



# Babe Ruth Southwest Region 2019 Machine Pitch Rules



**TIME LIMIT** – One hour, 30 minutes finish the inning or six innings, whichever comes first. In the event of a tie, the games will continue until there is a winner. In the Championship Game, there is No Time Limit.

**BUNTING** – Bunting is allowed in “Machine Pitch.” However, NO FAKE BUNTING IS ALLOWED. If the batter offers to bunt, then the batter must bunt the ball or pull the bat back to take the pitch. If the batter offers to bunt, pulls the bat back, and then swings at the pitch, the batter will automatically be declared out by the umpire.

**BASE STEALING** – Base stealing is not permitted in Rookie Machine Pitch.

**OUTFIELDERS** – There will be four (4) outfielders. All outfielders must remain in grass area of the outfield prior to the pitch. They cannot be positioned in the infield at any time.

**ALL BATTERS BAT** – All players in attendance will bat in a continuous batting order. A team with less players than its opponent, at its option, can bat the same number of times each half-inning. The batting order cannot change; substitutes must remain in the same batting order.

See reverse side for State Rule

**15 RUN RULE** – Any Cal Ripken tournament game must be terminated immediately if one team is ahead by fifteen (15) or more runs after two and one half (2 ½) or three (3) innings and has had equal times at bat.

**10 RUN RULE** – Any Cal Ripken tournament game must be terminated immediately once becoming regulation (3 ½ or 4 innings) if one team is ahead by ten (10) or more runs and has had equal times at bat. Or the home team is leading. A coach will operate the Spring-loaded portable pitching machine speed: 39-43 MPH. The speed is established when the ball crosses home plate. The rear of the pitching machine is placed in front of the pitching rubber.

The player that assumes the pitcher’s position must remain within the radius circle, behind the machine, and on one side or the other, until the ball is hit. If a pitcher violates these requirements, then (1) the play will stand, even if the pitcher is involved in the play, and (2) the umpire(s) will warn the violating pitcher’s manager that if the same pitcher violates one or both requirements again, the player will be removed from the pitcher’s position. The player can assume another position but cannot reenter as a pitcher in that game.

If a batted fair ball hits any part of the pitching machine without touching any defensive player, the ball is immediately dead. The batter will be awarded first base. All other runners return to the base they last occupied before the ball was hit, unless forced to advance as a result of the batter being awarded first base. If a batted fair ball is first touched by a defensive player and then hits any part of the pitching machine, it is a live ball. If a thrown ball hits any part of the pitching machine, it is a live ball. The catcher takes the normal position in full gear.

Each batter receives a maximum of three (3) pitches. If the batter strikes out, or if the ball has not been hit into play after three pitches, the batter is out. (If in the umpire's judgment the machine delivers a ball out of the strike zone, a "no pitch" will be called unless the batter swings, in which case it will be called a strike.) NO INTENTIONAL WALKS.

If the batter fouls the third (3rd) pitch, the batter will continue until out or reaches base -no limit on foul tips. (note: Any foul bunt after two strikes is an out.) The batter is out if a batter swings on third strike and misses the ball.

**INFIELD FLY RULE** – There is no infield fly rule

**2019 MS State Rules Only:**

Bat 10 or 11 players (EP) with free defensive substitution. However the substitution rule for batting line up purposes will follow page 11-12 of the 2019 Rulebook. If you start with 11 (EP) you have to finish with 11 (EP).

Bat entire lineup with free defensive substitution. Note: if you only have 11 players this will be considered your entire lineup and not the EP, so if you fall below 10 players it would be a forfeit. NOTE: if you bat your entire lineup and a player has to be removed from the game you will skip that player in the lineup and you will NOT take an out. If this happens that player CANNOT reenter that game.

**DEAD BALL:** Time will be called by the UMPIRE when no runner is advancing. Runner Advancing is a judgement call by the umpire.

If a runner leaves the base early on a hit ball in fair territory the ball will be dead (note: runner cannot leave the base until the bat hits the ball), All runners will return to the base occupied before the pitch, batter will return to hit with the last pitch being declared a No Pitch, and the runner who left early will be out.