

2018 Moorestown Invitational 7U Machine Pitch Rules

1. All Play will be "Machine Pitch". We have an awesome JUGS machine at the field. It throws perfectly. Machine will be set at 30MPH
2. Maximum of five (5) runs scored per first 5 innings. Last inning 8 run Max, subject to time limit in place. Once a team is mathematically unable to tie or win the game; the game is over No new inning may start after 1hr 45mins.
3. The team is to have a player positioned as "pitcher", lined up even with the normal pitching rubber in place. There will be a circle around the machine. **NO PLAYER may enter the circle at any time.** This will result in dead ball. Batter takes 1st base. All other players move up one base. If a batted ball hits the machine, same result as above. Dead ball. Players takes 1st base. All other baserunners move up one base.
4. A 10 player defense will be used, including a pitcher and four (4) outfielders that will be positioned across the field (no short fielder at any time). Free substitution of players on defense.
5. All fielders must play within reasonable (umpire's discretion) proximity of that position's normal location. Infielders are to be positioned not more than 5 feet inside base paths. All outfielders must be positioned at least 20 ft into the outfield grass.
6. The infield fly rule is not in effect.
7. Each team will have a batting order that includes the entire roster. All available players must bat.
8. If a player is injured and is unable to bat, no out will be assessed. However, once that player's turn is skipped in the batting order, he may not return to the game.
9. Each batter will receive either three (3) strikes or a maximum of five (5) pitches at which point a strikeout will be recorded. A batter will not strike out on a 5th pitch foul ball but will continue to receive additional pitches as long as he fouls them off. (Must swing on 5th pitch and after any subsequent pitches that are fouled off).
10. A pitch may be discarded if the umpire, in his sole judgement, deems that it was "unhittable" and the batter did not swing.
11. Bunting is not permitted.
12. A hit batter is not awarded 1st base but will continue to bat. The pitch will not count unless the batter swings at the pitch.
13. Each team will receive one (1) warning per game regarding thrown bats. The second occurrence will result in an out. This call is entirely a judgment call at the discretion of the umpire.
14. There is no stealing or advancement on wild pitches and catchers' passed balls. Runners remain on the base until the ball is hit.
15. A runner leaving early will receive a warning from the umpire and a replay of the pitch will occur, unless defensive team benefits from play. (this could result in a "do-over" of a base hit.) Each team will be permitted one warning per game. Any subsequent violation will result in an out of the base-runner and a replay of the pitch unless defensive team benefits from play. "Benefit" will be determined solely by the defensive team.

16. After a ball is put into play into the outfield, the play will be ruled under "Control" by the umpire once (1) the ball is returned to the infield and is under "control" by a defensive infield player in fair territory. At this time, a base runner will be awarded the next base if, in the umpire's sole judgement, he has crossed the mid- point hash mark when the ball was controlled. Otherwise he must return to his previous base. If the defensive team attempts to make a play on any base-runner, play continues and runner can be tagged out. However, if runner is safe, he will be returned to the prior base if in judgement of umpire he was not past the hash mark when the ball was under "control". "Control" is defined as in the hand or glove of an infielder in fair territory of infield. (In other words, the play should continue to its natural completion and runners may be returned based on the umpire's judgement)
17. **There will be NO advancement on an overthrow in the infield to 1st base.** Fulleton Park does not have fencing, and any over throw to 1st base will result in the ball being out of play. We want to encourage the kids to make that throw to 1st without penalty. **You may advance one extra base on a throw from the infield to any other base. Just not 1st base.**
18. Moorestown will be home team for their first game. All other games by coin flip. Championship game, #1 seed will be home team

Tiebreakers, in order, are as follows:

1. Overall record (winning percentage)*
2. Head to Head (**If there is a 3 way tie and one team beat both teams they advance, all other scenarios move on to #3**)
3. Least runs allowed
4. Total Net Run Differential
5. Most Runs Scored
6. Coin Flip