

All Age Machine Pitch Tournament Rules (9u-Adult)

7/8u follow League Machine Pitch Rules

The Machine Pitch Tournament Rules will be the same as the NKCA League Rules with the following exceptions:

1. Pool play games will have a 1 hour 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 based on age. 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, 13/14u-46 mph, 18U+ -52 mph,
5. Batting team shall provide a coach to feed the pitching machine.
6. 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. The use of a "rover" will not be allowed.
7. Nine players are required to start and finish a ballgame.
8. Teams must bat their entire roster. Late arriving players will be added to the end of the lineup.
9. 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.
10. No intentional walks.
11. Bunting the ball will not be allowed. Any attempt to bunt will be an out.
12. A batted ball must travel past the arch to be playable, otherwise it will be called a foul ball.
13. 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.
14. The runners must stay in contact with the base until the ball has left 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. Runners may not steal home or score on a passed ball.
15. Rubber cleats 9u-12u, Metal spikes are allowed 13u and above.
16. 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 the player may not return.
17. Home Team is the official scorekeeper.
18. 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.
19. Spread rule: If a team is mathematically unable to tie or win the game, the game is over.
20. Adult Bat Rule - All bats must be an official baseball bat, BESR or BBCOR, no lighter than a -3 weight differential. Aluminum or wood bat.
21. Batters (including all "on deck" batters) must use a batting helmet.
22. Catchers will be playing in a traditional catchers position. Catchers gear is required.
23. Teams will be required to have numbers on their jersey.
24. 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 machines settings for their entire at bat. Once a live pitch is thrown, the machine may not be reset during that half inning.