

# Know Before You Go: HitTrax League Rules

Your quick guide to everything you need to know before stepping into the cage.

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## 1. League Format

- **7 innings or 55 minutes** (whichever comes first)
  - If time expires mid-inning, **finish the inning**
  - **No mercy rule**
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## 2. Team Roster & Lineups

- Teams must have **3–5 players** (no subs)
  - Late arrivals may be added to the **bottom of the lineup** unless the full order has batted
  - Injured players may be skipped **without penalty**
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## 3. Gameplay Structure

- Hitters compete **inside the HitTrax cage**; pitchers follow **USSSA pitching rules**
- **No bunting or chopped swings**
- All at-bats start **1–1 count**
- Foul ball on third strike = **out**

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## 4. Pitching

- Must use a legal **3–10 ft USSSA arc**
- Illegal pitches must be called early; hitter may swing or take the ball
- **No pump-fakes** designed to deceive the HitTrax camera
- Final call = **HitTrax operator**

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## 5. Bats & Balls

- Only **USSSA-stamped slow-pitch bats** allowed
- Balls must be **.44/375 compression** or league-approved equivalent
- **No shaved or altered bats** — immediate ejection

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## 6. Scoring & HitTrax Results

- All HitTrax readings are **final**
- Hits, outs, errors, and trajectories are determined by the machine
- If the system mis-reads or freezes, simply **replay the pitch**

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## 7. Base Running / Simulation

- All running is **fully simulated**

- Runners advance **exactly** as HitTrax dictates
  - No manual scoring changes unless a clear malfunction occurs
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## 8. Homerun Rule

- No homerun limit — swing away!
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## 9. Player Conduct

- No abuse of equipment, staff, or HitTrax system
  - Unsportsmanlike behavior = **warning, then ejection**
  - Alcohol is allowed **as long as players are respectful** and safe around equipment
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## 10. Protests

- Must be made **on the spot**
  - Once the next play begins, the ruling stands
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## 11. Playoffs

- All teams qualify unless otherwise noted
- Format may be **single- or double-elimination**
- Higher seed = **home team**

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## 12. Forfeits

- Forfeit occurs if fewer than **3 players** are present **10 minutes** after game time
- Forfeit score: **15–0**

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## 13. Safety Rules

- Helmets required if facility mandates them
- Players must remain **behind protective screens** when not hitting
- **No swinging bats** outside the cage