

# 8u Rules

## 8U Rules

### IMPORTANT RULES and INFORMATION

- 1. TEAMS DEPARTING BEFORE THE END OF THE TOURNAMENT WILL NOT BE ALLOWED TO COMPETE IN THE PLAYOFFS!!!!** If this happens, we will take the second-place team out of the pool or the next best team. The Tournament Director will rule in the fairest possible way.
- 2. Pool Play:** All Pool Play games will be played with a strict 1-hour time limit (or 6 innings). No inning can start after the time limit. Time will be kept by the PG Field Director. For each team's pool games, the home team will be predetermined. No infield fly rule will be in effect.
- 3. Championship Round/Playoffs:** No two teams from the same organization will match-up in the first round of the playoffs. After Round 1, no switches will be made. 1-hour time limit will be used in all games. However, the Championship Game will be played with no Time Limit. The home team in Championship Play will be the higher seed except when there is no seeding. When there is no seeding, the home team will be determined by a coin flip. This is the case even if the schedule says otherwise.
- 4. Forfeits:** All games must be started with at least 9 players. A game can be finished with 8 players. Once a team establishes it has 8 players it must finish the game with 8 players. The player leaving the original lineup cannot return and his spot in the hitting lineup will be recorded as an out. Any intentional forfeit will result in the forfeiting team being eliminated from the tournament. The tournament committee will rule on all forfeits. No team should benefit from the result of a forfeit in an unfair manner. This rule could result in a dispute and the tournament committee reserves the right to look at and rule in the fairest possible way. The committee's decision will be final! A forfeit score will be the average runs scored for the winning team to 0 for the losing team. **The tournament committee will decide when a forfeit is declared.**
- 5. Taking Infield:** No infield will be allowed during the tournaments.
- 6. Mercy Rules:** 12 runs after 3 innings, 10 runs after 4 innings, 7 runs after 5 innings. **(Max of 6 runs per inning).**
- 7. Hitting lineup:** Teams may bat entire lineup with free defensive substitutions. No stealing, bunting, or slapping is permitted in coach pitch events (continue to bottom of this page for kid pitch rules). There is a max of 10 defensive players. Outfielders must be 10ft behind the base path. Defensive coaches may take a position in the outfield in foul territory.
- 8. In case of rain:** All rain out games may not be made up depending on time constraints. In case of scheduling changes, it is the team's responsibility, not the tournament committee, to make sure they are aware of the new schedule or any scheduling changes. This information will be posted on the tournament web site when it becomes available. Note: No special requests will be honored if rescheduling becomes necessary. All coaches should make sure the tournament committee has current contact info. If games are cancelled, pool winners and championship qualification will be determined by the tie breaking procedures (listed below).
- 9. Stop in Play:** Play is stopped when the progress of the lead runner is stopped. Umpire calls time as soon as lead runner is not attempting to advance.

**10. Protests:** Protests will be heard and ruled on by the tournament committee. The team protesting must make cash payment of \$100 at the time of the protest. If the protest is ruled in the protesting team's favor the \$100 will be refunded. The ruling made by the committee will be final. Protests must be filed and ruled on before the next pitch if during game, or before umpires leave field if after a game.

**11. Scoring:** We recommend that all teams (home and visitor) keep a scorebook. The actual scorebook of the game will be kept by tournament staff, in case of emergency where staff can't keep book the home team will be the official scorer. To eliminate scoring disputes scorekeepers should check with the official scorer during and after the game.

**12. Sportsmanship:** In the interest of maintaining a quality event, the tournament committee reserves the right to eject any person from the site for unruly or unsportsmanlike behavior. Any coach or player who is ejected for the second time during the tournament will be eliminated from participating for the remainder of the tournament.

**13. Pitching (Coach Pitch Only):** Pitcher must have one foot in circle even or behind the pitching coach. It is highly recommended that pitchers wear face guard. Pitching rubber will be set at 35ft. Coach must have one foot on rubber when pitching. 5 pitches or 3 strikes- player may continue to bat if they continue to foul off pitches. If a thrown ball hits the pitching coach, it is considered a live ball, unless the umpire determines the coach intentionally interfered. If ump feels it was intentional, it will be a dead ball and the play is repeated (Do Over). If the pitching coach is hit with a ball leaving the bat, all runners will return to their previous base and the batter will hit again (Do Over). Base runners shall not leave the base until the ball crosses the plate. Catcher must squat behind home plate in full gear.

**14. Not covered in the Rules:** In the event any item is not covered in the rules, the tournament committee will make the fairest possible ruling and that ruling will be final!

**15. Field Dimensions:** 8U will be played on a 40x60 field.

**16. Seeding and Tie Breaker Rules.**

- a. Pool play overall record (winning percentage)
- b. If two teams are tied -Head to Head winner
- c. If three teams are tied – If one team has defeated both other teams, that team advances. If not go to #4.
- d. Total runs allowed in pool play.
- e. If still tied – Total runs scored in pool play
- f. If still tied – Total runs allowed subtracting game with most runs allowed in pool play
- g. If still tied – Total runs allowed minus two games with most runs allowed in pool play
- h. If still tied – Runs scored inning by inning starting with first game until one team has more runs after a complete inning starting with pool games
- i. Second place teams will always be taken ahead of 3rd place teams for wild cards, 3rd place ahead of 4th place, etc.