

## D17 MACHINE PITCH TOURNAMENT RULES

Approved 4/25/23

1. All players must be league age 6-7-8.
2. 8 yr. olds cannot be anyone playing on 8-10 All Star team.
3. Teams will have 12 players, use Continuous Batting Order (CBO), and rotate players on defense.
4. Games are six (6) complete innings. No new innings after 1 hour 30 minutes.
5. An inning is over (and new inning begins) when the Offensive team scores 5 runs, bats through the roster, or defensive team records 3 outs.
6. 2 Offensive Coaches allowed in base coach boxes, 3<sup>rd</sup> Offensive coach will operate Pitching Machine and 4<sup>th</sup> adult coach in the dugout.
7. No Defensive Coaches are allowed out of dugout when on defense.
8. Each team will provide a person to umpire each game. The winner of the coin toss will umpire the bases. The other team umpire will stand behind batter at home plate and call Fair, Foul and No Pitch on any bad pitch by the Machine. Also, this umpire will call Safe/Out at home plate.
9. Pitching Machine will be a Blue Flame model set on 9 at the 42' from back of Home Plate.
10. A player will receive 5 pitches per at bat.
  - a. No walks allowed
  - b. Player can strike out on 3 swinging strikes
  - c. If player does not swing at 5<sup>th</sup> pitch, batter is out
  - d. If batter fouls off the 5<sup>th</sup> pitch, batter receives another pitch until the ball is put in play, swings and misses, or takes a pitch (after the 5<sup>th</sup> pitch).
11. A batted ball that hits the pitching machine or coach, the ball is dead. The batter is awarded 1<sup>st</sup> base. All other runners return to the base they occupied at the time of the pitch unless forced.
12. No bunting, stealing bases or advancement on passed balls. Runners will stay on base until ball is hit into play by batter.
13. Runners must stop and occupy a base once the ball is under control by the pitcher and he/she is in the pitching circle.
14. On any overthrown ball, the runner can advance to the base the runner was approaching when the overthrow occurred. If the runner has already passed one base he may advance to the next base at his own risk.
15. Defensive teams will consist of 4 Outfielders (must be stationed in the outfield), 4 infielders, pitcher (one foot in the pitcher's circle), and catcher (with all catcher gear). All players will have the opportunity to play outfield and infield positions.