



2022 Iron Horse Baseball

8u Lou Gehrig Classic Machine Pitch Tournament

Tournament Directors:

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LG 8U Tournament Rules

Cal Ripken rules apply unless specifically noted below.

Lou Gehrig Park Rules:

1. No Alcohol or Tobacco
2. No foul or abusive language
3. No pets
4. No bikes, scooters, skates, or the like
5. No batting practice on Lou Gehrig diamonds or in the batting cages
6. No teams are allowed on infields prior to 15 minutes before game time

ZERO Tolerance —

- No judgment call may be debated by any coach, player or spectator
- Rule interpretations may only be raised by the team manager
- The team manager is held responsible for the behavior of his coaches, players and fans
- A manager that cannot control any of the above will have his team suffer a forfeit

Equipment: No metal cleats, no jewelry. Only USA Baseball Approved (stamped) bats are allowed. Any bat with a barrel 2 1/4" — 2 5/8" must be stamped with USA Baseball.

Game Play & General Rules

- A. Both team managers will meet 5 mins prior to game time for Ground Rules
- B. Home Team will be determined for pool play by a best of three game of Rock, Paper, Scissors; one player (captain) will participate from each team
- C. **Pool Games** will be 6 innings Maximum with Mercy Rule / Run limit rules in effect
 - i. With a 1 hr 50 minutes time limit
 - ii. No new inning will start after 1 hour 50 minutes
 - iii. After the time limit play will continue until the conclusion of the current inning
 - iv. The pool play game can end in a tie
- D. **Playoff games** will be 6 innings with Run Rule / Run limit rules in effect
 - i. With a 1 hr 30 minutes time limit
 - ii. No new inning will start after 1 hour 50 minutes
 - iii. After the time limit play will continue until the conclusion of the current inning
 - iv. If a game is tied after 6 innings, extra innings will be played with no run limit per inning
- E. **Championship games** will be 6 innings long with Mercy Rule / Run limit rules in effect
 - i. No time limit
 - ii. If a game is tied after 6 innings, extra innings will be played with no run limit per inning.
- F. Any rule not specifically addressed in the amended rules will automatically be referred to the little league rulebook
- G. Any protests or rules in question must be addressed immediately during the game with a Tournament Official/Umpire in Chief
- H. Run Rule:**
 - i. 15 runs after 3 ½ innings if the home team is winning and every complete inning after that.
- I. Run limits:**
 - i. Five (5) run per inning limit for innings 1 through 5, with no team scoring more than 8 runs per inning (Continuation Rule).
 - 1. Continuation Rule: Any run(s) scored after (5) will not count unless the batter hits a home run over the fence. If this occurs, all players on base including the batter will count.
 - ii. Unlimited runs for the 6th inning.

Offensive Rules

- A. All teams will bat **ALL** rostered, uniformed players during the course of the full game
 - i. A late-arriving player is added to the bottom of the batting order
 - ii. If a player leaves the game before the conclusion, the batter is considered removed from the lineup and the team does not have to take an out on that player's subsequent at-bats
 - iii. Substitutions may be made on an open basis throughout the entire game
 - iv. A team cannot play with less than nine (9) players at any time including the situation of losing a player to injury or ejection
- B. There can only be one coach in each of the coach's boxes
- C. Bunting is **not** allowed at any time during the game.
 - i. Any player deemed to have bunted by the umpire will be considered out and all runners will return to their original base.
- D. A batter will record an out if
 - i. Strikeout
 - ii. A player does not put a (hittable) ball in play or hits a foul ball (that is caught) on the fifth pitch
 - iii. Throwing the bat after a warning is issued, umpire discretion
- E. Base Running
 - i. All plays except an overthrow from an infield hit, end at the natural conclusion of the play.
 - ii. **There is no possession/halfway rule.**
 - iii. Play ends when a player is tagged out or he is stationed at a base with the defensive team in control of the play.
 - iv. Players are in jeopardy at all times of a play, even when possession has been established.
 - v. Control is established when a defense has not just possession of the ball, but when runners are stationary at a base. (Natural Conclusion)
 - vi. Controlling position can be defined as when runners stop any advancement to the next base and are stationary on a bag (judged by the lead runner). Defensive Control of the play is determined by control of the actual runners, not a perceived or imaginary control.
 - vii. All runner are in jeopardy at all times, unless the umpire has called a play dead. If a player is tagged out, even on a play where he would've been forced back to a base, that runner is out.
 - viii. A Time Out will only be granted to a defensive player AFTER control of runners has been established. A player yelling for a timeout while runners are still running is not control and timeout will not be granted.
 - ix. Players should remain on their base until the umpire resets them or calls an out.

- x. There will be **no** stealing bases in this tournament
- xi. Players are not allowed to leave an occupied base until contact is made
- xii. Any runner found to be leaving early will be given a team warning
- xiii. Every runner found to be leaving early after a warning has been given, will be deemed out, umpire discretion
- xiv. Any play where a runner is called out for leaving early will be counted as a no pitch and all runners will return to their previous base
- xv. Infield fly rule is not in effect
- xvi. Base runners must slide or avoid contact at any base
- xvii. Players are NOT allowed to slide headfirst into any base. They are allowed to slide headfirst going back to a previously occupied base. Any player sliding head first will be called out

F. Overthrows

- i. Each runner may advance (at their own risk)
- ii. A maximum of one (1) additional base plus the one they were advancing to, regardless of the number of overthrows during any at-bat.
 - 1. The batter cannot advance past 2nd base on any ball that does not leave the infield.

G. Each player will receive no more than five (5) pitches deemed to be hittable

- i. If a pitch from the machine is judged to be unhittable by the umpire, the umpire may declare no pitch
- ii. A player who fouls off the fifth pitch shall continue the at-bat as if it is the fifth pitch (unless caught in foul territory)

H. The Pitching machine will be set to 41 mph @ 46 ft

- i. Both managers shall meet prior to the start of the game to agree on the pitching machine speed/ball trajectory and make any necessary adjustments
- ii. During the game, the pitching machine can only be adjusted at the top of an inning and must be mutually agreed upon by both team managers
- iii. In the event that a player is hit by a pitch, that pitch will be deemed a dead ball / no pitch and the player will remain at bat and be given an additional pitch (the batter is NOT awarded a base)
- iv. Whether due to injury or ejection or a player simply leaving, once a team is down to eight players the game is forfeited

I. In the case of injury of a player, a team that has 9 or more players remaining in the batting order excluding the injured player will not be charged an out each successive time the injured player would have come up to bat.

J. In the case of an ejected player, the team will be required to take an out each successive time the ejected player would have been up to bat in the game in which he was ejected

- i. All ejected players and managers must sit out one game in addition to the game in which they were ejected

Defensive Rules

- A. Teams may field ten players on defense -- (4) OF, (4) INF, P, C
- B. Teams may not 'shift' within OF or INF
- C. The pitcher may be located on the right or left side of the dirt surrounding the pitcher's mound and must start each play even with the rubber on the pitcher's mound and with one foot on the circle around the pitching machine
- D. No player, including the pitcher, may enter the circle surrounding the pitching machine to make a play
- E. If this occurs the ball is declared dead, the base runners advance one base and the batter is awarded first base
- F. If a batted ball touches the pitching machine, electrical cord, or coach standing within the mound, the ball is declared dead, base runners advance one base, and the batter is given first base (a base hit)
- G. Coaches are NOT allowed in the field of play for the defensive team

Coach/Spectator Behavior

- A. All parents, coaches, and spectators are required to have sportsmanship
- B. Coaches may NOT argue judgment calls. All umpire's judgment calls are final. An umpire may ask for help from his/her partner umpire in the case of an obstructed view, however, coaches may NOT ask for an umpire to appeal to a second umpire on a "bad call"
- C. Please be advised that with modified rules and the age group, almost every call the umpires make is a judgment call
- D. The Manager of the team is in charge of his/her entire team, including but not limited to the coaching staff, players, parents, and spectators
- E. All protests must be handled immediately by an on-site Tournament Director when discussing baseball rules
- F. Please do not allow your coaches to make safe/out calls in an attempt to persuade an umpire into a call. Let the umpire make the call. Please advise your parents and spectators to follow the same rules.

Standings, Games and Cancellations

- A. All games are complete after four complete innings (3 1/2 if the home team is winning)
- B. In the event of a pre-game rain delay, no game may be delayed more than one hour; at that time the game is canceled and either rescheduled or terminated
- C. In the event of a mid-game rain delay of more than one hour, the game will be continued immediately after it is determined that field conditions are playable and continued until the game has reached complete game status (four complete innings)
 - a. If the game is deemed unplayable that day, the tournament directors will determine the course of action based on field availability and scheduling

- D. In the event of a complete Sunday rainout, the highest-ranked remaining seed will be awarded the Division and Tournament Championships. **The Tournament Directors will have the final say.**
- E. In case of rain or weather that halts the tournament with games left to be played, teams will be awarded points for seeding purposes.
 - a. Winning team receives 2 points;
 - b. A tie earns both teams 1 point.
 - c. If a game is not played, each team receives one point.
 - d. Tie-breakers involving runs will be calculated on a per-game basis.

Tiebreakers

- G. Division Winners and 2nd place, etc (once division winner has been determined):
 - i. Head to Head
 - ii. Runs allowed
 - iii. Runs scored
 - iv. Run Differential
 - v. Coin Flip