

Hitting League Rules

1. All Hitters must wear helmets and shoes at all times in the cage (no cleats/crocs).
2. All hitters must be on the roster sheet prior to start of the season/tournament.
3. No substitutions or players switching teams during the league/tournament.
4. Replacement players due to injury, there will be a \$30 non refundable register fee and are unable to prorate for missing weeks.
5. Only one on deck batter is allowed in the designated area to warm up at a time.
6. No hands in the fence and keep away from openings in the cage.
7. If HitTrax or pitching machine malfunction staff/umpire will call the pitch either a ball or a foul ball. NO ARGUING CALLS.
8. Any pitch that does not register ball/strike will be replayed with the current count.
9. Any ball that is put in play and doesn't register will be replayed with the current count.
10. There is a **ZERO TOLERANCE POLICY** for foul language, taunting or throwing bats/helmets equip etc. Violations will result in player disqualification. NO Alcohol
11. Teams must have at least TWO players present at the game time to play.
12. Players may use any metal bat (No wood).
13. No new inning will start after 50 minutes.
14. Pitching machine speeds will be set per age level and will not be adjusted during games.
15. If a player is injured or sick during game and can not continue, another player may bat twice in the missing players spot.
16. If a game is tied after completion of the 50 minute finish the inng it will remain tied.

17. The Hitting team is responsible for picking up balls in a timely manner after their
½ inning.

18. There is NO BUNTING