



Villages Baseball Association 2022 Fireball 8U/8UB

Palencia Park:
405 Palencia Village Dr
Saint Augustine, FL 32092

Tournament Director:
Brian Smith 904-704-6967
AJ Ghazanfari 904-874-1004

Tournament Information/Brackets/Scores Available:
www.Villagesbaseball.org
TourneyMachine
Rained out app (Good for parents)
Text: VBAFIREBALL to 84483

General:

- For any and all rules not addressed the Official Cal Ripken League Baseball Rules and Regulations will regulate play.
- Home Team is responsible for official scorebook
- No protests, in game rule issues must be appealed immediately and game stopped, VBA board members on-site will make the ruling immediately
- VBA board members will be on-site for all scheduled games

- Age-A players age may be protested by any teams head coach only. A binding fee of \$100 must be paid, if opposing coach is unable to provide proof of birthdate the player will be removed and \$100 returned to protesting coach. If player is proved to be of correct age the \$100 will not be returned. Coaches are advised to carry a team binder with proof of birthdate.

Game Length:

- No new inning will start after 1 hour and 30 minutes (1:30).
- Umpire will keep official time.
- Each half inning consists of 7 runs or 3 outs, whichever comes first. Play shall be considered dead once the 7th run is scored. (No run limit in bracket play)
- A regulation game will be whichever comes first:
 - 6 innings, or 5 1/2 if home team is ahead
 - Time limits (1:30)
 - Losing team is mathematically eliminated after four innings:
 - 8 run lead after 5 innings
 - 10 run lead after 4 innings

Playing Field:

- Distance between bases is 60 feet.
- Pitcher's rubber is 46 feet from home plate.
- The pitching machine shall:
 - Be positioned so that the front leg of the machine is placed in front of the pitching rubber (ideally touching the front edge of the pitching rubber);
 - Be set at power level 10
 - Perfect arm pitching machine to be used

Offense:

- Batting lineups must be exchanged between coaches before the game.
- Teams will have a choice of batting 10 players using the Cal Ripken substitution rules OR batting all players and using free substitution in the field.
- All teams must start a game with a minimum of 9 players. The missing starter (if less than 10) in the batting line up will be called out at his turn at bat*. Failure to be able to field 9 players will result in a forfeit as covered in the Babe Ruth/Cal Ripken rules.
- A late arriving player should be listed last in the batting order and skipped when his turn at bat comes up, until the player arrives. No penalty unless team drops below 10 players.
- The offensive team will have a 1st base coach, a 3rd base coach, and a coach that operates the pitching machine.

- Each batter is allowed 4 pitches or 3 strikes to put the ball in play. An additional pitch is awarded in the case of a foul ball on a 3rd strike. The batter is out on the fifth pitch if the batter does not swing the bat.
- Exception to the four pitch rule: If any pitch is significantly out of the strike zone the pitch is ruled a 'no pitch' and the play is redone. This is at umpire's discretion. Swinging at a pitch does not effect the umpires ability to call it a 'no pitch'
- An offensive coach will pitch the ball using the pitching machine. After the ball is put into play, the offensive coach must make every attempt to remove themselves so as to not interfere with the play of the game.
- Coaches are permitted to utilize the "fine tuning knob" to adjust the height of pitches while their team is at bat. Coaches may not make any adjustments to the power lever during a game.
- A batted ball that hits any part of the pitching machine, including the sand bags or the coach pitching shall be automatically ruled a single. Base runners in a force to run position shall advance one base. Base runners not in a force to run position shall remain at the base occupied prior to the pitch.
- If an offensive coach intentionally touches a ball in play or egregiously obstructs the play, the batter will be called out and all base runners return to the base previously occupied. This is at the umpire's discretion.
- Throwing the bat will result in the batter being given a warning. A batter who throws the bat after having already received a warning will be called out and all base runners return to the base previously occupied.
- Once a batter squares to bunt, the batter may not take a full swing on the same pitch (no slashing).
- Penalty for fake bunting will be as follows (whether contact is made or not): 1) Batter will be called out. 2) Ball will be declared dead and all runners will return to bases. On the 2nd occurrence the manager will be ejected from the game. If second time for the same player, player will also be ejected.

- Bunting on the last pitch, if foul, batter is out.
- Pitcher cannot charge on bunts, until the ball has been released by the machine.
- The offensive coach operating the pitching machine shall confirm with the other team's coach that the defense is ready for play prior to the first pitch of an inning.

Defense:

- Two defensive coaches will be allowed on the field while their team is on defense (other coaches will be in the dugout). They must be positioned in foul territory, past the infield clay, and down each respective foul line. They must always remain in foul territory and are there for positioning and assisting their players only. If any coach attempts to intimidate, coerce or otherwise negatively affect the opposing team, they will be removed from the field/game at the umpire's discretion.
- There are 10 defensive positions: 4 regular infielders, a pitcher, a catcher and 4 outfielders. A team can play a game with less than 10 players in the field.
- Players shall be positioned as follows:
 - Outfielders must start play in the outfield grass.
 - The catcher must be positioned behind the batter's box as to not interfere with the batter. Catchers must be equipped to play position.
 - The defensive "pitcher" may stand behind the machine or on either side, but, for safety, must not stand closer to home plate than the front edge of the pitching machine prior to delivery of the pitch. Pitcher must have at least one foot in the pitching circle
 - Play is stopped when one of the following occurs:
 - All base runners have ceased trying to advance a base
 - 'Time' is called by the umpire. Time will be called when:

- The baseball play has stopped at the umpire's discretion.
- A player with control of the ball in the base path of the furthest advanced base runner AND all base runners have ceased trying to advance a base. Control is defined as ball in hand or glove. If a trail runner is trying to advance and time is called, the base runner will be awarded that base.
- Note: Trying to advance means a runner is actively moving towards the next base. Standing or 'dancing' in the base path is not considered trying to advance.
- A foul ball caught by a catcher must be over the batter's head to be counted as an out. Exception: A foul ball caught by a catcher on the third strike will be counted as an out.
- There is no infield fly rule.
- All other normal rules of baseball apply.

Base Running:

- Runners will not lead off. Runners must remain in contact with the base until the ball crosses home plate/
- Stealing is not allowed. Tagging up on a fly ball is allowed.
- Overthrows are live and base runners advance at their own risk until the defensive team can stop play as defined above. If the ball leaves the field of play, hits any equipment, enters the dugout or hits any player or coach out of the dugout, play is dead and base runners will be awarded one base.
- For safety, players must leave helmets on until they are in the dugout.

- A coach physically aiding a runner is prohibited. If a base coach touches a runner, play is halted and the runner is out. All base runners will return to previously occupied base.
- If a base runner runs outside a baseline (three feet on each side of a direct line between the bases) to avoid a tag, the base runner is out.
- Offensive Obstruction – If a base runner, intentionally or unintentionally, obstructs a defensive player attempting to field the ball, that base runner is out. If a defensive player is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball he may be considered "in the act of fielding a ball." It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball. After a fielder has made an attempt to field a ball and missed, he can no longer be in the "act of fielding" the ball.
- Time Outs:
 - Before a time out will be granted to a defensive team in a live ball situation, the defense must stop play (i.e. be able to call "time" as referenced above).
 - At the umpire's discretion, play may be stopped if in their judgment there is an injury to a player or any other unsafe condition. The umpire would then award runners/batters bases accordingly and to the best of their judgment.
 - Each team (offensively and defensively) is allowed two time outs per inning. Injury time outs do not count as team time outs.