

AURORA BASEBALL LEAGUE
TOURNAMENT RULES - 8U COACH PITCH

General Rules

1. When not covered by specific Aurora Baseball League (ABL) amendments in this document, High School (NFHS) Rules apply. The ABL reserves the right to modify rules prior to the start of the tournament if any item is misrepresented within this document.
2. All teams are required to have Insurance when they register for the tournament. Insurance is a requirement for participation.
3. Teams shall be at the field 30 minutes before the scheduled time of the game. Umpires may start games up to 30 minutes early. Unprepared teams risk possible forfeiture by a 7-0 score. Teams can start a game with a minimum of eight (8) players.
4. In pool play games the home team shall be declared by flip of a coin. The home team will be responsible for keeping the official score book. For all playoff games, the home team shall be the highest seeded team.
5. There is no infield practice before the start of a game. Teams may take ground balls in foul territory along the 1st and 3rd base lines.
6. All protests shall be made to the umpire before the next pitch. The head umpire for that game shall have the final ruling.
7. Any player, coach, parent, or fan that is ejected from a game by an umpire must leave the field and will not be permitted to play in or be at the field for the team's next game.
8. All games must start on time and are on a 1 hour 15 minute time limit.
 - a. No inning will start after 1 hour and 15 minutes unless necessary to make the game official.
 - b. Time shall begin at the conclusion of ground rules. Umpire will announce time to coaches and the home team will note it in their scorebook.
 - c. If the home team is in the lead and at bat when time expires, then the home team is declared the winner and the game is over.
 - d. Pool games can end in a tie if the time limit is met.
 - e. There is no time limit on championship games.
9. Any game that is not an official game because of inclement weather or other unforeseen developments shall be a suspended game and shall be resumed from the point of suspension.

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General Guidelines

	8U
Base Distance	60 ft
Pitching Distance	40 ft
Complete Game (innings)	6
Official Game (innings)	4
Mercy Rule (runs - inning)	10 after 5 12 after 4
Stealing	No
Lead-offs	No
Head First Slide Allowed	No
Bat Restrictions	None
Metal Spikes	No

Player Roster

1. Age requirement cut off date is May 1st. A player must be 8 years old or under as of May 1st. Birth certificates must be available prior to the start of each game.
2. Rosters are limited to 15 players.
3. All players on a team must be from their community league or team's regular roster. The ABL reserves the right to refuse entry of non-community affiliated teams. A player cannot be on the roster of two different 8U teams that play in the tournament.
4. All players must wear numbered uniforms and/or all lineups will indicate the number of each player.

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Batting/Base-running

1. The batting order shall constitute all players on the team roster at the beginning of the game. Late arrivals shall be inserted as the last batter. All players on the roster shall bat before returning to the top of the order.
2. There is a maximum of 7 runs per inning or 3 outs, whichever comes first. There is no run limit in the sixth inning.
3. Bunting, lead-offs, stealing, walks, hit batters, and head-first sliding are NOT permitted.
4. A batter is entitled to six overhand pitches or three swinging strikes. If the sixth pitch or third strike is fouled off (not caught on the fly by a fielder), the batter is entitled to another pitch, otherwise an out will be recorded.
5. A batted ball that hits the coach-pitcher will be a dead ball. The pitch will not count toward the six pitch maximum and the batter hits again.
6. Batters are not allowed to throw their bat after swinging. The first occurrence will result in a warning to the player. A second occurrence will result in the player being called out.
7. It is the runner's responsibility to slide (or avoid contact) on all close plays.
8. Courtesy runners are allowed for catchers with two outs to speed up the game. The runner must be a player who is not currently in the game. If there are no additional players, the runner will be the player who made the last batted out (last out if roster batting). The runner being substituted for must play catcher in the next inning.

Pitching/Defense

1. Infield Dead Ball Rule is in effect. The play is considered dead when an infield player who possesses the ball inside of the baselines and is not making a baseball move calls for time out. Runners behind the hash marks between bases will return to the previous base. Play is not dead until an infielder raises the ball over his head inside the baselines. Play may be made on runners at any time unless the ball is raised overhead by an infielder in fair territory.
2. The defensive player at the pitcher position must have at least one foot inside the pitching circle at the time the pitch is made. The coach pitcher must have at least one foot inside the circle when delivering the pitch.
3. Ten (10) defensive players may play at a time. Four outfield positions must be used. Open substitution of defensive positions can occur without notifying the opposing team.
4. All players must play at least two (2) successive innings in a defensive position (exception only when a mercy run rule situation occurs).
5. Infield fly rules do not apply.

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Miscellaneous

1. Winning team will text the game score to the Tournament Director (216.288.8831 and 440.679.1326) immediately following the game and give the game score to a tournament Field Director. Please include Age Division, Teams, and Score in text message.
2. The playoffs will be determined as follows in 2019 (14 teams):
 - a. Teams are divided into four pools. The winner of each pool will advance to the playoffs and be seeded #1 through #4 based on record (and the tie breaker guidelines as needed).
 - b. Four wild card teams (from any pool) will be selected and seeded #5 through #8 based on record (and the tie breaker guidelines as needed).
 - c. In the quarterfinal round, each pool winner will play a wild card team (#1 will play #8, etc.). If dictated by seeding, teams from the same pool can be matched up in the quarterfinals.
3. Any pool game ending in a tie due to the time limit that is an "official game" will stand as a tie. Any playoff game ending in a tie must be played until there is a winner.
4. In the event of a tie in team won/loss record, Tie Breaker guidelines are as follows:
 - 1) Head to head record (only if two teams are involved)
 - 2) Fewest runs allowed
 - 3) Run differential (max +8/game)
 - 4) Total runs scored
 - 5) Coin toss

NOTE - the Tournament Director may adjust these for special considerations like forfeits.

NOTE - if three or more teams are tied in pool play, head to head is NOT used to determine the order of finish. Where multiple teams are to be selected, such as a 3 team tie for the pool winner and runner-up, all tied teams shall be ordered per steps #2 - #5 above and the teams selected based on that order (as opposed to choosing one team and then starting the process over or using head to head among the remaining teams).

5. Profanity by ANY participant (including coaches) is subject to immediate ejection from the tournament.
6. The insurance carried by the ABL does not cover outside teams that are participating in the tournament.
7. The Tournament Director or his appointed representative shall be the sole judge as to the playing condition of the field and is responsible to make a decision for termination of play. In the event of bad weather, the ABL reserves the right to modify the tournament

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format. In the event the tournament is canceled due to weather and only 1 game is played, refund is 50%. If only 2 games are played, refund is 0.

8. Should rain delay the pool play on Thursday, Friday, or Saturday and force make-up games on Sunday, the Tournament Director has the discretion to modify the playoff bracket as needed (including reducing the number of teams).
9. If there is visible lightning and/or thunder (including seeing the flash, not necessarily seeing a lightning bolt) before, during, or after a game, players, coaches, and umpires are to leave the playing field immediately and move to a safe location and wait until 20 minutes has elapsed from the time of the last visible lightning and/or thunder.