii. Any coach who gets ejected may attend the next game but cannot participate in any pre-game or post-game team activities and may not coach from the stands
 - iii. Any player who gets ejected must attend the next SWIBL game and sit in the dugout, and not wear his team uniform.

25. Consumption of alcoholic beverages prior to or during a game by any member of the coaching staff or support personnel (scorekeeper) is strictly prohibited. If a member of the coaching staff or support personnel is observed consuming alcoholic beverages prior to and/or during the game, it will result in an immediate forfeit. Multiple offenses by the same team will result in a review by the league commissioners.

26. Rosters

a. **7U Division**

Players who turn 8 prior to May 1 of the current season are not eligible unless they are in the 1st grade. Also, any player turning 9 prior to August 1 will not be eligible. Players who are 7u are eligible for this division regardless of their grade.

b. **8U Division.** Players who turn 9 prior to May 1 of the current season are not eligible unless they are in the 2nd grade. Also, any player turning 10 prior to August 1 will not be eligible. Players who are 8u are eligible for this division regardless of their grade

c. Players who turn 9 prior to May 1 of the current season are not eligible unless they are in the 2nd grade. Also, any player turning 10 prior to August 1 will not be eligible. Players who are 8u are eligible for this division regardless of their grade.

d. A player cannot be rostered (or play) on multiple teams within an age group regardless of the division(s). For instance, a player in the 12U American division cannot play on a team in the 12U National division. However, a player is allowed to play on a team in a higher age group (for example the 12U player may play on a 13U team). Please note a player is limited to being on no more than 2 rosters and may only play for 2 teams.

e. The paper roster form, that includes player name and parent signature, must be emailed or faxed to league commissioner by April 1. In addition, the same roster needs to be posted on your team webpage on the SWIBL site no later than April 1 as well.

f. Failure to enter your roster on the SWIBL site will result in any games played after April 1 in a 7-0 forfeit.

i. If there is a change to your roster, the parent form will need to be re-submitted to the league commissioner and your team page updated before the new player is eligible to play

ii. Roster changes will be allowed until May 1 at which time the roster becomes frozen.

iii. If a roster change is needed after the May 1 deadline then that request must be submitted in writing to the league commissioners and the request will be reviewed by the league board for approval. Once the player is approved, then your paper roster will need to be updated and submitted along with updating your online roster before the new player will be allowed to play.

- g. Beginning June 1 there will be no changes to any team roster allowed regardless of the situation
 - h. If a team uses a player in any game who is not on the approved roster then that game will result in a 7-0 forfeit and the manager will be suspended for two games
 - i. Rosters will be posted on the league website and made accessible only to the team representative who has access to the site (this would be the person who posts scores for your team)
 - j. It is the coaches responsibility to verify the correct birthdate of each player on the roster and confirm the rostered player is of the correct age for his group.
 - i. A player who has been determined to be too old to play will be removed from the roster and not allowed to participate on any SWIBL team for the remainder of the season.
 - ii. If the league makes a determination a player is too old Head Coach will be suspended for 1 game.
 - k. If a rostered player quits your team then in order for him/her to be picked up by another team the head coach must agree to drop him/her from their roster. Once this is done, then the league board needs to be notified for final approval. Please note the league board reserves the right to accept or reject any and all roster changes.
 - l. When submitting a lineup card to the opposing team, coaches must use the players last name and uniform number
 - m. Roster challenges will require a \$50 fee paid to the league before the challenge will be heard
27. Players that depart the game for any reason other than injury or a school event will have their spot in the lineup considered an out each time that the missing player's spot in the batting order comes up.
- a. If a player leaves the game due to injury or a school event he will not be allowed to re-enter in the same game. When his turn in the lineup comes up he will be simply skipped over.
28. Make up policy
- a. Games that are cancelled for any reason other than weather or a school event, and games cannot be made up, then the team who cancelled will grant a 7-0 forfeit win to their opponent for both games that were to be played.
 - b. Games that are cancelled due to weather or a school event are to be handled as follows:
 - i. The home team has one week to contact the opposing coach with alternative dates.

- ii. The opposing coach is required to respond within the same week. All correspondence is required to be completed via email.
- iii. If the home team does not have any open home dates then they should ask the opposing team if they have any open dates on their field.
- iv. If the home team reaches out and there is no response from the opposing team in that first week then that game is subject to being declared a forfeit win; AFTER the home team presents all the emails that were sent to the opposing team for the SWIBL board to review.
- v. The same goes for the opposing team if they are trying to correspond with the home team.
- vi. To reiterate, all correspondence between the team must be done via email. We will not base any findings off phone conversations or face to face conversations or text messages

29. Game Balls

- a. It is required for all SWIBL league games the league mandated ball be used. This could include Rawlings ROLB1, Wilson A1010, Diamond

30. At no time shall video be brought onto the field to discuss or dispute a call made by an umpire. If a coach opts to bring video onto the field, he will be ejected.

31. Bats must conform and be approved by any 1 of the following entities

- a. USSSA
- b. USA
- c. IESA (Illinois Elementary School Association)
- d. SILJHSA (Southern Illinois Junior High School Association)
 - i. If a player uses an illegal bat and gets a hit with such bat, tehcn that player will be declared out and any runners will return to the base they occupied before the hit.
 - ii. The out is only specific to the time the illegal bat was discovered
 - iii. For the second violation in the same game the head coach will be ejected
 - iv. It is possible for a bat to be approved by one entity but yet be illegal under another. As long as the bat is approved by 1 of the entities listed above, it is a legal bat.

End of Season Championship Information

1. Teams will be seeded based off of regular season statistics found on our standings page. For age groups where we are not crossing (for example North and South) the seeds will follow the standings page. For age groups where we are combining North and South we will start with the first-place teams in each and will look at all of the data provided on the standings page. We will then decide based on the data to determine who the overall #1 seed is. The other team will then be the overall #2 seed. We will continue this process until all teams are seeded.
 - a. The #1 seed will be in Pool A, #2 seed goes to Pool B, etc..
 - b. There will be no more than 5 teams in any pool
 - c. All teams have a 2-game guarantee in pool play
 - d. Better seeded team will always be the home team. The name of the home team will be indicated on the front of the score card or you can also check with your site director.

2. All pool winners will advance to the single elimination bracket. In some situations, we will also bring forward additional teams. These will be listed as “unknown” on the initial draft of the bracket. When we bring additional teams forward, we first determine who the pool winners are. Once that is established we then take all remaining teams across all pools and re-seed those teams. Note that regular season statistics have no bearing on the re-seeding of teams as the data consideration will come from the results of pool play. At this point, you can no longer use head to head in pool play as a tie breaker since you are coming across multiple pools. We will make the determination of who the “unknowns” will be based off of record, total runs allowed, total runs scored then run differential in pool play only.
 - a. Tie breaker to determine pool winners will be record, head to head, runs allowed, runs scored. This is ONLY for determination of pool winners. The “unknown” spaces will be filled AFTER pool winners are identified and as outlined above.

