**Elite HitTrax Leagues**

**Elite Indoor HitTrax League!**
Elite is excited to invite you to compete in our brand-new Indoor Hitting League! Powered by HitTrax, the world’s first and only baseball simulator, players will get a chance to work on their hitting skills and compete with their friends in a fun and safe environment! The Indoor Hitting League consists of eight teams of 5-6 players per team and lasts six weeks. Every game night, each team plays two, 30-minute/7 inning double headers. Team and individual stat leaders (home runs, hits, and batting average) standings will be kept and posted online and at the facility.

**Rules for HitTrax League**

Games are played virtually utilizing the HitTrax system and the Hack Attack pitching machines. The HitTrax gaming module calls balls & strikes, and awards hits or outs depending on the exit velocity and launch angle of the balls off the player's bat. Base runners as well as a real-time visualization of the flight of each hit are projected onto the computer screens. The HitTrax system determines the result of each at-bat, players are truly playing a virtual game, live in our batting cage. Each week you'll compete in a different Major League ballpark! Here are the rules of our Elite Indoor Hitting League!

* Each team will consist of 5-6 players.
* All games will be scheduled as a double-header with each team playing 2 games per week.
* Games will be 7 innings or 30 minutes, whichever comes first. No new inning will start after 25 minutes of play and there are no extra innings.
* The games can end in a tie.
* Because HitTrax calls Balls and Strikes, misfired balls from the pitching machine will not be replayed. As in a regular game, 3 strikes is an out, 4 balls is a walk.
* There will be an Elite staff member assigned to each game to help with any malfunctions of the HitTrax system.
* Any pitch that does not register a ball or strike will be replayed with the current count.
* Any ball that is put in play that does not register will be replayed with the current count.
* Foul balls that hit the back net, or swings and misses that do not register will be added as a strike (unless the foul ball is with 2 strikes).
* If a ball is put in play, and registers with HitTrax as a hit, out, or foul ball, that ruling is final.
* Any other HitTrax issue will be adjudicated at the discretion of the Elite staff member.
* Each team at bat is responsible to collect balls when necessary. Ball collection shall be completed as **quickly as possible** due to the 30-minute game time limits.
* Helmets must be worn at all times.
* No Bunting allowed!
* There is a ZERO TOLERANCE POLICY for foul language, taunting or throwing bats/helmets. Violations will result in player disqualification.
* Teams must have at least four players present at game time to play. If four players are not present the game will be forfeit.
* If you or a teammate is missing a week, you may bring a replacement player.
* You can sign up alone or with a team. If your child signs up alone we will announce the teams as soon as the league is full.