

Play1Way Sports 8U Baseball Tournament Rules and Guidelines

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Age Cut-off:

Age on April 30, 2021 is your tournament age **UNLESS THE TOURNAMENT SPECIFICALLY STATES DIFFERENT AGE CUTOFFS**. This will apply to all tournaments from 9/1/2020 through 9/1/2021

Team manager must have copy of player's birth certificate available upon request. There will be a \$100 fee to challenge an age, due at the time of challenge. If you win the challenge you will get the \$100 challenge fee back.

Game Length:

- 8u and younger - 6 innings, no new inning after 1:30

Tie-Breaker:

Pool play can end in a tie. In bracket play, if a game is tied at the end of regulation innings or the time limit has expired, the following tie-breaker rules will be used:

The visiting team will load the bases and start the inning with 1 out. Runners will be placed in the following order:

- The last batter of the previous inning will go to 1st
- The second to last batter of the previous inning will go to 2nd
- The third to last batter of the previous inning will go to 3rd

Play will continue this way until 1 team leads the other after a complete inning

The championship game will play with regular extra innings (NO TIE BREAKER) and no time limit. Mercy rule will be in effect.

Note: In pool play, a regulation game is 6 innings or 90 minutes, whichever comes first. Cannot start new inning after the game clock has expired.

Pre-Game: Teams must be ready to play 20 minutes prior to their start time. No infield use (batting or infield/outfield) between games. Players may warm-up in the outfield. While not guaranteed, most fields have a batting cage for use.

Home team during pool play is determined by a coin flip. In bracket play home team will be the highest seeded team.

Pitching:

- Machine pitch: placed at 46' and set at apx 40-45 mph.
- Coach pitch: Must be overhand and "drive" foot must be in contact with designated mark or pitching rubber
- In both instances, the coach pitcher must hold ball in the air prior to pitch to alert defense you are getting ready to throw or feed the machine

Pitcher/Player:

- The pitcher/player must keep 1 foot inside the designated area until ball is hit
- The pitcher/player must wear a helmet with a facemask

Bat Restrictions: •

- Bats must be stamped USA Bats

Field Size:

- 46' mound, 60' bases. No leads, no stealing, no dropped 3rd strike

Line-up/Continuous Batting Order/Substitution Rule:

Offensive - Team may bat 10 players, the entire lineup, or in-between. Once the number of batters is determined, it must remain for the entire game. One player cannot occupy more than one position in the batting order. A substitute is anyone not placed in the batting order. Once a substitution bats or runs for a player, the sub and the original starter are locked into that batting position and either one may bat or run in that position ONLY. Player Injury is not considered an out. If a second player is removed from the game due to an injury, when their position in the batting order is up, this will be considered an out if no sub is available. All ejected players will be considered an out if there are no subs available **see Zero-Tolerance Policy for ejected players/coaches.

Defensive -Any player on the roster may play in any defensive position at any time, regardless of being in the batting order. For example - A team may have 20 players: Bat 10 of them and play the other 10 in the field. No one player in a game can assume more than one offensive position. There are typically 10 defensive players, but you may start a game with 9. The following positions MUST be occupied – pitcher, catcher, LF/LCF/RCF/RF (if playing 10 defensive players) or LF/CF/RF (if playing 9 defensive players). At no time should a defense give the appearance of having a “roaming short fielder”. All outfielders must take position in the outfield.

An At-Bat will end when 1) the ball is put in play, 2) 5 pitches have been pitched. An At-Bat CANNOT end on a foul ball.

A ½ inning will end when 3 defensive outs are made or the offensive team has scored 5 runs. Exception: only 3 outs can end a ½ inning in the 6th inning or extra innings (extra innings only applicable in bracket play). If, prior the 6th inning, the umpire announces “final inning” based on time – that inning will be treated like the 6th inning. If there is still time left on the game clock at the end of the inning that was announced as “final” inning”, play will continue and treated as the 6th inning until regulations innings are complete or the game times out.

Base Running & Defensive Control

- “Control” will be defined as ball secured by a fielder, in the infield, in fair territory and at least 1 hand raised as if calling “time out”
- Runners NOT on a base are **ALWAYS** at risk to be put out
- A play is considered “dead” when control is achieved by the defense and all runners are on a base. The play will remain “live” until both conditions are achieved.
- A line will indicate will be marked ½ way between 1st & 2nd, 2nd & 3rd and 3rd and home
- Once a play is “dead”, if an advancing runner achieved the half way line, in the discretion of the umpire, the runner shall remain at the achieved base. If not, the runner will be returned to the previous base. A runner needs just 1 foot on or over the line to be considered ½ way to the next base.
- If the defense attempts to put out a runner AFTER they indicate control but before a runner reaches a base, this will be considered “continuation” and control will be lost. Continuation can be with a throw or by pursuing the runner on foot.
- All runners will be treated independently as it pertains to the half way line
- In the event a runner is required to return to a base that is occupied, all trailing base runners will also be returned to their previous base. No runner can be forced to return from 1b to home. Should 2 base runners be forced to occupy the same base, the lead runner will be called out.
 - *Example: With runners on 1st and 2nd, a fly ball is hit to the outfield. Both runners hold their respective bases to see if the ball is caught. The outfielder does not catch the ball. The runner at 2nd does not advance quick enough to pass the half way line by the time defense has control (as defined above), the runner on first however has achieved the half way point and would be legally allowed to occupy 2nd base and the batter is safe at first. The lead runner is out.*

Courtesy Runner: • A team may courtesy run for the catcher ONLY with 2 outs. • Runner must be the player who recorded the last out (regardless of inning) when entire roster is in the batting order. If there are substitutes (someone who has NOT been in the batting order) available to courtesy run they must be used first. This is strongly encouraged, but not required, to speed up the game.

Seeding: • Pool play record will determine seeding for single elimination bracket play. Bracket seeding will be determined as follows:

- **Pool Play Events:** 1) Pool Place, 2) Record, 3) Head to Head, 3) Total runs allowed, 4) Total runs scored, 5) Run differential (max run differential = 5 per game)
- **Random Draw Events:** 1) Record, 2) Head to Head, 3) Total runs allowed, 4) Total runs scored, 5) Run differential (max run differential = 5 per game)

In all events if a tie still remains after the run differential is applied, higher seed will be determined by a coin flip. The coin flip will be performed by a Play1Way Sports representative and game official.

Zero-Tolerance Policy: Unsportsmanlike conduct will not be tolerated. Profanity or misconduct by a player, coach/manager, or fan will not be tolerated and may result in his/her ejection from the game and dismissal from the tournament. Any player, coach, or fan ejected from the game will NOT be permitted at the team's next game. This is non-negotiable. If a player, coach, or fan is found on premise after being ejected, that team will be forced to forfeit that game.

Mercy Rule: The Mercy Rule will be enforced as follows:

- 15 runs after 3 innings, 12 runs after 4 innings (3 ½ if home team is leading), 8 runs after 5 innings (4 ½ if the home team is leading)

Tournament Cancellation Policy (For reason outside the control of Play1Way Sports – rain/government restrictions/etc):

- 0 Games played: Full refund (less \$50 administration fee)
- 1 Game played: Refund 50%
- 2+ Games Played: No Refund

Team Cancellation Policy: If a team withdraws entry from an event:

- Criteria 1: 30 days or more prior to event = 100% refund (less a \$50 administration fee)
- Criteria 2: 29-14 days prior to event – if replacement team can be found see Criteria 1. If replacement team cannot be found = 75% refund.
- Criteria 3: 13 days prior to event - schedule release (typically the Monday prior to the event) = 50% refund. If a replacement team is found, a 75% refund will be issued.
- Criteria 4: After schedule is released = No refund.

Note: For refund purposes only, 1 complete inning will constitute a game. Play1Way Sports has up to 30 days from completion of the tournament to issue refunds.

Shortened Games: • Games shortened due to weather (100% the umpire's decision) are deemed official after 2.5 innings of play if home team is winning. 3 innings if the home team is losing. A tie is an option after a game becomes official during pool play.

Tournament Format/Bracket Play

Play1Way Sports reserves the right to alter the original tournament format/bracket play. It is our priority to provide the best event experience and highest level of competition possible and will do everything that is reasonably in our power to maintain the advertised format.

Notes:

Home team is the official scorekeeper of the game. Team scorekeepers should match scores after each inning.

Liability Coverage: All teams are responsible for their own liability coverage. The tournament, it's directors, landowners, hosts, etc., are not responsible for financial coverage of any injured player.

Protest. Any team is allowed to protest. Fee for protest is \$100. If you win the protest the \$100 will be returned to the protesting team. A team cannot protest a judgement call. Only application of rules can be protested. A protest **MUST** occur at the time of the situation in question. The fee will be given to a Play1Way Sports game manager. Final decision will be made by the Head Umpire for the tournament.

***Any **playing rules not covered** under the above tournament rules will default to Little League International playing rules for tournament play. Anything not covered by written rule, the decision will be made by the head umpire. All decisions are final.

*** **Playing under Covid-19 Restrictions. Teams will NOT shake hands.** Instead, teams will line up on their respective baselines and tip hats. Understand that Play1Way Sports is required to uphold rules of the communities and facilities being used.

*****Infectious Disease/Liability Waiver and Roster** must be signed by each player prior to first game (provided electronically)