

## 2023 PITTSBURGH POWER "BATTLE IN THE BURGH" 8U TOURNAMENT RULES

ASA/USA Rules will govern the tournament, except when noted differently below.

The tournament will consist of "POOL PLAY" games and a single elimination "CHAMPIONSHIP ROUND". Pool play games will be played on Friday and Saturday, July 1st and 2nd. Weather permitting, each team will play 4 pool play games. Pool play games will be used to seed the teams for the elimination "championship" round. Weather permitting, all teams will advance to the championship round.

Championship round seeding will be based on each team's pool play win/loss/tie record.

When ties exist, the following tie breaker rules will be applied:

- A. Head-to-Head
- B. Total Runs Allowed
- C. Run Differential
- D. Total Runs Scored
- E. Coin Toss

-During pool play, there will be a coin toss to determine the HOME team prior to each game. For the championship round games, the higher seed will be given the choice of being the HOME or AWAY team.

-Each game will be umpired by sanctioned ASA/USA umpires.

-The HOME team will be the official scorekeeper. Umpires should check with both teams after each inning to ensure accurate scoring.

-Team lineups MUST be exchanged between teams prior to each game and include each player's last name, first initial, and number.

-Teams must have a minimum of 8 eligible players, otherwise the game must be forfeited. 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.

### **Game Length/Scoring**

-Pool play and championship round games (except the final championship game) will be 6 innings with a 60-minute time limit. No new inning will begin after 60 minutes.

-If the time limit has been reached, teams will complete the current half inning if the home team is winning, or the full inning if the away team is winning.

-For pool play games, when a game is tied after 6 innings, or when the time limit has been reached and the current inning is completed, the game will be recorded as a tie. For championship round games (except for the final championship game), the ASA/USA tie-breaker rule will be in effect.

-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.

-Mercy Rule: The game will be called after 3 1/2 innings (if the home team) or 4 innings (if the away team) is winning by 11 or more runs.

-Each team will be limited to a maximum of four (4) 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.

### **Fielding**

-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.

-Outfielders may not solely complete a force play at any base. Outfielders must throw.

the ball to an infielder to complete a force play at any base. (ex. the outfielder cannot run and step on 2nd base to complete a force out)

- The defensive pitcher must have one foot inside the designated pitching circle prior to each pitch. Once the pitch is delivered, the defensive pitcher may move freely on the field.
- The Infield Fly Rule is NOT in effect.
- Defensive players shall not interfere with a baserunner's ability to run through a base when no play is imminent at said base.

### **Pitching**

- The offensive pitcher will be a member of the team's coaching staff and shall pitch the ball in an underhand motion to each batter on his/her team. The coach pitcher may 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 coach pitcher must have 1 foot inside the designated pitching circle before each pitch is delivered.
- 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.
- Each batter will be allowed five (5) pitches to hit the ball in play. A batted foul ball on the fifth pitch or beyond will result in an additional pitch. Each batter will get either (5) pitches or (3) strikes, whichever comes first.
- Any batted ball that strikes the coach pitcher will be an immediate dead ball and will not count towards the (5) pitch count.
- There will be no walks or bases allotted to hit batters.

### **Base Running/Time Called**

- Leaving the base prior to the ball being hit, will be a dead ball and the offending base runner will be called out. Umpires may issue a warning to each team before calling the runner out.
- A play is considered over in a few different scenarios:
  - After the 3rd out is made in an inning.
  - When an out is made and no one is on base.
  - When a live ball 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 the last base they safely touched. If a defensive player makes a play on a runner, the play continues.
- 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.

### **Other Rules:**

- 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.
- Walk up music and player introductions are not permitted to be broadcasted via speaker. The defensive team may play music at reasonable levels between each inning of play. Music will stop once the coach pitcher enters the pitching circle.
- Once a game begins, the umpire(s) assume control of the game.
- Only team managers are permitted to address umpires in regard to an explanation of a call. -Managers are not permitted to argue judgement calls or argue with an umpire in an attempt to change a call.
- Umpires have reasonable discretion to eject any player, manager, coach or spectator.
- If ejected, the ejected person or persons must leave the premises immediately.
- A player, manager or coach who is ejected is automatically suspended for the following game.
- A spectator who is ejected may not return until the following day.