

Pineville Pre-Season Pitching Machine Tournament

Thank you for participating in the Pineville Pre-Season Pitching Machine tournament. The following rules will help this event run smoothly.

- Admission: Ages 13 and up - \$5
Ages 12 and under - Free
Coaches & wives - Free (limit 3)
- Games will have a time limit of 1 hour and 15 minutes. After time has expired, the batter may finish his bat and the game will be over (no minimum innings). Tied games will end in a tie.
- Pitching Machine will be set at 40 mph across home plate.
- The batter, on-deck batter, base runner, and **pitcher** must wear a protective helmet, equipped with a face guard and chin strap.
- The catcher must wear complete catching equipment, which includes a protective cup. He must be in the squat position when the ball is pitched.
- The first 3 innings will have a 3 run limit; no limit innings 4-6. Ten run rule limit after 4 complete innings.
- Eleven players will play the field (5 outfielders); free defensive substitution. All players should play at least 3 defensive outs.
- The batting lineup will consist of the entire roster for the duration of the game.
- The batter will be allowed 5 pitches or 3 strikes (swings). He will be called out after the fifth pitch. A foul on the last pitch will reward another pitch, unless a foul fly is caught for an out.
- The infield fly rule will not be applied.
- Walks are not allowed.
- Bunting is not allowed.

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- If a batted ball hits the pitching machine, the batter shall be awarded first base and any forced runners will be awarded one bag, then the ball is dead.
- If a thrown ball hits the pitching machine, the runners will be allowed to advance to the bag they were attempting, and then the ball is dead.
- When the ball is hit into fair play, the coach pitcher shall exit the playing field behind the runner or away from any play on the field to avoid interference.
- Play on a ball does not end until the player pitcher has control of the ball inside the circle, or the umpire calls time out when a runner is forced to stop and return to a base under the threat of making an out. If a runner has passed a base and does not stop when the pitcher gains control of the ball inside the circle (or a lead runner is stopped), he may advance at his own risk.
- The pitcher must have one foot inside the 12' pitcher's circle and not be closer to the batter than even with the pitching rubber. He shall not leave the circle until the ball is hit.
- If the batter slings or throws his bat in an unsafe manner, he will be called out after 1 team warning.
- Stealing is not allowed.
- Courtesy runner (previous out) should be used for the catcher.
- A head first slide will result in an automatic out, unless the player is going back to a bag.
- A runner must try to avoid contact, or slide, at a base where a tagged play is being made.
- Rules not covered by the above list will be governed by official District 8 Dixie Youth Pitching Machine rules.