

# 8U RULES



## **General Responsibilities**

1. Sportsmanship must be a top priority by all teams at all times.
2. Coaches are responsible for maintaining player and fan discipline.
3. Dug outs are to be kept clean by players and coaches.
4. Chanting is discouraged; NO CHANTING DURING PITCHES – umpire shall issue 1 warning and may eject head coach thereafter.
5. No infield or batting practice before games on the playing fields.
6. The Seymour Ball Club is not liable for injuries.
7. Rosters are to be submitted no later than the team's first game. Once a team begins the first game there shall be no roster changes, except at the reasonable discretion of the tournament director. Medals are awarded for (12) players. A player can only be listed on one roster.
8. Age eligibility is based on April 30. A birth certificate must be made available upon a reasonable request. If one can't be provided, then that player won't be able to play until proof of age is provided. If an ineligible player is found on a team that is a forfeit. Forfeited games will be scored as 7 to 0 for the record books.

## **General Game Rules**

1. Hard balls will be used.
2. All bats must have a USA bat stamp – maximum width of 2 5/8", NO USSSA Bats. If an illegal bat is discovered prior to an "at bat" the bat is simply removed from play. A player who uses an illegal bat will be ruled out; no advancement on the bases will be allowed. No appeal is required. An at bat will be considered legal once a pitch is thrown to the next batter.
3. Unlimited defensive substitutions. No player may sit more than 2 innings in a row.
4. Defensive coach is encouraged to join his team in the outfield.
5. Every player present must bat.
6. Injured players can be removed from the lineup without penalty and their batting slot shall be missed without penalty.
7. Teams can play with up to 10 fielders, with 4 outfielders. Outfielders must begin each play in grass.
8. Infield fly rule is not in effect.
9. Run Rule: Games will be called if a team is ahead by 15 or more runs after 3 innings OR 10 or more runs after 4 innings, including championship games.
10. A coin flip will determine the home team for pool play. The higher seeded team will be the home team for bracket play.
11. Metal spikes are prohibited.
12. Games are scheduled to be 6 innings. Pool games may end in a tie. No inning will start after 1hr 30

minutes - an inning starts with the third out of the previous inning. There will be a hard 1 hour 50 minute time limit for pool play; in the event of a hard stop the score shall revert to the previous inning's score. No hard stops during bracket play. No time limit in championship games. The umpire will mark the start time of the game and let both coaches know.

### **Pitching**

1. Coaches are to pitch from the pitching rubber.
2. Players designated as pitcher on defense must be within 3 feet (left or right) of the coach who is pitching.
3. Coaches must make every effort to exit the field of play if possible while the ball is live from a hit.

### **Batting**

1. All players present will be in the batting order; Players must remain in the same batting order.
2. No bunting.
3. Any batted ball that hits Coach Pitcher will be considered a dead ball (No pitch/No strike).
4. A batter can have 3 swinging strikes (or foul balls) or 7 total pitches.
5. If the batter fouls off the pitch, the batter is allowed another pitch.

### **Base Runners**

1. Baserunners may only advance one base on overthrows, at their own risk.
2. On balls hit to the outfield, runners may advance until the ball is secured by any fielder or Coach Pitcher on the infield dirt; if a player throws the ball to the Coach Pitcher the coach is expected to make a reasonable effort to catch the ball. If the umpire determines that the coach failed to make a reasonable effort the runner(s) will be returned to previous bases.
3. Once the ball is secured, runners may continue to the next base only if they have passed the previous base and are actively advancing (umpires call); runners standing on the base or returning to the base may not advance.
4. There is no stealing or leading off; runners may leave the base as the pitched ball crosses the plate.
5. On close plays the player must slide (except at first) or be called out at the umpire's discretion. No headfirst sliding when a runner is advancing or be called out at the umpire's discretion. Runner may slide headfirst back to the previous base.
6. On a close play at first the runners are encouraged to use the orange safety base.
7. No appeal is required on a missed base – it is an automatic out to be called by the umpire at the end of the play.
8. If a catcher is on base with two outs, he can be replaced with a courtesy runner, which shall be the player who made the last out.

### **Umpires**

1. Umpires have full authority over the game, including the right to remove players, coaches, and fans for unsportsmanlike conduct.

(a) Any player, coach, or manager ejected from a game for an unsportsmanlike act shall be

prohibited from participating in all remaining games of the tournament.

(b) If a player is ejected an out will be recorded when his turn at bat comes up for the remainder of the game.

(c) Any parent or fan ejected from a game will not be allowed at any tournament fields the remainder of the tournament.

2. The umpire is responsible for pitch count and calls at home plate. (If applicable) The field umpire is responsible for making calls at 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> bases; the home plate umpire may overrule the field umpire on a disputed call. All decisions of the home plate umpire are final.

3. Only the manager may discuss a decision with the umpire. Only one coach (the manager) will enter discussion with the umpire. All umpires will be treated with respect.

4. No protests.

### **Weather**

1. All games must be postponed at the first sight of lightning.

2. In the case of poor weather, the tournament officials reserve the right to devise a shortened format to complete the tournament. Four completed innings (3 ½ if the home team is winning) will constitute a completed game. Pools will be seeded based on an equal number of completed games.

### **Tie Breakers for Pool Play**

1. 2-Way tie breakers for pool play:

- (1) head-to-head;
- (2) total runs allowed
- (3) total run differential (max 10 runs per game)
- (4) if still tied, coin flip

2. 3-Way tie breakers – Once bottom team is eliminated, revert to 2-Way

- (1) total runs allowed
- (2) total run differential (max 10 runs per game)
- (3) if still tied, teams will be drawn from a hat.