

# GAME 7 BASEBALL

## Fast & Furious Machine Pitch Tournament Series

### 9U – 12U Machine Pitch Rules

All Teams must sanction their team for 2018 online at [www.game7baseball.com](http://www.game7baseball.com) by creating a Game 7 / Tourney Machine account.

All Teams **must** submit an online Game 7 Official Team Roster and bring a copy to tournament check-in prior to the start of a tournament. ***All Game 7 Baseball Tournaments will follow the National Federation of High School Rulebook (except as noted).***

Game 7 Baseball has the right to refuse entry of any team for any reason.

**Notice of withdrawal from any tournament must be received in writing at least 3 weeks prior to the start of the tournament to be eligible for a refund (minus \$30 administrative fee). If you withdraw from a tournament within 3 weeks of the start of the tournament, you will forfeit the entire entry fee.**

**PAID Entries secure your spot in a tournament**

**\*\*There is a \$50 fee for any returned checks\*\***

**All Entry Fees must be paid in full 2 weeks prior to the start of the tournament if paying by check. All entries received within 2 weeks of the start of the tournament, must be paid online with a credit card (processing fees apply).**

**TEAM CHECK IN: ALL Teams MUST check in at least 30 minutes prior to their first game with a copy of their Game 7 Team Roster.**

**PROOF OF AGE: It is the Managers responsibility to have his players birth certificates or accepted proof of age in the case of any question regarding the age of his players. If questioned, failure to produce birth certificates will result in a forfeit.**

**PROTESTS: Any PROTEST requires a \$100 cash protest fee at the time of the protest.**

What can be protested? Roster Challenges and misinterpretations of the rules. Judgment calls cannot be protested.

At the time of protest, the game will be stopped and a tournament official and/or UIC will be notified to make a decision on the protest. All decisions will be final.

If protest is upheld, the \$100 fee will be refunded.

Roster Challenges: When a team roster is challenged, teams must provide birth certificates or approved identification to determine if a player is eligible. If a player is determined to be an illegal player, that player is ejected from the protested game and becomes ineligible to

participate for the remainder of the tournament. The protested game becomes a forfeit and that team becomes ineligible to participate in Bracket play.

### **RAIN OUT / REFUND POLICY:**

0 games completed = 100% refund (minus \$30 administrative fee)

1 game completed = 50% refund (minus \$30 administrative fee)

2 games completed = No Refund

\*Note: \$30 administrative fee will be waived if you choose to play in another Game 7 tournament that you haven't already registered for. \*

All Refund checks are issued within 10-14 business days from the last day of the scheduled tournament.

### **GAME TIME LIMITS:**

6 innings or 1 hour, whichever comes first.

No new inning may start after the time limit has elapsed. A new inning automatically begins after the 3<sup>rd</sup> out is recorded in the bottom half of the previous inning.

The official game clock starts at the conclusion of ground rules.

**All teams must be prepared to start 15 minutes prior to their scheduled game time.**

Pool Play games can end in a tie.

In Championship/Bracket play games, if the score is tied after all regulation innings have been played or time has expired, the game will proceed as follows until there is a winner. The last batted out will be put on 2<sup>nd</sup> base to start each inning, with 0 outs.

Game 7 Baseball reserves the right to alter, change or abbreviate tournament formats, when necessary, in order to complete the tournament.

### **RUN RULES:**

12 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.

**HOME TEAM:** In pool play, the Home Team will be determined by coin toss. The highest seeded team will be the Home Team during Bracket Play and the Championship Game.

**LINE-UPS:** Each team **MUST** prepare a written line-up, listing first and last names and numbers of all players that are available prior to each game. Line-ups must be given to the home plate umpire at ground rules. Note: Once the line-up is submitted at ground rules, no additions/changes can be made.

**All Teams must bat their entire roster.**

If a player has to leave the game due to an injury/illness and cannot return to the game, he will not be penalized by taking an out in his spot in the batting order. Once that player leaves the game, the player is not eligible to return to the game in any capacity. If the line-up drops below nine (9) players, teams will take an out for the ninth player each time he is scheduled to bat.

Teams may start and finish a game with eight (8) players, but will take an out for the ninth spot in the line-up.

If the line-up drops below 8 players, the game will be considered a forfeit.

**Forfeits:** Recorded as 6-0.

**TIE BREAKERS:** In Pool Play, if all regulation innings have been played or the imposed time limit has expired and the score is tied, the game will end in a tie.

**Pool Play - Tie Breaker Criteria:**

- Head to Head (only when 2 teams are tied)  
Note: When 3 or more teams are tied, the tie breaker becomes Runs Allowed, and cannot revert back to the previous criteria of Head to Head
- Runs Allowed
- Runs Scored
- Game 7 Points
- Coin Toss

### **GAME RULES:**

An inning shall consist of three(3) outs or a maximum of five(5) runs.

Pitching Machine Distance = 42'

Base Distance based on age division – 9U/10U = 65', 11U/12U = 70'

Pitching machine speed will be set at approximately:

9U/10U = 42-44 mph, 11U/12U = 44-46 mph

Batting team shall provide a coach to feed the pitching machine.

Each batter will get four(4) pitches or three (3) swinging strikes. If the fourth(4th) pitch is a foul ball, the batter shall receive an additional pitch or pitches until the ball is hit fair or the batter's turn at bat is completed.

NO Stealing – Base Runners must hold the base until contact is made.

Penalty for leaving the base early = 1st time - Team warning, 2nd time - base runner is out.

Dropped third strike – No, Infield fly rule – Yes

No Intentional Walks

NO bunting. Any attempt to bunt will be an out.

A batted ball must travel past the arc to be playable. If not, it will be called a foul ball.

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.

Nine(9) players will play in the field. Five(5) infielders (C, 1B, 2B, SS, 3B), and four(4) outfielders. While playing an outfield position, players cannot assume an infield position.

### **COURTESY RUNNERS:**

Courtesy runners may be used for the catcher of record at anytime. It is recommended to use the courtesy runner to keep the game moving. The courtesy runner will be the last out. If at any time, a courtesy runner is determined to be ineligible, the proper replacement (if available) shall be used without penalty.

**SPORTSMANSHIP:**

All players, coaches, managers, sponsors and spectators are expected to conduct themselves in a sportsmanlike manner at all times. Remember, rule interpretations may be disputed. Judgment calls, especially balls and strikes may NOT be disputed. All ejections will result in banishment from that game and may also result in banishment of the tournament. This is youth baseball, bad sportsmanship will not be tolerated.

Thank You for choosing Game 7 Baseball.

Dave Schmidt & Dave Penning  
Game 7 Baseball