

# ISA Tournament Machine Pitch

**UPDATED (4/24/2023)**

## Rules

- Players can only be included on one team roster per tournament.
- No limit to number of players on team roster
- 10 players on the field (4 outfielders)
  - All players must play at least one inning in the field.
- Catchers with gear are required on defense.
- Roster bat - All players on the roster will bat in lineup.
- Unlimited defensive substitutions
- Machine Pitch ONLY (Blue Catapult)
  - No Tees
- Machine Pitch Settings (Back of Machine 40' from Home Plate)
  - Settings (Can be adjusted)
    - Raise Pitch = 5
    - Lower Pitch = 2
    - Speed = 4
- 5 Pitch Maximum per at bat.
  - Players CAN strike out on the 5<sup>th</sup> or later pitch.
    - Foul balls on 5<sup>th</sup> or later pitch, will extend the at bat.
  - Players CANNOT walk on machine pitch.
- Dropped third strike is a dead ball.
- Runner may lead off as ball crossed the plate.
- Stealing is not allowed.
- Bunting is not allowed.
- **BASERUNNER STOP RULE**
  - Baserunners must stop at the next base when all 3 of the below have happened:
    - The ball is in the possession of a defender.
    - The defender is inside the basepaths.
    - The defender is facing home plate.
      - Defenders may call timeout after the runners have stopped (per BASERUNNER STOP RULE)
      - Coaches may NOT call timeout in attempt to stop a play.

## INDOOR Rules

- Pop Ups off the Ceiling Net will be dead and replayed with same count/situation.
- Flyballs/line drives off the back net (over the wall) on the fly will be considered a homerun.
- Flyballs/line drives off the black padded wall ON THE FLY (without contacting a player) will be considered a double
  - Play will stop and the hitter will be awarded 2<sup>nd</sup> base
  - Any baserunners will also be awarded 2 bases from their starting point
- **Comebackers off the machine will be a dead ball and the hitter will be awarded a single**
  - All baserunners will also get 1 base.
- Batted balls that hit the back wall on the ground, on a bounce, or off a player will be played live
- Only advance one base on an overthrow unless defense makes attempt to throw out runner advancing.
- Outfielders must start each play behind designated white line (If you have questions day of, find umpire)

## Home/Away

- Home team for pool play is decided by a coin flip by umpire.
- Home team in bracket play is the higher seed.

## Time Limits

- No new inning will start after 1 hour and 15 minutes
- Each game will be 6 innings (if time allows)
- **Run Rule**
  - 15 runs after 3 innings
  - 12 runs after 4 innings
  - 10 runs after 5 innings
- No extra innings in pool play games
  - Games can result in a tie
- Max. 5 runs allowed per inning.
  - Unlimited runs allowed in last inning.
  - The umpire will determine the final inning of the game and notify each team before the to of the inning.
- Championship game will not have time limit.

## FACILITY Rules

- Park on South side of ISA. (The bigger of the two parking lots)
- Dugout assignments will be determined by home and away on the official schedule. (Coinflip will determine which team hits first.)
  - Home designation is by mezzanine (South side of Field)
  - Away designation is by cages (East side of Field)
- For incoming teams waiting for next game, designated waiting area for players/equipment will be under the Mezzanine.
  - Behind South side dugout.
- Do Not Warm-Up Outside on Grass or Parking Lot
  - See ISA staff member for designated warm up area.
- **No Metal Cleats**
  - Plastic spikes/Tennis shoes/Turf shoes ONLY)
- **No Portable Speakers**
  - Being indoors, a portable speaker is too loud and interferes with communication with the young athletes.
- Abuse of umpires/ISA Staff/opposing coaches/fans will not be tolerated.
  - Grounds for Removal
- Weight Room Area is OFF LIMITS
- No Carry-Ins Allowed
  - Exceptions Below
    - Water/Sports drinks
    - Reasonable meal for player. (No food in dugouts)
      - Please clean up any food.
    - Vending is available.
- No Gum/Seeds (Please shake out the bags from last year if possible.)
- No Tobacco/Alcohol/Drugs
  - Grounds for Instant Removal and Banishment from Facility
- Day of event questions can be directed to an ISA staff member.

WE WILL NOT TOLLERATE DISRESPECT TOWARDS UMPIRES, COACHES, OPPOSING PLAYERS AND FANS. THE CULTURE OF THIS EVENT MATCHES THAT OF ISA. DEVELOPMENT, SAFETY, FUN. IF YOU HAVE QUESTIONS EMAIL: [erik@impactsportsqgb.com](mailto:erik@impactsportsqgb.com)