



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 | 10 after 3 inn. | 4 innings | 3 innings | 1:30 |

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

QUICK REFERENCE BYLAWS/RULES

- » Players get up to 5 swings. Fifth swing-and-miss results in strikeout.
- » Batted ball must travel 10 feet in order to be ruled a fair ball.
- » 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.
- » No bunting.
- » Once the ball reaches the infield, runners may continue at their own risk toward they are headed, or return to their previous base. No further advancement can take place.
- » 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.
- » 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.
- » Playability of the field is at the discretion of the coaches. Rainouts must be reported to the board so a makeup game can be rescheduled.