



## Rules and Regulations

### 8U Specific Rules

Tournament will follow the Current High School Rule Book with the following additions:

- 1) Home team is determined by coin flip. Games time starts on delivery of first pitch. Home team is responsible for keeping the official score. Both teams shall confer and agree with scoring on a regular basis during the game.
- 2) Games will be coach pitch. Each batter will get a maximum of 5 pitches.
  - a. Batter is out after 5 pitches
  - b. 3 swinging strikes is an out.
  - c. If the batter fouls off the 5<sup>th</sup> pitch, it will be treated as a 3<sup>rd</sup> strike foul and the batter will get another pitch unless the foul ball is caught.
  - d. Coaches must pitch from within an 8-foot circle around the mound at a distance of 42 feet.
  - e. If a coach that is pitching is hit by a batted ball, the ball will be "dead." Runners do not advance, and the batter will assume previous count (strike is not counted). If the umpire rules coach purposely let the ball hit him, then the batter will be out.
- 3) Teams must play with 10 players, 4 being outfielders. Outfield is determined by being on the grass or by determined line in playing field.
- 4) Player pitcher must wear a helmet.
- 5) There will be a mid-point line between 1<sup>st</sup> and 2<sup>nd</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>, and 3<sup>rd</sup> and Home. If a runner has not passed the line before the defense has control of the ball on the infield, the runner will have to return to the last base occupied.
- 6) Play will stop when throw to pitching circle is made by an infielder. Play is considered dead when the ball reaches the pitching circle. Pitching coaches are to make every effort to catch the balls thrown by infielder to the pitching circle. If a throw by an infielder is not caught but the position pitcher or pitching coach the MUST be an obvious attempt to the circle for play to stop. Pitching Coaches are to not catch throws made to the circle from an outfield position player. If a throw from the outfield position player is made to the circle it must be caught by position pitcher or player. Play will then stop when throw to pitching coach is made.
- 7) Time Limit: 1 hour 30 minutes, or 6 innings. Game is considered officially completed when a minimum of 3 innings is complete. The championship game shall have no time limit.
- 8) Minimum of 9 batters or an out must be taken for each batter less than 9.
- 9) Maximum of 8 runs per inning are allowed except during the last inning where unlimited runs are allowed.
- 10) No walks or base on balls allowed.
- 11) Injury Rule: If a player is injured while using round robin batting his turn in order will be skipped.
- 12) No metal spikes.



# Rules and Regulations

## 1) Age Specific Rules:

	8U	9U	10U	11U	12U	13U
<b>BASE DISTANCE</b>	60'	65'	65'	70'	70'	80'
<b>PITCHING DISTANCE</b>	COACH PITCH	46'	46'	50'	50'	54'
<b>GAME LENGTH</b>	6 INNINGS	6 INNINGS	6 INNINGS	6 INNINGS	6 INNINGS	6 INNINGS
<b>TIE-BREAKER*</b>	Gameday USA*	Gameday USA*	Gameday USA*	Gameday USA*	Gameday USA*	Gameday USA*
<b>TIME LIMITS</b>	1:30	1:40	1:40	1:40	1:40	1:40
<b>MERCY RULE</b>	15 after 3 12 after 4 10 after 5	12 after 3 10 after 4 8 after 5				
<b>PER INNING MERCY RULE</b>	8  (no limit in last inning)	NONE	NONE	NONE	NONE	NONE
<b>LEADOFFS</b>	NO	NO	YES	YES	YES	YES
<b>STEALING</b>	NO	AFTER BALL CROSSES PLATE	YES	YES	YES	YES
<b>BALKS</b>	N/A	N/A	YES, 1 WARNING PER PITCHER	YES, 1 WARNING PER PITCHER	YES, NO WARNINGS	YES, NO WARNINGS
<b>INFIELD FLY RULE</b>	NO	NO	NO	YES	YES	YES
<b>DROPPED 3RD STRIKE</b>	NO	NO	YES	YES	YES	YES
<b>BATS</b>	1.15 BPF, USSSA, USA, BBCOR	1.15 BPF, USSSA, USA, BBCOR	1.15 BPF, USSSA, USA, BBCOR	1.15 BPF, USSSA, USA, BBCOR	1.15 BPF, USSSA, USA, BBCOR	1.15 BPF, USSSA, USA, BBCOR, -8
<b>CLEATS</b>	RUBBER	RUBBER	RUBBER	RUBBER	RUBBER	Rubber or Metal
<b>PITCHERS</b>	COACH PITCH	4 innings Per Game				
<b>FIELDERS / OUTFIELDERS</b>	10 / 4	10 / 4	10 / 4	9/3	9/3	9/3
<b>BATTING ORDER</b>	Continuous/ Round Robin	Continuous/ Round Robin	Continuous/ Round Robin	Continuous/ Round Robin	Continuous/ Round Robin	Continuous/ Round Robin
<b>BUNTING</b>	No	No	Yes	Yes	Yes	Yes

*\*\*Pool games* may end in a tie, if a game ends in a tie prior to the end of the time limit, the following tiebreaker will be used. In the first extra inning and every ½ inning thereafter, each team will start with a man on second base and 1 out. The base runner will be the last batted out from the previous inning. Each batter will start with a 1-1 count. The game will continue in this format until a winner is determined or the time limit expires. Likewise, if weather or darkness prevents a tie game from being completed, then the game shall be recorded as a tie.

*Bracket play* games may not end in a tie. If a bracket play game is tied after the time limit expires or when the regulation innings have been completed, the following tiebreaker will be used. In the first extra inning and every ½ inning thereafter, each team will start with a man on second base and 1 out. The base runner will be the last batted out from the previous inning. Each batter will start with a 1-1 count. The game will continue in this format until a winner is determined. Bracket play games must have a winner. Should a bracket play game be interrupted by weather, darkness, or unplayable field conditions, and is not an official game per the above rules, then the winning team will be determined by the score at the end of the last full completed inning. If score was tied at end of last completed inning or if the first inning of the game is not completed, the higher seed shall advance. This includes championship games.