

BANTAM 1 DIVISION (7/8U)

Revised June 2025

USSSA

The Union Baseball Association (UBA) uses the [WYSA Exceptions to the Rules](#), this document, and the [USSSA rules](#). UBA's rules will take priority over WYSA, which will take priority over USSSA rules.

GAME LENGTH

Time Limit: 1hr 30min or 6 innings, whichever comes first

Inning Length: 3 outs or 5 run limit

Mercy Rule: 15 run differential after 3 innings, 10 run differential after 4 innings

FIELD OF PLAY

Base Distance: 60'

Pitching Machine

- Machine to be set at 46' from back of home plate to front legs of machine
- Machine speed set to 38 mph
- Manager/coach/adult of the batting team will insert the ball into the pitching machine.
- If the pitching machine or generator fail, a manual flip pitching machine may be used with the settings of Micro: 4 Release Block: 3 and Power Level: 7 or coaches may choose to pitch
- **If there is persistent rain, the pitching machine and generator should not be used. The alternative to continue the game in the rain will be to continue with coach pitch or move to a flip pitching machine**
- If the ball is touched or thrown by a defensive player then touches the machine, the ball is in play. The umpire can declare the ball dead to prevent a dangerous play around the machine as necessary.
- Umpire discretion is used to adjust the machine. The managers may request an adjustment after the completion of a half inning. The machine will be checked after being hit by a batted ball. If at such time that the machine begins throwing consistently outside the strike zone and the umpire does not attempt to correct the problem after three pitches, the managers should call time out and confer with the umpire to correct the problem. (The object is for the batter to put the ball into play, there are no walks, thus more pitches will only delay the game and prevent the batter from putting the ball into play.)

FIELDING

Up to 10 defensive players are allowed in the field at a time.

One defensive coach is allowed in the outfield.

One coach or parent will stand behind the catcher to retrieve passed balls to speed up the game.

Catcher must wear a protective cup.

Players may only play the same position for three innings. The league recommends that players be rotated each inning.

BATTING

All present, rostered players will be included in the batting lineup.

Batter will be granted 6 pitches resulting in one of three outcomes:

- Batted ball put into play
- 3 swinging strikes resulting in an out, unless 3rd or subsequent pitches are fouled off
- 6 pitch limit reached resulting in an out
- *The batter will be granted an additional pitch on the 6th and any subsequent pitch if they continue to foul the ball off. If they fail to make contact or put the ball in play on the 6th or subsequent pitch, then the batter will be called out*

A batted ball which hits any part of the pitching machine or generator, will be ruled a dead ball. The batter and any baserunners will be awarded one base.

BASERUNNING

Batters must stop at 2nd base on a hit. Runners may only advance 2 bases on any hit. For example, runner on first may advance to 3rd, runner on 2nd may advance home.

No stealing or advancing on overthrows.