**Cameron Baseball Association**

**Machine Pitch Rules**

1. Pitching machine stall be set at 46’ from the plate.
2. 8u- 35 to 38 mph
3. Bases shall be set at 50’
	1. A arch will be drawn within a radius of 15’ from home plate that extends from fence to fence.
4. Game time will be 1 hr 30 mins or 6 innings (which ever comes 1st)
	1. Games will start at 6 pm
5. Nine players will play in the field. Five infielders(catcher, 1st, 2nd, 3rd and shortstop) and four outfielders(left, left-center, right-center and right)
6. Must have 9 players to start a game
7. Teams will roster bat their line-ups. Late arrivals will be added to the end of the lineup
	1. If a out is recorded that base runner must be removed from the base.
8. Batters will get 3 strikes, 6 pitches total unless ball is hit foul territory on the 6th pitch. Foul balls will be counted towards the pitch count
	1. Batters can’t foul out, UNLESS the ball doesn’t travel past the arch in 3 attempts
	2. Batters don’t get walks or 1st base if hit by pitch
9. No intentional walks
10. Bunting will not be allowed (if bunted it will batter will be called out)
11. If the ball hits the pitching machine or the coach it will be called a foul ball (like any other foul), no advancement of bases will be allowed. Batters can’t foul out.
12. Base runners must keep 1 foot on the base until the pitch crosses the plate. Stealing is NOT allowed. If the umpire sees a baserunner leave early the runner will get a warning and maybe called out if done a 2nd time. Runners are NOT allowed to steal home or score on a passed ball.
13. Players must wear rubber cleats
14. If a player leaves the game due a illness or injury, the batting order will move to the next batter in the lineup with no out recorded (i.e. continuous batting order.) Once a batter is removed from the game they are not allowed to return.
15. Home team will be the official scorekeeper.
	1. Home team will be determined by a coin toss
16. If the game is tied by the end of the time limit or 6 innings, you will end on a tie (unless in tournament play)
	1. Tie breaker for seeding for tournament will be broke by
		1. Runs allowed
		2. Runs scored
		3. Coin flip (league president will decide who heads/tails)
17. Run rule: If a team is mathematically unable to tie or win the game, the game will be over.
	1. 15 after 3
	2. 10 after 4
18. All bats must be USA stamped to be used (insurance purpose)
19. No on deck circles (insurance purpose) This will only be allowed in 14u.
20. A team may adjust the pitching machine prior to the start of the their at bat, coach may pitch 5 balls during the adjustment. After the 5th pitch the pitching team must use the pitching machine for the entire inning. (may not be reset during the rest of the their half inning)
21. There is to be NO use of tobacco/alcohol products in the dugout during the game
22. Runs are counted according to the number of players on each team. ( Example: Hamilton has 12 kids and Cameron has 10, each team can score 10 runs per inning, meaning the first 2 players of Hamilton would not count towards score.)
23. All batter and baserunners must wear a helmet. Catchers must wear full catchers equipment
24. Coaches may not physically assist a baserunner. (Example: push a runner towards the next base or hold a baserunner on a fly ball)
25. Coaches must announce to the other coaches and umpire when their last counting batter comes to the plate.
	1. Failure to announce this will cause the batter to be called out and no runs scored.
	2. The last counting batter may be put out by throwing the ball to home plate or any base in front of the last batter, said act constituting an automatic force out and will be treated as the 3rd out. All runners who have not crossed home, prior to the 3rd out, runs don’t count. (example: bases loaded, ball is hit, defense tags 2nd base before last batter reaches 2nd base it is the umpires judgement to determine if the other runners crossed Homeplate before the tag at 2nd. If the force out is made at 1st base no runs score just like normal baseball on a force 3rd out.