

GAME 7 BASEBALL

Indoor Tournament Rules - 2017

8U Machine Pitch Division

All Teams must sanction their team online at www.game7baseball.com by creating a Game 7 / Tourney Machine account.

All Teams **must** submit an online Game 7 Official Team Roster & Waiver and bring a copy to tournament check-in prior to the start of a tournament. ***All Game 7 Baseball Tournaments will follow the National Federation of High School Rulebook (except as noted).***

Game 7 Baseball has the right to refuse entry of any team for any reason.

Notice of withdrawal from any tournament must be received in writing at least 3 weeks prior to the start of the tournament to be eligible for a refund (minus \$30 administrative fee). If you withdraw from a tournament within 3 weeks of the start of the tournament, you will forfeit the entire entry fee.

PAID Entries secure your spot in a tournament

****There is a \$50 fee for any returned checks****

All Entry Fees must be paid in full 2 weeks prior to the start of the tournament if paying by check. All entries received within 2 weeks of the start of the tournament, must be paid online with a credit card (processing fees apply).

TEAM CHECK IN: ALL Teams MUST check in at least 30 minutes prior to their first game with a copy of their Game 7 Team Roster.

PROOF OF AGE: It is the Managers responsibility to have his players birth certificates or accepted proof of age in the case of any question regarding the age of his players. If questioned, failure to produce birth certificates will result in a forfeit.

PROTESTS: Any PROTEST requires a \$100 cash protest fee at the time of the protest.

What can be protested? Roster Challenges and misinterpretations of the rules. Judgment calls cannot be protested.

At the time of protest, the game will be stopped and a tournament official and/or UIC will be notified to make a decision on the protest. All decisions will be final.

If protest is upheld, the \$100 fee will be refunded.

Roster Challenges: When a team roster is challenged, teams must provide birth certificates or approved identification to determine if a player is eligible. If a player is determined to be an illegal player, that player is ejected from the protested game and becomes ineligible to

participate for the remainder of the tournament. The protested game becomes a forfeit and that team becomes ineligible to participate in Bracket play.

RAIN OUT / REFUND POLICY:

0 games completed = 100% refund (minus \$30 administrative fee)

1 game completed = 50% refund (minus \$30 administrative fee)

2 games completed = No Refund

*Note: \$30 administrative fee will be waived if you choose to play in another Game 7 tournament that you haven't already registered for. *

All Refund checks are issued within 10-14 business days from the last day of the scheduled tournament.

RIVERS EDGE SPORTS COMPLEX:

NO Sunflower Seeds, NO chewing gum

NO smoking inside the building.

NO outside food or drinks may be brought into the building.

NO COOLERS!!

NO sitting or standing behind the net behind home plate

NO molded cleats (tennis shoes or turf shoes only)

GATE FEES:

A daily admission fee of \$3 will be charged at each tournament. (Cash Only)

Uniformed players and 3 coaches are free. Children 12 and under are free.

GAME TIME LIMITS:

6 innings or 1 hour time limit, whichever comes first.

No new inning may start after the time limit has elapsed. A new inning automatically begins after the 3rd out is recorded in the bottom half of the previous inning.

The official game clock starts at the conclusion of ground rules.

All teams must be prepared to start 15 minutes prior to their scheduled game time.

Pool Play games can end in a tie.

In Championship/Bracket play games, if the score is tied after all regulation innings have been played or time has expired, the game will proceed as follows until there is a winner. The last batted out will be put on 2nd base to start each inning, with 0 outs.

Game 7 Baseball reserves the right to alter, change or abbreviate tournament formats, when necessary, in order to complete the tournament.

RUN RULES:

12 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.

HOME TEAM: In pool play, the Home Team will be determined by coin toss. The highest seeded team will be the Home Team during Bracket Play and the Championship Game.

LINE-UPS: Each team **MUST** prepare a written line-up, listing first and last names and numbers of all players/subs that are available prior to each game. Line-ups must be given to the home plate umpire at ground rules. Note: Once the line-up is submitted at ground rules, no additions/changes can be made.

Batting Order Options:

- 1) Ten (10) batters
- 2) Continuous batting order, with free defensive substitution

Note: When batting a continuous batting order, if a player has to leave the game due to an injury/illness and cannot return to the game, he will not be penalized by taking an out in his spot in the batting order. Once that player leaves the game, the player is not eligible to return to the game in any capacity.

If only 9 players are available, teams may start and finish a game with nine (9) players, without taking an out for the 10th spot in the line-up.

If the line-up drops below 9 players, the game will be considered a forfeit.

RE-ENTRY Rule: Starters may re-enter one time in their original spot in the batting order. Players listed as substitutes removed from the game are ineligible to return to that game.

Forfeits: Recorded as 6-0.

TIE BREAKERS: In Pool Play, if all regulation innings have been played or the imposed time limit has expired and the score is tied, the game will end in a tie.

Pool Play - Tie Breaker Criteria:

- Head to Head (only when 2 teams are tied)
Note: When 3 or more teams are tied, the tie breaker becomes Runs Allowed, and cannot revert back to the previous criteria of Head to Head
- Runs Allowed
- Runs Scored
- Game 7 Points
- Coin Toss

BASEBALLS: Game 7 will provide baseballs for each game.

GAME RULES

NO cleats, turf shoes or tennis shoes only

Machine Distance = 42'

Base Distance = 60'

Machine Speed – 8U (39-42 mph)

Maximum of 5 runs scored per half inning

Ten (10) defensive players shall play in the field with four (4) outfielders

-Outfielders (4) must stay in the outfield behind the white line until the ball is hit.

- The batter will get six (6) pitches or three (3) swinging strikes. If the sixth (6th) pitch is a foul ball, the batter shall receive an additional pitch or pitches until the ball is hit fair or the batter's turn at bat is completed.
- No intentional walks allowed.
- No Bunting or half-swings at the pitch. PENALTY: Ball is declared a foul ball and counts as a pitch
- Batters may not indicate a “fake bunt” then pull back and swing. PENALTY: A strike will be called and if it's the third (3rd) strike, the batter will be declared out.
- No infield fly rule
- No lead-offs or stealing, runners must hold their base until the ball is hit. PENALTY: Runner(s) will be called out for leaving the base early. Teams will get 1 warning.
- Umpire will operate the pitching machine at all times
- During play, the umpire will call “Time” and declare the ball dead when the ball is controlled by an infielder on the infield within the base paths. Runners will be sent back to last touched base if the umpire determines the runners were not more than halfway to the next base. This is a judgment call by the umpire.
- The defensive player listed as the pitcher shall not leave the pitching circle until the ball is hit. PENALTY: The play continues and after the play has ended, the offensive team has the option of taking the result of the play or no pitch. Note: The pitcher must have one foot within the circle and positioned in line with or anywhere behind the front of the machine until the ball is hit.
- Whenever a batted ball hits any part of the pitching machine or the umpire operating the pitching machine, the ball is dead, the batter is awarded first base (1st) base and all runners shall advance one (1) base.

CEILING NET

If a batted ball hits the net on the ceiling before the flags, it is considered a foul and dead ball and cannot be caught for an out.

If a batted ball hits any part of the flags or the ceiling net behind the flags, it is considered live and can be caught for an out.

If a batted ball hits the ceiling net and goes over the outfield fence, it's a home run.

WALLS

Batted balls that are hit off the side walls are live and cannot be caught off the wall for an out.

A batted ball that hits the side wall and goes over the outfield fence is a ground rule double.

COURTESY RUNNERS

Courtesy runners may be used for the pitcher or catcher of record at anytime. It is recommended to use the courtesy runner to keep the game moving. The courtesy runner must be a player not presently in the line-up. When using a continuous batting order, the courtesy runner will be the last out. If at any time, a courtesy runner is determined to be ineligible, the proper replacement (if available) shall be used without penalty.

Pre-game infield practice will not be allowed in an effort to keep on schedule. There will be space available beyond the outfield fence to warm up prior to your game.

SPORTSMANSHIP:

All players, coaches, managers, sponsors and spectators are expected to conduct themselves in a sportsmanlike manner at all times. Remember, rule interpretations may be disputed. Judgment calls, especially balls and strikes may NOT be disputed. All ejections will result in banishment from that game and may also result in banishment of the tournament. This is youth baseball, bad sportsmanship will not be tolerated.

Thank You for choosing Game 7 Baseball.

Dave Schmidt & Dave Penning
Game 7 Baseball