

EGC August Sizzler

6U-10U Machine-Pitch Rules

(updated 7/22/19)

- Ages are the same as played in spring season with the birthday cut-off of May 1
- It is the head coach responsibility to have proof of age in his possession for all rostered players
- All teams must turn in roster/waiver form at least 30 minutes prior to their first game
- Once the rosters are turned in, you may not add players to your roster
- Home team determined by coin-toss in pool-play and higher seed in bracket-play
- Home team is the official scorekeeper.
- All teams must be ready to play 30 minutes prior to scheduled game time
- All games will be 6 innings or 55 minutes
- No inning will start after 55 minutes. Last out of previous inning defines the start of new inning.
- There will be a 5 run rule per inning, except for the last inning (last inning declared by umpire)
- You must bat your entire roster and there will be free defensive substitutions. **Players may NOT be added to the lineup after the first time through the batting order.**
- Players that depart the game for any reason other than an injury that occurs during play will have their spot in the lineup recorded as an out. If the team has minimum of 9 players remaining in the game, the opposing coach may waive this rule. Players will not be allowed to re-enter the same game.
- **(6U-10U)** No pitcher & 4 outfielders. Your outfielders cannot cover a base on the initial play.
- **(6U-9U)** Non-Wood bats must have the “USSSA” or an “USA Baseball” approved stamp.
- **(10U) Wood-Bat only.** No synthetic/composite wood bats allowed.
- There will be a chalk circle approximately 30 feet down both lines from home base and around the pitching machine. Balls that stop inside of this circle will be considered a foul ball
- Fly balls in the circle may be caught for outs as long as the play is not close to the pitching machine
- Any ground ball that is fielded within this circle will be a foul ball
- Any ball that comes in contact with the umpire or pitching machine will be called dead ball (no pitch)
- Pitching machine speed: [6U/7U=36-38mph], [8U=38-40mph], [9U=40-42mph], [10U=42-44mph]
- Umpire will call strikes. Pitches outside of the strike zone will be called a ball, but there are no walks.
- No infield fly rule. No bunting. No intentional walks. No stealing. Runners cannot leave the base until contact.
- Only one base allowed on all overthrows, unless there is another play on the runner
- Your players must avoid contact while running the bases.
- **Play will stop when the ball is thrown to and caught by the umpire (near the circle)**
- When the play is stopped, all base runners are awarded the base they are closest to
- Run rule: 15 after 3, 10 after 4, and 8 after 5
- No team timeouts allowed during game time, unless player injury occurs
- Players, coaches or fans that are ejected from a game will be ejected for the next-game also.
- Ejected parties will have to vacate the park, profanities will result in an automatic ejection
- Coaches are responsible for their fans!!! No outside coolers permitted. Only 1 team cooler allowed.
- Pool-play games may end in a tie. No new inning will start after the time-limit.
- Sizzler tie breaker rules: extra-innings or time-limit exceeded: inning will start with 1 out, a runner on second, and 1 strike on the batter. (runner will be the player preceding current batter in the order)

Bracket Seeding (Tie Breakers):

1. Head to head record (not applicable if 3 or more teams)
2. Runs Allowed
3. Run Differential (maximum +/- 8 per game)
4. Coin Toss

Refunds: Games started 0, full refund minus \$25 admin cost. Games started 1+, no refund.

The tournament committee reserves the right to adjust the rules or alter the format of the tournament as deemed necessary

