

Machine Pitch Rules

Game Time Limits:

- A.) A complete game consists of six (6) innings or a game time limit of one hour and thirty minutes (1:30), whichever is reached first.
- B.) Pool play games can end in a tie.
- C.) Elimination games must be played out until there is winner.
- D.) In the event that an elimination game is tied after six (6) innings and the allotted time of one hour and thirty minutes (130) has expired an "International Tie Breaker" will be put into play. The last out of the previous inning will be placed on second base with no outs; and this will continue until a team has prevailed.
- E.) All game times may be adjusted by the discretion of the site director.

Batting rule:

- A.) Teams may choose to bat their entire line-up or list nine, ten, eleven...and so on, with the remaining players listed as substitutions. If a team lists eleven batters in its line-up, the eleventh batter listed will be used as an "extra defensive player" and is free to substitute freely throughout the game on defense.

Defensive Rule:

- A.) A maximum of ten (10) players will be on the field for defense. If ten (10) are used, four (4) players must take positions in the outfield grass area. Teams are not permitted to play with three (3) outfielders and position their fourth (4th) outfielder as an extra infielder.

Coaching:

- A.) The area directly in front of each dugout will be considered the "coaches' area". This area will run the length of the dugout and extend five feet out towards the playing field. Each team may have one manager and one coach in this area during the game. Coaches feeding the machine, must stay in a 6ft radius of the machine. (Some fields do not allow buckets on the field so if you're at such a location please respect that parks rules and either stand outside or go into the dugout to sit).
- B.) No coach or manager may walk/down the foul line to coach or manage a player(s).
- C.) Umpires will have the final "judgement" on awarding or taking away bases should a live ball come into contact with either a coach or any foreign objects that are brought onto the field, such as buckets, folding chairs or stools.
- D.) Each team may have a total of "four" (4) coaches in their dugout during a game. You may have three coaches and a scorekeeper but not more than four in total.

****Please note that COACHES or PLAYERS may not call "time-out", they may only ask and the umpire at his discretion may call an official time out.**

Ejection Rule:

Any player or coach ejected from any game will have to leave the park, and may only return for their next scheduled game. They may not return to that field even after the final out is recorded and the game is official completed. Depending on the nature of the ejection, the Site Director and Tournament Director may extend the ejection for the next game or suspend them for the remainder of the tournament.

Game Play:

- A.) Teams consist of nine (9) defensive players (the defensive team may option to add a fourth (4th) outfielder). A team may start and play the game with eight (8) players; however the ninth (9) player is considered an out each and every time his/her spot comes to bat in the line-up. No

team may add a player to their line up once the official score card has been turned in to the umpire in chief. Any errors to the scorecard "MUST" be addressed prior to turning it into the umpire in chief. It becomes an "official game card" once it has been handed to the umpire in chief.

B.) An inning continues until the offensive team has scored five (5) runs or until the defensive team has recorded three (3) outs.

C.) Each batter will be given six (6) pitches, three (3) swings and missed attempts, or a fair hit ball. Foul balls with two (2) strikes will continue until the batter has either put the ball in play or swung and missed for strike three (3).

D.) If the batter does not swing at the sixth pitch and it is deemed a "good pitch" the batter will be declared out on a strike out.

E.) Any pitch declared a "bad pitch" by the umpire will not count towards the batter's pitch count regardless of a swing and miss or non-swing. No pitch can be declared "bad" until it has crossed home plate. Runners cannot advance on a bad pitch.

F.) In the event that a batted ball hits the pitching machine and leaves the area of the machine, it will be a live ball and play will continue. Should a batted ball hit the operator, the ball will be dead, the batter will be awarded first (1st) base and all runners will advance one (1) base only.

F.) Under no circumstance will a player reach under, through or into the machine to retrieve a ball. Should a batted ball come to rest under the pitching machine, get stuck in the pitching machine or any other scenario which may put any player at risk of injury, the umpire will immediately call out, "dead ball". The batter will be awarded first base and all runners will advance one (1) base.

G.) Faking a bunt then taking a full swing (butcher boy/slash play) is not permitted. The batter will be called out.

H.) Pitcher must occupy the mound with one (1) foot in the clay on either side of the pitching machine. Pitchers may not leave the mound until the batter has made contact with the ball.

I.) Stealing is permitted to second and third base only. Runners may only attempt to steal once the ball has crossed home plate. If a runner leaves early and is not put out he must return to his originating base. Runners may only steal one base per play. Runners "WILL NOT" be allowed to advance to an extra base on overthrown balls. Should a runner advance past the one (1) base they are entitled they may be put out.

J.) To end a play, the defense must stop the lead runner. This may be accomplished by throwing the ball to the base ahead of the lead runner and either putting the runner out or forcing him to retreat to his last base established. The defensive team may ask for time out only when all runners have stopped any attempts for advancement. Time out will not be allowed if the umpire considers the play "live".

K.) The infield fly rule is not in effect.

L.) A courtesy runner may be used for the catcher at any time as long as the courtesy runner being used is a substitute if available or the last recorded out. The only exception is in the first inning when no outs have been recorded and no substitutes are available a courtesy runner may not be allowed and the catcher/pitcher must run until an out is recorded by the defense.

M.) Intentional walks are allowed, however, you may only intentional walk the same batter once per game.

Re-entry Rule:

Starters can re-enter only one (1) time in a game. Starters and substitutes are "married" to each other for the re-entry requirements

Umpires:

A.) There will only be one (1) umpire during pool play games. Elimination games will have two (2) umpires.

Pitching machine:

A.) The pitching machine will be set between forty and forty-two (40-42) MPH, using the Blue Flame Pitching Machine by Louisville Slugger.

Scorekeeping:

A.) The home team is responsible for the scorekeeping. The umpire will also keep the game score and will be deemed the final decision on any and all score related issues.

Mercy/Run Rule:

A.) A ten (10) run rule (or mercy rule) will be in effect after four (4) innings of play.

Protests:

A.) All protests must be raised verbally by the offended team manager at the time of play and before the next pitch.

B.) A fee of \$100.00 in cash (refunded if protest is upheld) must accompany the protest and be remitted to the site director. Only then will the official game clock will be stopped.

C.) All protest decisions are final. The Site director and Tournament Director shall comprise the protest committee for all rule challenges.

D.) Should the protest be upheld, the fee will be returned to the protesting team manager and play will resume.

E.) Only decisions involving the misinterpretation or misapplication of a rule may be protested. No protests shall be allowed in situations involving the "judgement of an umpire"

F.) Home team will be determined by a coin flip in pool play. Higher seeds will have the option in bracket play. The coin flip will also be used in all championship games.

IMPORTANT NOTE: any rule or rules not specifically outlined within shall fall under the 2021 MLB rules and guidelines.