



Machine Pitch Tournament Rules (10u/12u)

The Machine Pitch Tournament Rules will be the same as the Pony Express Baseball League Rules with the following exceptions:

1. Pool play games will have a 1 hour and 15 minute time limit. No inning shall start after time limit expires.
2. An inning shall consist of three outs or six (6) runs.
3. Bases shall be set at 65'. Pitching Machine will be 42 feet from the plate.
4. Pitching machine will be set at approximately: 9/10u-41 mph, 11/12u-44 mph
5. Nine players will play in the field. Five infielders, (catcher, first, second, third and shortstop), and four outfielders, (left, left-center, right-center, and right, playing at approximately equal depth). While playing an outfield position, players cannot assume an infield position.
6. Nine 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.
8. Each batter gets a maximum of four (4) pitches to put the ball in play, Any ball placed in the machines shoot 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.
9. No intentional walks.
10. Bunting the ball is not allowed. Any attempt to bunt will be an out.
11. A batted ball must travel past the arc to be playable, otherwise it will be called a foul ball.
12. If the ball hits the pitching machine, L Screen, umpire or coach in any way, the ball is dead and all runners shall advance one base.
13. The runners must stay in contact with the base until the ball has crossed home plate. 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. Runners may not steal home or score on a passed ball.
14. Rubber cleats must be worn.
15. 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.
16. Home Team is the official scorekeeper.
17. At the completion of time limit or 6 complete innings, if the game is a tie, it shall remain a tie. No extra innings will be played during pool play.
18. Run rule: If a team is mathematically unable to tie or win the game, the game is over. 15 run spread after 3 and 8 run spread after 4 innings will constitute a game.
19. All USSSA and USA stamped bats will be allowed.
20. Batters (including all "on deck" players) must wear a batting helmet.
21. Catchers will be playing in a traditional catchers position. Catchers gear is required.
22. Teams will be required to have numbers on their jersey.
23. A team may adjust the machine prior to the start of their at bat, the pitcher may feed a maximum of 5 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.