

## 1. League Format

- Games are 7 innings or 55 minutes, whichever comes first.
- If time expires mid-inning, finish the inning.
- NO Mercy rule

## 2. Team Roster & Lineups

- Minimum 3 players to play; max roster is 5. No Subs allowed.
- You may add late arrivals to the bottom of the lineup, unless entire order has already batted
- Injured players may be skipped without penalty.

## 3. Gameplay Structure

- Hitters step into the HitTrax cage and hit off an opposing pitcher. USSSA pitching rules apply.
- No bunting or chopped swings.
- Each at-bat starts with a 1–1 count.
- Foul ball on the third strike = out.

## 4. Pitching

- Pitcher must deliver a legal USSSA arc (3–10 ft).
- Illegal pitch must be declared early; hitter can swing or take the automatic ball.
- No pump-fake style pitches meant to deceive the HitTrax camera.
  - Final decision lies with HitTrax operator.

## 5. Bats & Balls

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

## 6. Scoring & HitTrax Interpretation

- HitTrax statistics and results are final.

- Ball trajectories, distances, outs, hits, and errors are determined entirely by the machine.
- If HitTrax mis-reads a ball or freezes, replay the pitch.

#### 7. Base Running / Simulation Rules

- Base running is fully simulated by HitTrax.
- Runners advance according to HitTrax output only.
- No manual scoring changes unless the machine clearly malfunctioned.

#### 8. Homerun Limits

NO Homerun limit. Have fun and swing away.

#### 10. Player Conduct

- No abuse of equipment, staff, or the HitTrax system.
- Unsportsmanlike conduct = warning then ejection..

#### 11. Protests

- Protests must be brought up at the moment of the issue.
- Once play resumes, the ruling stands.

#### 12. Playoffs

- All teams make playoffs unless otherwise stated.
- Single-elimination or double-elimination format depending on number of teams.
- Highest seed is home team.

#### 13. Forfeits

- Game is a forfeit if a team has fewer than 3 players after 10 minutes of scheduled start time.
- Forfeit score: 15–0.

#### 14. Safety

- Batters must wear helmets if required by facility.
- Players must stand behind protective screens when not hitting.

- No swinging bats outside the cage.