

# 2012 AA Machine Pitch Tournament Rules

The following Machine Pitch rules are to be used exclusively for district, state and regional tournament play. The Official Dixie Youth rules as currently in use will be the basic set of rules for AA Division play with the exception of the rules listed below.

## **(A) AA Machine Pitch Playing Field:**

- (1) Baselines shall be 60 feet.
- (2) Recommended minimum distance for the outfield fence to be 160' from home plate. Approved temporary fencing will be allowed.
- (3) A 12-foot-diameter circle will be used for the pitching area.
- (4) The center of the circle will be 46 feet from the back edge of home plate.
- (5) Pitching machine will be placed directly over a pitching rubber which is 46 feet from the back edge of home plate.
- (6) Pitching machine speed will be set at 40 miles per hour out of the machine and checked with a radar gun.

## **(B) AA Machine Pitch Coaches:**

- (1) Three adults will be allowed on the playing field at one time (two base coaches and one pitching coach). A fourth adult must remain in the dugout at all times to watch the players. There must be four coaches listed on the tournament team affidavit.
- (2) Only the manager may represent or speak for the team.

## **(C) AA Machine Pitch General Rules:**

- (1) The infield fly rule is not applied.
- (2) No bunting is allowed.
- (3) A regulation game shall be (6) six innings for tournament play.
- (4) The 15-run rule is in effect after both teams have batted 4 times or the home team is ahead in score after 3½ innings.
- (5) No play is dead until the player pitcher has control of the ball inside the circle or the umpire calls time out when a runner is forced to stop and return to a base under the threat of making an out. If a runner has passed a base when the pitcher gains control of the ball in the circle and does not stop, he may advance to the next base at his/her own risk.
- (6) An umpire will call time out when the play comes to a natural end (approx. 3 seconds) and base runners are making no attempt to advance.
- (7) The batter will be allowed five pitches or three strikes. The batter will be called out after the fifth pitch. A foul on the last pitch shall not count unless a foul fly is caught; then the batter is out.
- (8) If a batted ball hits the pitching machine the ball is dead, the batter is awarded one base and any runners forced to advance will also advance one base. If a batted ball hits the coach feeding the machine, the ball is dead and shall be counted as a no pitch.
- \* (9) Teams on defense will use a total of ten players in the field, including the catcher and four outfielders. The outfielders must play regular positions and play no closer than 20 feet behind the normal running base path. A game will be a forfeit if a team cannot field at least nine players.
- (10) All players on a team will bat in a continuous batting order. Players arriving late will be entered at the end of the batting order. A player who leaves the game due to illness or injury and later returns into the game will bat in the same place in the batting order as when they left the game.
- (11) Coaches cannot go outside the playing field without the permission of the umpire. Coaches will be removed from the game for violation.
- (12) No base stealing is allowed.

(13) Catchers must wear full catcher protective equipment. The catcher may use a fielder's glove or catcher's mitt. The catcher must be in the squat position when the ball is pitched.

**(D) AA Machine Pitching:**

(1) Machine Pitch – A coach of the offensive team shall feed the pitching machine.

(2) The defensive team will place a player in the designated circle at the pitcher position. The player pitcher must have one foot inside the designated 12-foot circle, must stand in position on either the left side or the right of the pitching machine or behind the pitching machine, and not be any closer to the batter than even with the pitching rubber. The player pitcher cannot leave the circle until the ball is hit. **PENALTY**-The offensive coach has the option of accepting a hit or taking a no pitch.

(3) The coach pitcher shall exit the playing field behind the runner or away from any play on the field when the ball is hit into fair play to avoid interference. If the coach pitcher is hit by the ball, it is a dead ball situation.

(4) The coach pitcher may coach or position the batter only. He/she cannot coach runners. A warning will be given for first offense and he/she will be removed from the mound on the second offense.

(5) A runner missing a base with no attempt to return to the base to tag up before the ball becomes dead may be appealed by the coach after calling a time out. **PENALTY:** The runner shall be called out on appeal.

(6) A batting helmet with a face mask is required for the player pitcher while playing the pitching position.

**(E) AA Machine Pitch Base Running:**

(1) When a base runner is forced to stop on or return to a base under threat of making an out, the ball is dead (time out shall be called). If a member of a defensive team caused one base runner to stop or return to a base and then makes a play on another base runner (already in route to another base when the first base runner was stopped) the ball is live and all base runners may advance at their own risk to be put out.

(2) There are no HALFWAY MARKS. If the runner has left the base before time is called or the ball is returned to the pitcher in the circle, that runner may advance.

**(F) AA Machine Pitch Tournament Play:**

(1) Balls must be Dixie-Approved for tournament play.

(2) No game shall start after 9:30 pm unless approved by the Tournament Director.

(3) Tournament games must be played until complete.

(4) Facemask and chinstraps are required on batting helmets.

(5) A minimum of two umpires per game is required.

(6) Tournament team affidavits must consist of twelve (12) players, a team manager, and three coaches. Each tournament team must begin each level of tournament play with a full roster of players and coaches.

(7) There will be a 7-run per inning run limit with the exception of an over the fence home run or a ground rule double. A game would be over if a team was mathematically prevented from tying or winning.