

2019 SOUTHWEST REGION MACHINE PITCH RULES

BASED ON 2019 BABE RUTH 8 YR OLD WORLD SERIES RULES FOUND IN 2019 BABE RUTH LEAGUE, INC. BASEBALL RULES & REGULATIONS

TIME LIMIT – One hour, 30 minutes finish the inning or six innings, which ever 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. They cannot be positioned in the infield at any time. This means there will be ten (10) batters in the line-up.

EXTRA PLAYER (EP) – An Extra Player (EP) can be used at the 11th batter. If a team elects this option, it must start and finish the game with the EP or the game is a forfeit. Both teams in a game are not required to use the EP.

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 re-enter 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 four 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 fourth (4th) pitch, the batter will receive pitches if the batter continues to foul pitches. (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.

HIT BY PITCH – If the batter is hit by a pitch from the pitching machine, The batter will be awarded first base. **INFIELD FLY RULE** – There is no infield fly rule.



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