

# JP SPORTS MACHINE PITCH TOURNAMENT RULES

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- 1.** Pool play games will have a 1 hour and 10 minute time limit. No new inning shall start after the time limit expires unless the game is tied.
- 2.** An inning shall consist of three outs or seven (7) runs max / half inning.
- 3.** Base and Machine Distances:  
10U – Bases shall be set at 65'. Pitching Machine will be 42 feet from the plate.  
11U – Bases shall be set at 70'. Pitching machine will be 46 feet from the plate.  
12U – Bases shall be set at 70'. Pitching machine will be 46 feet from the plate.  
13U – Bases shall be set at 80'. Pitching machine will be 50 feet from the plate.
- 4.** Pitching machine speed shall be set by the offensive team. Please be sure to reference rule 19.
- 5.** Eight (8) players will play in the field. Five infielders (catcher, first, second, third and shortstop), and three outfielders (left, center, and right field).
- 6.** Eight players are required to start a ballgame.
- 7.** Teams must bat their entire roster. Late arriving players will be added to the end of the lineup. If a player must leave, no out is taken/given.
- 8.** Each batter gets a maximum of four (4) pitches to put the ball in play. Any ball placed in the machine's slot will count as a pitch regardless of where it throws the ball. A batters at bat will be over on the fourth pitch if they fail to put the ball in fair play and will be called out. A foul on the 4th pitch is an out. 3 strikes is NOT an out.
- 9.** No intentional walks or any type of walks or hit by pitch.
- 10.** Bunting the ball is not allowed. Any bunt will be considered a dead ball and a pitch.
- 11.** A batted ball must travel past the arc to be playable. Otherwise it will be called a foul ball. The arc will be put 30 ft from home.

**12.** If the ball hits the pitching machine, L Screen, or coach on a line drive, the ball is dead, the hitter is awarded 1st base and all runners shall advance one base. If the L screen, machine or coach is hit by a ball that makes contact with the ground 1st, the batter is out and the runners advance one base if there are less than 3 outs.

**13.** The runners must stay in contact with the base until the ball leaves the machine. Stealing is allowed. If an umpire sees a runner leaving a base early, he shall be given a warning and may be called out for a second offense. Home is closed. A runner must attempt his steal within the time frame of the ball being thrown and the ball being caught by the catcher. A delay steal is not allowed.

**13A.** No steals of home on a past ball. Runners can advance to any other base on past balls.

**14.** If a player leaves the game due to illness or injury, the batting sequence will move to the next batter in the lineup with no out recorded. Once removed from the lineup the player may not return.

**15.** Home Team is the official scorekeeper.

**16.** At the completion of the time limit or 6 complete innings, if the game is a tie, the last 2 runners go to 1st and 2nd base and the inning starts with 1 out.

**17.** Run rule: If a team is mathematically unable to tie, the game is over at that point.

**18.** Catchers will be playing in a traditional catchers position. Catcher's gear is required.

**19.** A team may adjust the machine prior to the start of their at bat. The pitcher may feed a maximum of 4 balls during the adjustment. After the fifth pitch the pitching team must live with the machine settings for their entire at bat. Once a live pitch is thrown, the machine may not be reset during that half inning.

**20.** A courtesy runner for the catcher that is going to be the catcher the next inning is allowed. It must be the last out in the lineup.

**21.** The play stops when runners are no longer trying to advance. Infielders may call time to stop the play but runners must not be in the process of advancing to be awarded time.

**22.** There will be a 20 ft diameter circle around the pitchers mound and machine. Any pop-fly that lands in the circle will be called out and no runners advance.

**23.** A coach or adult must feed the pitching machine. You will feed to your own team.

**24.** A batted ball that hits the cord is a live ball.

Awards will be given to present players for the 1st and 2nd placed teams.

**25.** USSSA bat rules will apply. 13u will play with a wood bat.

**26.** All decisions made by the tournament director will be final

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## **FACILITY RULES**

- There will be a gate fee of \$10 for anyone 13 and older.
- No Outside food or drinks will be allowed except a water bottle or coffee cup.
- No Seeds or gum.
- No Metal Cleats.