

**Sports America L.L.C.
USSSA Machine Pitch
Championship Rules**

1. No Bunting and No Intentional Walks.
2. Maximum of seven (7) runs per inning.
3. A fifteen-run spread after three innings or a ten-run spread after four innings constitutes an official game. All games are 6-inning games.
4. No Stealing
5. Lead off is permitted when the ball leaves the machine. You must return to the bag on every pitch.
6. Ball is considered DEAD and time is called when the umpire determines the ball is controlled by an infielder.
7. A catcher can make a play behind the runner and record an out. Only if the ball is over thrown can a runner advance.
8. A team can bat their roster or the 10 players that are in the game. What ever you choose is what has to be for the entire game. If you bat your roster and a player is injured an out will be recorded if the player is unable to bat. Rosters can not change.
9. Free substitution. Substitutions can only be made between innings except for an injured player.
10. Coaches will be required to pitch (machine) to their own team.
11. If a batted ball hits the machine it is a dead ball and the batter is awarded 1st with all others on base advancing one base.
12. Each batter will receive 5 pitches. The batter is still up to bat regardless of how many times they foul off the ball on the fifth pitch.

The following general information shall be adhered to during this tournament.

1. No batting practice is permitted at the complex. No soft toss is permitted outside the field and balls must not be hit into the fences. All warm-ups must be confined to on-field space only. Do not swing bats or throw balls in the common areas.
2. No baiting of umpires, profanity, or abusive language will be tolerated.
3. The Tournament Rules Committee will settle all protests at the time of occurrence. All protest must accompany a \$100 cash Protest Fee.
4. Any person/player ejected must leave the park immediately and may be prevented from coaching, participating or watch the next game that team plays. Depending on the violation the person/player ejected may not be able to return to the tournament.
5. **Trophies will be awarded to the first-place team and the second-place teams and their players immediately following the game. Following the game empty the dugout and come to the award ceremony prior to your team meeting.**

6. Game balls will be provided. Two (2) per game. The teams are responsible for chasing down foul balls and getting them back in the field of play.
7. Each team will be responsible for providing a scorekeeper. The home team's scorebook shall be the official book.
8. Refreshments are available at the concession stands for all games played at the complex. No bottled or canned beverages are permitted into the complex. No alcoholic beverages of any kind are permitted on the premises including parking lot.

Method for determining pool winners in the event of a tie.

1. In the event two teams are tied for a pool winner position with a 3-1 or 2-1 record; the team, which won the head-to-head game, will be the division winner.
2. In the event three teams are tied for a division winner with a 3-1, 2-1 or 1-1 record, the team which allowed the fewest runs against the other teams it is tied with shall be the division winner. If the tie has still not been resolved, run differential shall be used.

All rules are subject to Sanctioning Body and may change at anytime with the final say at the discretion of the Tournament Rules Committee.