

FCTB 8U Tournament Rules

Foster City Tournament Baseball: 8U Division

1- TEAMS

- A. Team roster and birth certificates are to be present at all times during the Tournament. Each team must turn in a copy of their Liability Insurance certificate before the start of their first game. **Check in located at Sea Cloud Park or Edgewater Park**
- B. All teams must submit a 10 – 15 player roster. Roster should include each Player's uniform number. Only those players submitted on the roster will be eligible to participate in the tournament. **A team must have a minimum of 10 players at each game.**
- C. **No players can be added to your roster after you 'check in' or play your first game**
- D. Players may not be placed on multiple rosters even if teams are in different divisions
- E. All coaches and managers will be adults (minimum **18** years old). A maximum of **three** coaches and one manager will be allowed for each team.
- F. All teams must report for the coin toss at least **30 mins** before their start time. Tournament officials will be empowered to move start times up thirty (**30**) minutes if it can be warranted.
- G. Each team is to be at the field **30 mins** before the schedule start time.
- H. All ages must comply with the birth date cutoff of **April 30**.
- I. **No noisemakers allowed by spectators.**
- J. **Managers are responsible for the conduct of their team and parents.**

2. Regulation Game – rules apply for both pool play and playoffs

- A. All games will be six (**6**) innings.
- B. The (**10**) run rule is in effect. After a legal game, the team that is ahead by (**10**) or more runs will be declared the winner after **5** innings or **4 and a half** if the home team is ahead. (The game will end in the middle of the 5th inning).
- C. **FIVE RUN RULE**: The team at bat may score:
 - 1. A total of five (5) runs if the team at bat begins the inning ahead in the score; or
 - 2. A total of five (5) runs if the team at bat begins the inning behind by less than five (5) runs or;
 - 3. Can score as many runs needed to tie the opposing team's score if the team at bat begins the inning behind by five (5) or more runs.

Note: the five run-rule shall not apply in the 6th inning or later (i.e., unlimited runs may be scored) or in what the umpire deems will be the last complete inning of the game (i.e., both the top and bottom halves of the inning). (This would probably occur in the fifth or sixth innings.) If the inning turns out not to be the last inning the next inning will be played at the last inning and unlimited runs may be scored by either team.

- D. **Time Limit**: No inning may be started after **1 hour 15 minutes** from game start time. Time is calculated from the last out of the prior inning not when a team re-takes the field. Yes, there can be a tie games in pool play! If **6** innings have been completed prior to the **1 hour 15 minutes** time limit and the game is tied, extra innings may be played, till the **1 hour and 15 minute** limit is reached, in which case no more innings may be started. **Time limits apply for both pool play and playoffs. There will be no time limit in Championship games.**
- E. In Pool Play, home team determined by a coin toss prior to the game. Winner of coin toss has choice of being "home" team or choosing dugout. For Playoffs, the higher seed will be the home team and will occupy the 3rd base dugout. If teams have a back to back game, just remain in the same dugout as the prior game.

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- F. Home team shall keep the Official scorebook for the game.

3. Playing Rules

- A. Little League Rules shall govern play on issues not covered below.
- B. Little League USA or USSSA Approved Bats Only
- C. This will be a coach pitch tournament.
- D. Coaches or manager will pitch to their own team from inside the (10) foot radius pitching circle. Inside means neither foot extending over the line at any time. A violation will cause an immediate dead ball. First offense will result in a warning. All further offenses will result in a declared pitch to the batter. If the declared pitch is the fifth (5), the batter is out
- E. Pitcher/coach may not instruct/coach from the pitching circle.
- F. Each batter shall receive 5 pitches from the coach/manager pitcher. Batter is out if the ball is not put in play within 5 pitches except for a foul ball 5th pitch batter stays alive. Batter stays alive on foul balls after the 5th pitch. **There are no strikeouts prior to the 5th pitch.**
- G. Defensive pitcher shall stand with both feet inside the circle and behind the Pitching Mound, until the pitched ball has crossed Home Plate.
- H. 10 players on the field. The 4 Outfielders must be behind the outfielder grass line during every pitch until the ball has been delivered and has reached the batter.
- I. The play stops when the ball is returned to the defensive pitcher with both feet inside the 10 foot pitching circle and has control of the ball. If the runner is more than half way between the bases the runner is awarded the base he is going to. If not, the runner goes back.
- J. No Bunting
- K. There is no stealing or leading off.
- L. The runner may leave their base after the pitch crosses the plate. If the runner leaves early he should be called out and the result of the play stands for the batter.
- M. No sitting on buckets on the field on play during a game.
- N. No metal cleats.
- O. No “on deck” batter. **NOTE:** No swinging the bat behind the Dugout
- P. No infield fly rule.
- Q. No pinch runner.
- R. No slash bunts
- S. A courtesy runner may be substituted for a catcher with (2) outs so the catcher will be ready to resume his duties as soon as the side is retired. The courtesy runner shall be the player who made the second out in the inning.
- T. Every player must play a minimum of (3) defensive innings.
EXEPTIONS: if the game ends after (5) innings each player must have played a minimum of (2) defensive inning.
- U. Open substitution will apply.
- V. Continuous batting order will be used. Bat through the entire roster. **Note: If you have more players than the opposing team you have the option to bat the same number of players as other team. Example team A has minimum 10 players team B has 12 players. Team B has option of batting 10 players to match team A. Note: All players must play their minimum 3 defensive innings even if not in Batting Order.**
- W. Cones will be set at 175 ft. If the ball is hit over the cones on a fly it will be a home run. If the ball rolls thru the cones it will be a ground rule double

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- X. No Game will be played under protest. The umpires on the field and the final judgment being made by the Tournament Director or his delegate will settle all questions of the rule interpretation.
- Y. Any of the players, coaches, managers or spectators who acts in an un-sportsmanlike manner may be warned once by the umpire. The second time, that person will be removed from the field. If in the judgment of the umpire or tournament officials the offense is of a serious enough nature, that person may be ejected without warning.
- Z. Any player, coach, manager, or spectator ejected from a game may be suspended from further tournament play or participation.
- AA. Runner must attempt to avoid contact with a fielder on ALL plays. Failure to do so will result in the player being called out and could result in ejection from the game. The umpire has the final say as to whether the runner made sufficient effort to avoid a collision. When in doubt **SLIDE**.
- BB. Defensive team is free to make plays on the runners but once the ball reaches the defensive pitcher inside the circle (except on a ball hit to the defensive pitcher), play is dead no matter what. So, if you want to make a play on the runner, don't throw the ball to the defensive pitcher inside the circle. **Batted ball that hits the pitching coach is a dead ball/no pitch. If the umpire deems the coach did not make an appropriate attempt to avoid the ball, the batter may be ruled out and all runners will be sent back**
- CC. Youth and adult umpires will be used. Mistakes will be made and they should be taken as part of the game.
- DD. There is a Zero Tolerance for Bad Behavior. The penalty for any Coach, Player or Spectator of a team that excessively objects to an Umpire decision or shows an unsportsmanlike conduct or language will be ejection from the playing field. In addition the Manager of that team will also be ejected from the playing field.

4. Playoffs:

- A. Playoff seeding rules will be determined once registration closes

5. EQUIPMENT:

- A. All players are required to wear protective cups.
- B. All Catchers Masks must have a throat protector

GOOD LUCK AND HAVE A GREAT TOURNAMENT!