

2018 SAYSI Youth Baseball Tournament Rules

9 & Under Machine Pitch Baseball

Game Length: 6 innings

Time Limit: 1 hour and 15 minutes

Pitching Distance: 46' Base Distance: 65'

Run Rules: Effective 15 runs after 3 innings, 10 run rule after 4 innings, 7 after 5 innings.

- Half innings will be 3 outs or 6 runs per inning, which includes the last inning of the game.

General:

- **Batting counts:** A batter is allowed a maximum of 5 pitches or 3 swinging strikes. The batter will receive an additional pitch per foul ball on or after the 5th pitch (Exception: Any fouled bunt or foul tip caught by the catcher on or after 2 strikes and/or the 5th pitch is an out). Errant pitches such as in the dirt or outside will be called as a “no pitch” at the discretion of the umpire.
- Base runners will NOT be allowed to lead off, and **stealing is NOT allowed**. This includes wild pitches, past balls and dropped third strikes.
- Adjustments to the pitching machine shall be granted only by the umpire, and not made by the team/individual basis. The only adjustment allowed will be the alignment of the machine. **The pitching machine is set at a speed of 42 mph.**
- **Defense:** A maximum of 10 players can be on the field at the same time. The extra player must be an outfielder. If 4 outfielders are used, they must play straight away in the grass area at the time of the pitch. The defensive player playing the pitching position is NOT allowed to be positioned inside the circle surrounding the pitching machine, but shall be on either side of the circle behind the extended line of the pitching rubber.
- There will be no walks of any kind and a player is not awarded first base if hit by a pitch.
- Infield Fly Rule: The infield fly rule will **NOT** be in effect.
- Home team is determined by Coin Flip.
- Home team is to provide scorekeepers.
- Each team will provide two baseballs for play.
- All players on the roster must be in the batting line-up of they are present and able to play. Each player must also be played in the field at some point on or before the 3rd inning.
- **The winning team must report the scores to the Tournament Director (Chris Lauck. I will be roaming the area, but if you can't find me, text me the score to 785-342-3571 with team names if possible)**
- **Tie Breaking procedure/rules: We will first look at head to head records, but after that we go to total runs allowed in the first two games. (Reward good defense) If still tied we will then go to total runs scored and if we are still tied we have to do a coin flip.**

Individual Game Medals – MVP and Sportsmanship

After each game, the teams will line up on the 1st and 3rd base lines and we will have award presentations for the Game MVP and Individual Sportsmanship award for each team. The coaches from each team will be given two medals before the game, and after the game is over, each coach will select players from the opposing team who they feel are deserving of the awards. The MVP award will go to the player who was, as the award states, viewed as the most valuable player of the game. The Sportsmanship Award can go to any player who displays the best example of sportsmanship during the game. Whether it's extra hustle, cheering on the team when not in the game, helping a player up after a collision at a base, etc. This player can be anyone, and it's important that we recognize them as well.

The process doesn't take long and will be done while the next game teams begin their warm-ups in the outfield.

****If you have any questions please call Chris @ 785-342-3571****

Extra copies of the rules, games schedules etc can be found on the SAYSI website at:
www.salinasportsmanship.com