

# **2022 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. Proof of insurance may be requested at any time by a tournament official. A team that is unable to provide documented proof of insurance will forfeit all games, without refund, until they are able to do so.
3. The ABL will provide one new ball per game. Each team will provide one good used game ball, and however more may be required.
4. The ABL will provide one umpire for all games.
5. 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.
6. 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.
7. 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.
8. All protests shall be made to the umpire before the next pitch. The head umpire for that game shall have the final ruling.
9. 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.
10. 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.

## **General Guidelines**

	8U
Base Distance	60 ft
Pitching Distance	42 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 and on 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 matching and numbered uniforms and all lineups must indicate the number of each player.

## **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. Extra innings, when applicable, are also unlimited runs.
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.

- a. CLARIFICATION:

If the third strike is fouled off on pitches 3, 4, or 5, the batter is entitled to an additional pitch or pitches until reaching three swinging strikes or six pitches.

If the sixth pitch is fouled off, the batter is entitled to a seventh pitch. If the seventh pitch is fouled off, an out will be recorded. The batter is not entitled to an eighth pitch.

5. A batted ball that hits the coach pitching 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 will be the player who made the last batted out. 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 **on the infield dirt in fair territory** 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 **in the infield dirt**. 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 will 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.

## **Tournament Format and Scheduling**

- All teams will reach Sunday's single elimination playoff bracket. Pool game results will determine seeding in bracket based on point system. Point system will score as follows:
  - a. Win = 3 points
  - b. Tie = 2 points
  - c. Loss = 1 point
  - d. Forfeit = 0 points
- 6 or more Team Format - two pools of equal number teams. If there are an uneven number of teams, one pool will have one less team than the other. There will be two pool games per team against randomly selected teams in the same pool.
- 5 or less Team Format - all teams will be entered into one pool. There will be two pool games per team against randomly selected opponents.
- The Tournament Director may modify the pool play and playoffs if deemed necessary.
- 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.
- In the event of a tie in team won/loss points, 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 - 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).

### **Time Limit and Extra Innings**

1. All games must start on time and are on a 1 hour 50 minute time limit. No new inning shall begin after the time limit unless to make an "official game".
2. 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.
3. The conclusion of the inning will be the reference point for the time limit.
  - a. Example: If the third out is made in the bottom of the inning before time limit has been reached, one more inning will be allowed.
4. 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.
5. Pool games can end in a tie if the time limit has been reached.
  - a. If the game is tied and the time limit has NOT been reached, the game may go into extra innings as needed until the time limit is reached.
  - b. Pool game extra innings will be played under "normal" tournament rules.
6. Playoff games except for championship game will use a "Runner on second" type format if extra innings are needed beyond the time limit.
  - a. If the time limit has NOT been reached and extra innings are needed they will be played under "normal" tournament rules.
  - b. If the time limit has been reached and extra innings are needed, every half inning that is necessary will begin with a runner on second base.
    - The baserunner will be the player in the batting lineup directly before the first batter due up for that inning.
      - Example: If the #5 hitter is due up to start the inning, #4 will be on second base.
    - There will be NO modification to outs, or the batter's count.
7. There is no time limit and no "Runner on Second" for championship games.

## **Miscellaneous**

1. Winning team will text the game score to the Tournament Director (330-998-3525 and 216-509-2525) 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. Profanity by ANY participant (including coaches) is subject to immediate ejection from the tournament.
3. The insurance carried by the ABL does not cover outside teams that are participating in the tournament.
4. 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 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.
5. Should rain delay the pool play on Friday, or Saturday and force make-up games on Sunday, all playoff bracket games will be cancelled and we will proceed directly to the championship games with the two top ranked teams. NOTE - Tournament Director discretion applies.
6. 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.

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