



2023 Ohio Blast Father's Day Classic
June 16th - June 18th, 2023
Canfield, OH • New Middletown, OH

TOURNAMENT RULES – 8U ADDENDUM

Please read our standard TOURNAMENT RULES, as they will apply, with the following exceptions:

1. Registration:

- A. All teams must enter their online roster on Tourney Machine, which must include their parent's email addresses and cell phone numbers. If a player is 18 or older, you can use the player's email address or cell phone number instead. We will be sending out reminders which will include links for you to check your team's roster status on Tourney Machine.
- B. All teams are required to submit their team registration information electronically via email by June 2nd, 2023. Please scan **ALL** needed registration documents into a **single** PDF and email to ohioblastcomp@gmail.com.
- C. The registration information needed for each team consists of the following:
(Please note...without the appropriate registration information, teams may be prohibited from playing in the 2023 Ohio Blast Father's Day Classic).
 - Teams must provide proof of adequate team insurance.
 - A fully completed Ohio Blast Participation Waiver and Guidelines Compliance Acceptance.
 - A copy of your manager's A.C.E. coaching card, which will also show your background check.
 - A copy of your manager's concussion certificate.
 - A copy of your manager's sudden cardiac arrest certificate.

Both the concussion certificate and sudden cardiac arrest certificate can be obtained free of charge thru:

<https://nfhslearn.com/courses/concussion-in-sports-2>

<https://nfhslearn.com/courses/sudden-cardiac-arrest>

Items that do NOT need to be provided during registration:

- A birth certificate copy for each player listed on your roster. Birth certificate copies do not need to be registered. However, they will be required to be presented in the event of any player eligibility protest. Failure to provide a copy of the birth certificate will result in forfeiture of the games in which the player played.
2. Game Balls: At the onset of each game, the umpire(s) will be providing each team with a brand new cellophane-wrapped game ball. The game ball will be yours to keep after each game as well, and are **not** to be returned to the umpire or tournament. Each team will need to bring their own supply of playable Certified 11" (375 compression and 47 core) game balls.
 3. Playing Field: Pitching Distance 27 to 35ft. Pitching Circle 8ft. radius around pitcher's plate. Hash marks will be placed on the field located 35' from each base for the purpose of establishing which base the runners will be assigned to at the end of each play when runners are on base and the ball is controlled by the pitcher within the pitching circle.
 4. Game length:
 - A. Pool play and championship round games (except the final championship games) will be 6 innings with a 70 minute limit. No new inning will begin after 70 minutes.
 - B. If the time limit has been reached, teams will compete the current half inning if the home team is winning, or the full inning if the away team is winning.
 - C. Mercy Rule: The game will be called after 3 ½ innings (if the home team) or 4 innings (if the away team) is winning by 11 or more runs.

- D. For pool play games, when a game is tied after 6 innings, or when the time limit has been reached, the game will be recorded as a tie. For championship round games (except for the final championship games), the ASA/USA tie-breaker rule will be in effect.
 - E. Final championship games will be 6 innings without a time limit. In the event of a tie after 6 innings, the game will continue until a winner is determined.
 - F. In order to stay as close as possible to the schedule, all teams are required to be previously warmed up, near their scheduled field of play (30 minutes prior to the scheduled start time), and ready to enter their field of play as soon as the previous teams and coaches have exited. All coaches and players must give teams the proper space and time needed to completely exit the field before entering. Exiting teams must also expedite leaving the field so that the next teams may enter and get ready to play.
5. Teams must have a minimum of 8 eligible players, otherwise the game must be forfeited. Although there is a maximum of 10 players on defense, ALL eligible players must bat and be in the batting order. The batting order must be established prior to the start of the game and cannot be changed once the game has started, with the exception of a player (or players) arriving late. In which case the player (or players) must be added to the bottom of the lineup without penalty.
 6. Defensive Positions: All defensive players must wear face masks. Teams will have one player in the catching position (in full catcher equipment) and a (defensive) pitcher. The pitcher must have at least one foot in the pitching circle when the pitch is delivered by the (offensive) coach. 2 outfielders are required if they only have 8 eligible players, 3 outfielders if they only have 9 eligible players, 4 outfielders if they have 10 or more eligible players. Outfielders must start the play in the designated outfield area, and cannot be positioned as extra infielders. Designated outfield areas are left field, left-center, center field, right-center, and right field.
 7. Coach-Pitcher: Shall be a member of the offensive team's coaching staff and shall pitch the ball in an underhand motion to each batter on his/her team. The Umpire may allow the coach-pitcher to pitch at a distance between 27' and 35' in a location that will allow the coach pitcher to deliver a flat hittable pitch to the batter. The player-pitcher is for defensive purposes only and shall not pitch, but can move freely to play defense once the ball is hit. The coach-pitcher must make every effort to avoid interfering with the play once the ball is hit, and until the pitcher is in full control of the ball within the pitching circle.
 8. Each batter will be allowed six (6) pitches to hit the ball in play. A batted foul ball on the sixth pitch or beyond will result in an additional pitch. Each batter will get either (6) pitches or (3) strikes, whichever comes first. There will be no walks or hit batters allotted to any batter.
 9. Each team will be limited to a maximum of six (6) runs per inning OR three (3) outs, whichever comes first. For the 6th inning, or any inning designated to be the final inning prior to the start of the inning, there will be no run limit, but the mercy rule will still be in effect.
 10. The Infield Fly Rule is NOT in effect.
 11. Base Stealing is NOT permitted. Leaving the base prior to the ball being hit, will be a dead ball and the offending base runner will be called out.
 12. A play is considered over in a few different scenarios:
 - A. After the 3rd out is made in an inning.
 - B. When an out is made and no one is on base.
 - C. When a base runner is on base and a ball from the infield or outfield is in full control of the defensive pitcher within the pitcher's circle. Runners who have NOT passed the hash mark located between each of the bases prior to control by the pitcher within the pitcher's circle, will be returned to last base they safely touched. If a defensive player makes a play on a runner, the play continues.

13. An overthrow or pass ball at ANY base involving a play on a base runner or batter-runner by a defensive player is a live ball and it is to be played accordingly. Base runners can advance at their own risk. Once the ball is back in full control of the defensive pitcher within the pitcher's circle, any base runners who have NOT passed the hash mark located between the bases (prior to control by the pitcher within the pitcher's circle), will be returned to the last base they safely touched. If a defensive player makes a play on a runner, the play continues.

If you have any questions, please feel free to contact one of our tournament committee members:

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