

Oklahoma USSSA

MACHINE PITCH RULES

Play will be governed by USSSA Rule Book, unless specified in this section.

1. Ball: 11-inch USSSA approved ball, optic yellow in color with a maximum compression of 375# and a COR rating of 46.25 +/- 0.75 will be used.
2. Innings: A regulation game shall be seven (7) innings for World Series play.
3. Time Limits: World Series and 7 inning games shall have a 75 minute limit. Games can end in a tie during pool play. Bracket games that are tied at the end of regulation or upon completion of an inning with time expired shall go to the International Tie-Breaker method.
4. Runs per Inning: A maximum of 6 runs can be scored each inning by each team.
5. Run Rule: The run rule will be 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings. If time has expired and either team is behind and cannot catch up or go ahead, the game shall be over immediately.
6. Offensive Lineup: The batting lineup may be any number from eight (8) to all players present. An automatic out will be taken if only eight (8) batters. When batting more than eight (8), if any position in the batting order is left open due to injury, illness, or ejection it will be an automatic out if a sub is not available.
7. Defensive Positions: The defensive team must have a minimum of eight (8) and a maximum of ten (10) defensive players in the field, but no more than six (6), including the catcher, can be positioned inside the infield baselines. NOTE: The use of a DP/Flex or DH is not allowed. All players listed on the lineup card will hit.
 - a. At the start of the pitch, one player shall be in the pitcher's position on either side of the pitching machine with one foot on the side line of the 6 foot diameter circle. The pitcher cannot leave their position until the ball comes out of the machine.
8. Batting: The batter will receive five pitches or three swinging strikes, whichever occurs first. Each pitch will count as one of the five even if the batter does not swing. If the fifth pitch is hit (not bunted) foul the batter will remain at bat as long as they continue to foul off pitches.
 - a. Bunting is optional at the discretion of the tournament director. If bunting is allowed, it shall be done with the following provisions: A player may square to bunt and pull back. A batter CAN NOT square to bunt, pull back, and then either hit or bunt the ball. If the batter does this she will be called out. No runners advance. A bunt that is fouled on the third strike or fifth pitch results in the batter being out.
 - b. The batter is out on a third strike whether caught or uncaught.
 - c. There shall be no Base on Balls (walk) awarded.
 - d. Batters hit by a pitch will not be awarded 1st base.
9. The infield fly rule is not in effect. The ball remains "live" with all runners in jeopardy of being put out or advancing.
10. A runner may not leave a base until the ball leaves the pitcher's hand/pitching machine. Penalty for leaving early; runner will be called out, no pitch is called..
11. **Stealing:** Stealing is allowed with the following provisions: Runner may steal upon ball exiting the machine. If the pitch goes in the dirt, it is a dead ball. Pitch counts against the hitter and the runner must return back to the original base. A runner may steal as explained below:
 - a. A runner on 1st or 2nd can advance/steal only one base per pitch even in the event of an overthrow in live ball territory. If they advance more than one, they are liable to be put out. At end of play if the runner is safe and has advanced more than one base, the umpire will return the runner to the correct base.
 - b. A runner cannot steal home. If they advance home they are liable to be put out. At end of play if the runner is safe and has advanced the umpire will return the runner to the correct base.
 - c. A batter runner, who has received a base on balls, cannot attempt to steal second base.
 - d. Awarded bases will apply to all runners. This includes an overthrow into dead ball territory.
 - e. Runners can only score on:
 - i. A batted ball
 - ii. A base on balls or hit batter with bases loaded
 - iii. An awarded base when the ball goes out of play to include a pitch that goes out of play
 - iv. An illegal pitch
12. Time will be called when a defensive player has possession of the ball in advance of the lead runner or the ball is returned to the player pitcher with at least one foot on the side line of the pitcher's circle.

If a runner is more than half way to the next base when time is called, the runner will be awarded the next base. If they are not half way to the next base when time is called they will be returned to the previous base safely. The defensive team may have a maximum of 3 defensive conferences per game.
13. Additional Coaches: In addition to base coaches, only a coach in the pitcher's circle is allowed on the field of play.
 - a. The machine pitch coach may only coach the batter prior to the pitch. He/she may not coach the batter-runner at ANY time.
14. After a batter hits the ball, the pitching coach shall make an attempt to duck or crouch behind the pitching machine and should stay inside the circle away from the play.
 - a. If in the umpire's judgment, a coach interferes unintentionally with the batted ball and/or defensive play, the ball will be declared dead and the pitch replayed. If in the umpire's judgment, a coach interferes intentionally, the lead runner is out and the play replayed. If there are no runners, the batter is out.
15. A batted ball that hits the pitching machine shall be ruled a dead ball and the batter is awarded 1st base.
16. No defensive player may reach into or enter the pitcher's circle. If a player reaches into or enters the pitcher's circle a dead ball will be called and the batter is awarded 1st base.
17. Pitching Machine - the pitching machine shall be set as follows:
 - a. Distance for center of the machine shall be thirty five (35) feet. Speed for the machine shall be set between 37-40 for 7/8U.
 - b. Prior to each game, the umpire will have each coach feed at least one pitch and obtain a consensus that the machine is set correctly. The umpire may adjust the machine only at the top of the inning if he/she believes it is needed unless the machine has been hit and is not set correctly.
 - c. A coach can't adjust the pitching machine without umpire approval. First offense will be a warning. The second offense will be automatic removal from the pitching coach position.