



MACHINE PITCH

Division	No new inning after	Run limit per inn.	Mercy rule*	Complete game	Official game	Time limit (DHs only)
Machine Pitch	1:20	6 runs (Including last inning)	10 after 3 innings	4 Innings	3 Innings	1:30

*Game can end half-inning earlier if home team is leading.

QUICK REFERENCE RULES

» Players get up to 5 swings. Fifth swing-and-miss results in strikeout.	» A maximum of six defensive players (including catcher) can be positioned in the infield (baselines in). Defensive players cannot be positioned closer to home plate than the pitching machine. All players can be on the field for defense.
» Batted ball must travel 10 feet in order to be ruled a fair ball.	
» No bunting.	» Each team keeps a scorebook, though the home book is official. It is strongly suggested that the head coach does not keep score for his or her team.
» Once the ball reaches the infield, runners may continue at their own risk toward the base they are headed or return to their previous base. No further advancement can take place.	» Field playability is first determined by the city/county that controls the park. In the event of rain, wind or other game-altering event, it is at the discretion of coaches on whether to continue play or suspend the game. Rainouts must be reported to the Scheduling Director so a makeup game can be rescheduled.
» Pinch-runner may be used if a player is injured and cannot run. Opposing coach must be made aware before the game or prior to the player's subsequent at-bat. The player who was the last out recorded shall be the runner.	